Gate Keepers



by Faucheusestar

The story is set in 1969, in Japan unbeknownst to humans interdimensional aliens have emerged with plans to take over the world by sending numerous agents to wreak havoc in cities, turning people into robotic minions. They are referred to as "Invaders".

In an attempt to confront the Invaders and defend the planet; an elite but highly secret organization of peace-keepers called the Alien Exterminating Global Intercept System (or A.E.G.I.S.), was set up with funding from the government. They rely on the ability of "Gate Keepers", who have the power to open dimensional "Gates" of a paranormal energy that give them their superpowers for fight against invader.

Take **1000 Choice Points** to fund your adventures.

Starting Location

*Roll a **1d4** to determine where you start, otherwise pay 50 CP to choose your Starting Location.*

1. **Tategami High School**

The secret headquarters of the Japanese branch A.E.G.I.S. lies beneath your feet, you have just appeared in a sandstorm and the roar of an engine echoes in the distance.

2. **Himeji Castle?**

Jumper is in another castle? You have the impression of being lost, according to the signs around you are in a castle in Japan

3. **An arcade room**

You are in view of all the games in an arcade room in Japan looking in your pocket to find a lot of tokens

4. **Somewhere on Earth**

A.E.G.I.S. has branches all over the world to counter the invaders, maybe you are there for that or to invade in any case you can choose where you want on Earth and an A.E.G.I.S's branch will appear near your location.

Age and Gender:

Freely choose your own age or gender.

Origins:

Drop-In:
A mysterious figure no one knows where you come from has no papers or ID. A.E.G.I.S might suspect that you are an invader unless you prove to them otherwise like having a Gate for example.



GateKeeper:
You are an A.E.G.I.S Agent or maybe an independent GateKeeper, you can open one gate to another dimension for use paranormal power but the invaders will hunt you down if he sees you using it



Invader:
The Invaders were an inorganic substance that takes the form of humanoid robots in a black suit, hat, dark glasses and holding a suitcase. You can transform your body and suitcase into energy canons or regular versions.



Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

Drop-In



It's not Jumper, this one has glasses! [100 CP | Free for Drop in]
Thanks to new facial expressions, glasses or any small detail, people will never make the connection between your secret identities unless you want them to.



“You are not a pawn” [100 CP | Free for Drop in]
Maybe it’s remorse? Maybe it’s a feeling of opportunity? But the Evil repentant or not, are attracted to you. They want to recruit you rather than harm you and become the mentor of a little Jumper. They might even become attached to you and end up loving you sincerely.



“I want the power only you have” [200 CP | Discounted for Drop in]
You are incredibly good at manipulating people and playing roles. Getting someone into your camp is easier, even more so if they doubt themselves. You might even convince the invaders that you're on the same side



Keep calm [200 CP | Discounted for Drop in]
You know how to keep a cool head and remain detached whatever is happening around you in all circumstances. In order to analyze your environment, calculate the optimal positioning and act at the right time... In addition, in this state of mind your comments are very funny.

“All systems, construction complete” [400 CP | Discounted for Drop in]
Like Ayane you are a computer expert capable of coding two devices at the same time, you also have all his knowledge making imitation gate devices, launching them and positioning them perfectly. Hacking machines, using spy programs to compile large quantities of data, all this is possible.



“It’s my turn to use you” [400 CP | Discounted for Drop in]
How naive of them to think they could use the jumper as a puppet, when they were your puppet all along! You are really good at betraying and doing so by eliminating them allows you to extract their essence and model it to create objects with their power and characteristic.



Dual Gate Keeper [600 CP | Discounted for Drop in]
Strangely, you seem to be able to use not only your portal but its Inverse Gates version, the latter are unlocked by a strong negative emotion once done or thanks to this advantage you can use it freely but overuse remains dangerous. Reverse Gates most often possess the opposite of the power of your normal portal. The door of life would be that of Genocide for example but fire and ice are not inverse gates of eachother, in another jump you can use two powers simultaneously which should be impossible to use at the same time.



