

sora

by Mineralf

Welcome to the planet Earth. Blue skies, peaceful forests, the mysterious ocean… all choked and incinerated by the flames of war. Everybody is fighting in a war nobody knows the reason for, simply because the others would kill them and all they love if they didn't. Nobody knows who started the war, and few believe it could ever end, with the leaders on both sides determined to win and