Supernatural resilience [600 CP | Discounted for Drop in]
The Gates are very dangerous, overusing them could cost you dearly, you could obtain eternal youth! What do you mean it's not a curse? You might prefer to disappear consumed by your own Portal...it seems that even that doesn't concern you as much! If a power were to make you lose something, you would lose less than expected or even gain a “positive” curse like eternal youth! After all, one man's curse might just be another man's blessing. The Gate Darkness would cause blood to be absorbed instead of absorbing your arm and if you overdo it it would cause cuts that might even heal.

GateKeeper



Gate [100 CP | Free for GateKeeper]
Choose only one Gate from these, examples come from the series but nothing prevents you from finding another way to use the existing Gate.Sufficiently powerful guardians can move across the dimension their gate is connected to in order to teleport. Gate powers are limited or expanded depending on the "power" and skill of its user: Reiji didn't have the power to invoke this future by force before many years.

List of Gate

- Gate of Gales/Wind : create air currents that propel objects, sharp winds and vacuum spheres
- Gate of Life : create healing light, light arrow and bring spring to snowy places



- Gate of Illusion: illusions are tangible and physically affect the target. if coupled with music the latter is very painful for the invaders
- Gate of Close Combat/Pursuit: increase physical abilities (run at more than 120 km/h or even lift a bus, all easily),increase pursuit ability
- Gate of Walls/Protection : create walls and barriers with properties (shock absorber against fall damage)
- Gate of Fire/ Explosion: generate fire



- Gate of Ice/snow : Freeze target and shattered them in frozen shard, generate blizzards, see and transmit visions
- Gate of Supersonic: allows you to accelerate your speed and become extremely agile.
- Gate of Lightning : produces electricity
- Gate of Foresight: read the near and distant future and invoke this future by force (example if a car is going to be destroyed then you can impose this state on that of the present) and see people's thoughts.



- Gate of Blade : Summon orange blades of different shapes and sizes
- Gate of Flight : allows you to jump very high but not fly and negates falling damage
- Gate of Space and Time
- Gate of Hundred Animals: summon animals to fight for you



[I saw it in his eyes 100 CP | Free for GateKeeper]
You have a real talent for seeing the full potential of people, where others might doubt whether or not the person is the right one, your instinct knows how to differentiate them with a simple look and moreover these people will start with a sympathetic impression for you

Prodigy [200 CP | Discounted for Gatekeeper]
Reiko is a young musical prodigy and Ruriko is pretty smart and good at everything, studies, sports and all sorts of stuff. Chose a domain you are now a prodigy in



Tamer [200 CP | Discounted for Gatekeeper]
You are loved by animals and know how to tame them very well. If you raise one, it becomes increasingly intelligent while remaining adorable by being able to see the enemy's weaknesses and indicate where to strike. Moreover, all the animals you love will never die of old age.



Gate of Hundred Pokemon Walking Furret! [400 CP | Discounted for Gatekeeper]
Thanks to their psychic power, gatekeepers draw power from another dimension... Doesn't that remind you of anything Jumper? You have traveled and will travel in several dimensions perhaps you can learn how to draw power from the dimension you have visited? This advantage allows you to create Gates based on your travel. Its Gate is not limited to just one like the classics.



A.E.G.I.S [400 CP | Discounted for Gatekeeper]
You are A.E.G.I.S., facing a priori unbeatable opponents thanks to your teamwork is your daily life and you will notice that when you fight alongside your allies you are much more effective. But the gatekeepers are not the only heroes of humanity. The cavalry will arrive on time, the super weapon projects will be completed and will be delivered when you need them, all the little things will add up and make the difference.



A.E.G.I.S engineer [600 CP | Discounted for Gatekeeper]



The Gatekeepers alone would not have been able to repel the invaders without the support of A.E.G.I.S and their many inventions. You now have a great talent for customizing and creating items based on gate technologies, such as customizing old vehicles with a Gate Engine. Every A.E.G.I.S machine and Technology seen in the series is possible and if you continue to innovate soon new ones will be created propelling the technology into a new era years in advance.

Gate of Oblivion [800 CP | Discounted for Gatekeeper]



Jumper, it seems that the normal Gate is not for you, I suggest this one instead of the previous Gate. You have the same Gate as a certain antagonist, allowing you to simply disintegrate matter. As if it wasn't strong enough, its black version allows you to resurrect and return things to normal...

Invader:

Imitation [100 CP | Free for Invader]
maybe you are a prototype or come from the twenty-first century but you had the ability to take the form of another living being to hide yourself among humans not only the external appearance but even to become organic



I am not a monster! I am human! [100 CP | Free for Invader]
You know you are, look at these photos of you during your childhood... the book and empty for a moment the terror invades you, you reach for your glasses soon reduced to another puppet. But you remember being the Jumper, you exist! The noise stops like any attempt to add you to a hive mentality from now on, plus you have obtained the skills of a job of your choice, you can also adapt your natural weapons (cannon or otherwise) to the theme of that job .



Fusion [200 CP | Discounted for Invader]
You are a red invader, swap color in red are not the only effect you can combine together with other invaders to create more powerful, larger and multiple forms like centipedes, tanks, giant drill, and fake highways. You are the structural weakness but you had total control. Beyond this jump you can do the same with allied machines



Come. Come to our world [200 CP | Discounted for Invader]
The 21 sanctuary's invaders contaminate people, transforming heartless humans who harm people into invaders… or at least that's what they say because it actually works on every human a lot weaker than you. You and your Invaders can now do the same transforming humans into Invaders totally loyal to you, moreover if they are destroyed their crystal can revive them with time.



Crystallization [400 CP | Discounted for Invader]
One by jump or ten years if you have been killed, your soul takes the form of a crystal, if this last does not destroy your resurrect after 24 hours.



Count Akuma [400 CP | Discounted for Invader]
Like Count Akuma you have the ability to immerse people in an illusory world making the person feel like they live there in order to extract information using the target's desires and disrupting their mind.



Wake up [600 CP | Discounted for Invader]
Like Ghost Girl, you can use invader's crystals to instantly bring back and fuse them as many invaders as there are crystals, the latter are completely loyal to you. In another Jump, you can do the same thing with the phylactery bringing back creatures sealed and without paying energy costs.



Kaiser Kikai [600 CP | Discounted for Invader]
You are a top Invader with the power to control machinery. In modern times, this gives you a great advantage. You can upgrade, Repair a junk battleship giving him the firepower to damage a Gate Robot, modify it to the point where you can dodge a missile by changing the shape of the machine as it passes.



Items:

Here is a gift 300 CP but just for Items

Items may be imported into similar - items, weapons to weapons, mecha to mecha, etc.

All origins get their 100cp perks for free with subsequent purchases being 50% off

Drop in:



Memento [100 CP | free for Drop in]
This! This should be impossible but yet it is there! In your hand is an item that belonged to a long-lost loved one. You can never lose it and it is completely invincible. You can see this person in your dreams and in your moments of doubt filling you with determination



“Music starto !”[100 CP | free for Drop in]
Who said that AEGIS was the only one who knew how to make gadgets, thanks to Invader technology and Imitation Gate research you are now in possession of this beautiful device. Each works almost as well as a specific Gate and is not damaged. For an additional 50 CP with no discount, you can choose just one more.

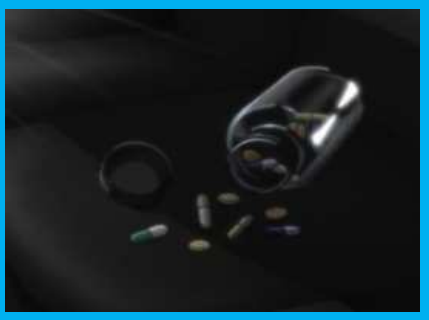


“Has a hunch of mine ever been off?” [200 CP | Discounted for Drop in]
whether by clairvoyance or by a clever stratagem, you find yourself a shareholder of a lot of telephone company in this world and the following ones, you are not only guaranteed to have enough money for through your expenses but you receive cases of cellphone in advance you can even ask the factory to produce personalized models and why not the legendary Nokia 3310 well before its creation.



“The proof that I was alive” [200 CP | Discounted for Drop in]
Someone will disappear, maybe you, maybe a friend. It's inevitable that the rules of the world are clear, sad music comes on and little by little the person becomes intangible... Unless you are a Jumper apparently this blue orb is a priori normal however place someone's bones or an object proving its existence and it will not disappear, this orb acting as an anchor for their existence.

“It’s all right this arm is imitation” [400 CP | Discounted for Drop in]
Maybe thanks to your contacts you now have this strange box. Every time you open it, you find that it is filled with the cybernetic limb or organ you need and can easily operate on you or someone else. Implant technology can be improved by placing a new implant in the box as a template, which also comes with medication to stabilize your condition.



Artificial gate kit [400 CP | Discounted for Drop in]
A batch of old flips phones with pre-programmed Gates imitation software and a laptop with invader tracking software. The computer seems to repair itself and can very easily download the desired Imitations gates into a new phone or device. Imitations are weaker but safer than Gate



[Dark Gate Robot 600 CP | Discounted for Drop in]
A biomechanical mecha based on and surpassing regular door robots with enhanced agility. Capable of increasing the power of the Black Gates and equipped with an experimental imitation Gate of Darkness device allowing him to appear out of nowhere and use a weaker version of this Black Gate. Also equipped with a backpack thruster and hands that can pass through the Gate Robot's special alloy. Its problem is due to its experimental nature: if it is destroyed it will generate a pseudo black hole leading to another dimension absorbing everything around including the pilot and it will take a jump to automatically repair it.



[Mysterious device 600 CP | Discounted for Drop in]
The technology seems strange in this world as if it is much more advanced than its time perhaps because of the Gate or the A.E.G.I.S, this strange tablet could well be the cause in another world: in each jump you can choose to Jump in an alternative version where the technology of the setting now seems partly widespread in the civilian domain. Of course, civilians won't be riding around in a mecha, but the technology to produce the first mecha could have been used in many other, more common areas.

Gatekeeper:

Earth Defense License [100 CP | Free for Gatekeeper]
Is an identification card that identifies an individual as an A.E.G.I.S. agent. The license authorizes the bearer to perform tasks beyond the law and marks them as exempt from arrest and police interference in this jump and other.



Aegis preparation [100 CP | Free for Gatekeeper]
AEGIS just happens to have any object or weapon necessary to activate and amplify your gate, even a piano and now they give you one of them. If it breaks A.E.G.I.S. sends it back to you as new in just one day and if you have a mecha now or after this jump A.E.G.I.S. you send a version adapted for it.



A.E.G.I.S. Bus [200 CP | Discounted for Gatekeeper]
A battle carrier disguised as an old Toyota bus. Upon command, it deployed its armor plate. It was equipped with communications equipment and two anti-Invader gatling, a Gate Amplifier's engine block to be staying inside. If it breaks A.E.G.I.S. sends it back to you as new in just one week



Up-15 [200 CP | Discounted for Gatekeeper]
A modified Toyota Sports 800 powered by a Gate Engine, it is capable of using Gate of Gales to reach incredible speeds (300km/h). Someone seems to have coded a self-destruct button overloading the gate engine into a huge explosion only affecting the invaders. If it breaks A.E.G.I.S. sends it back a new to you in just one month.



A.E.G.I.S base [400 CP | Discounted for Gatekeeper]
The A.E.G.I.S operational base fills numerous agents at your service even if currently empty of any vehicle, it remains capable of detecting supernatural presences and collecting data on potential persons of interest (local magicians, characters with mysterious power for example) . Agents can, if you give enough time and resources, create gadgets and other machines.



Gate Amplifier [400 CP | Discounted for Gatekeeper]
Wherever you are, however unlikely it may be, an agency vehicle will send this machine to you on time. The latter converts the energy of a Gate into physical force then amplifies it enough so that a small vacuum missile from the Gale Gate transforms into an enormous sphere capable of canceling a tidal surge.



Gate Robot [600 CP | Discounted for Gatekeeper]
It's a mecha powered by a compact Gate Engine that amplifies Gates even more. it is delivered in the color you want and optimize around your power, in case of damage it is easy to repair and will be like new in one day outside of combat



Old picture [600 CP | Discounted for Gatekeeper]
An old sepia photo of your companions and you in addition to bringing back good memories it will seem that this allows you to ignore the price in CP to import companions but only for the eight appearing in the photo



Invader:

Invader's outfit [100 CP | Free for Invader]
The full Invader's kit includes their iconic outfit as well as this briefcase, this one is however more advanced. The outfit can be split in half to become wings for flight, shoes allow you to walk on water, wall and ceiling. The briefcase has greater firepower and accuracy. You could even hit annoying teenagers with it!



A red hat [100 CP | Free for Invader]
This hat is not ordinary, place it on one of your Invaders and it will become a red Invader, able to merge with the others in order to create more dangerous structures such as a large sphere composed of invaders and able to launch as well as recover them. Another red hat appears every day after using it.



Sap briefcase [200 CP | Discounted for Invader]
A biomechanical-looking briefcase containing vials of Count Akuma's volatile sap, which rusts metal, killing animals and turning humans into invaders. Being a Gatekeeper protects you from this but in no way makes the death of animals less real. A note detailing the manufacturing process is under the covering, but the case replenishes the empty bottles inside in the same way a tree replenishes its sap.



Parking [200 CP | Discounted for Invader]
An abandoned underground parking lot filled with around fifty invaders in the form of vehicles refilled in case of destruction every week, all armed with cannons. Everything that is found here is under your control including what appears to be the remains of Kaiser Kikai. However, be careful of blue cars driven by children



Twin-Barreled Tank [400 CP | Discounted for Invader]
This tank can go underwater and comes with an old battleship, it can be used as a vehicle or serve as a turret for its last. In their combine form their artillery can easily take down a Gate Robot



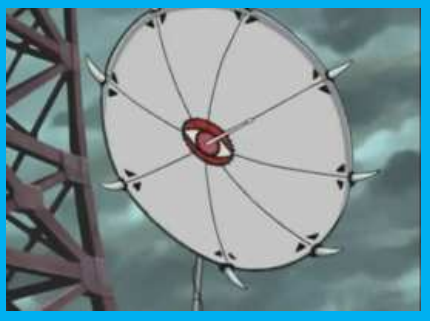
Invaders plane [400 CP | Discounted for Invader]
A plane composed of invaders that can improve if other invaders enter inside, in addition to the obvious threat of such a plane, it can change shape, whether it is a strange hybrid of dinosaur plane or other normal plane. If enough invaders could fit in, a spaceship wouldn't be impossible. In case of destruction he reappears at an airport of your choice within a week.



Invader's crystal Secret cache [600 CP | Discounted for Invader]
a secret room hidden behind a library containing shelves filled with Invader crystals as many as the futile resistance led by Reiji Kageyama will have collected in the 2000s, enough to very easily conquer a city or to satisfy someone who hates humans after having destroyed them. If you can wake them up of course! Refills after ten years.



"To make a human energy farm"[600 CP | Discounted for Invader]
This mysterious device is the reason for this whole invasion, the invaders never wanted to kill humanity. No, it is much more pernicious, the objective has always been to stir up human conflicts in order to harvest the hatred and negative emotions of humans in order to convert them into energy. Transforming the planet into a big human farm in short. With this you can now do it too



Companions:

Companion Import [50-200]
You want to create friends who recognize your true value (Megumi will get angry at this injustice if you tell her) or bring some into this world this option is for you



50 CP/companion, 200 CP/8 companions, each gets 600 CP.

Canon Companion [Free]
You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift.

Invader Doggo [50 CP]



An Invader disguised as a Japanese Spitz. It can transform into a giant monstrous version that can breathe a similar laser to the invaders' weapons. He is loyal to you and has the personality you want and you can choose another species of animal if you prefer

Little witch [50 CP]



Of course this pretty little doll, puppet or soft toy is alive, you wouldn't have thought that someone would move them with their hand! Basically she is a nice witch but it can be anything, her adorable creatures have a bit of the power that we expect from their appearance and will always be there to encourage you.

Scenarios bonus

Scenario [gatekeeper]

You are a true gatekeeper ... well yes you keep this door, it’s pretty isn't it? You don't really understand this alien story. Probably a trick to make you lower your guard. that someone crosses it will not make you lose your chain but it would be extremely annoying

Reward

if you manage to keep it until the end of ten years without anyone crossing it, it will follow you, will no longer be linked to this mission and will lead to only one world you have already visited, choose carefully.

Scenario [Save A.E.G.I.S]

Condition:

Be at the time of Gatekeepers 1985, starting there or by the extension of time

A.E.G.I.S will fall this is engraved in stone Shinigami is its power of the Eye of Genocide which can kill on sight or drain energy will cause far too much loss among the few existing Gatekeepers and the agents of the organization. The invaders who seem to become dormant convince survivors to start their lives again...
Wait! You are the Jumper you weren't there in the canon maybe you can save A.E.G.I.S.

Reward

You have success Jumper or should I say Commander! The invaders abandon their conquest. The A.E.G.I.S.'s surviving cheers you all over the world. It’s a miracle! From this day the organization will follow you for free in all the jumps as well as all the gatekeepers that you have saved. In addition, each invader in the other jumps will see their morals quickly collapse, realizing that it is a lost effort to confront you.

Drawbacks

Time line [+0 CP]
The first story is set in 1969 but a Novel takes place in the year 1985 and making a link between gatekeeper and gatekeeper 21 (2001) also exists you are free to choose at what time period you arrived

Extended Stay [+100 CP]
Maybe you want to experience each of the periods of the franchise? You can now for each purchase of this your time here is extended 10 years.

"Gate Open!" [+100 CP]
Maybe you are a cute chunni Jumper but now you must name and say all your attack

“Heil Vader!” [+100 CP]
You have a slogan linked to your theme that you can't help but say

Invaders’s new protocol [+200 CP]
The invaders are machines so why are they not at all pragmatic but also courteous enough to let you feel sorry for yourself without attacking you? This is no longer the case now. If they try to kill targets they will not stop because you are there, worse they could use hostages or even take advantage of their imitation capacity to sabotage you

Running gag [+200 CP]
You’re clumsy, you fall in puddles, you trip over rocks and you hit panels. Not all the time of course but enough for everyone to notice

Oh no, it's broken [+400 CP]
Reiko's gate power is very effective, able to take out hordes of invaders at once, but it depends on her having a musical instrument (often a piano that can easily be destroyed) . You are now the same, you must have a big and impracticable object to open your gate.

“Stop! You’ll be consume by the gate” [+600 CP]
Gate is a dangerous power and misusing it has serious consequences, whether it be freezing the body at its current age and then completely frozen in time unable to interact with the world. Or consume parts of your body you must now not abuse this power as well as your other skills for this jump

Decisions

You have three choices …

Go to next Jump
Open the Gate! And continue your journey!

Stay
Stay here and prove to Reiji that the future is not so bad or maybe not.

Go back
You may have a promise at home and it may be time to keep it. You don't want to be a baka! You keep with you everything you obtained during your adventures and a delicious dessert from me!

Note:

• Gate of Darkness the black Gate from Gate of Foresight is a mix of shadow and space manipulation
• You can take Invader Doggo and Little Witch as many times as you want as long as you have enough CP
• Like A.E.G.I.S, nothing stops you from dismantling and customizing the jump doc items, finding a solution to stabilize Dark Gate Robot or anything else.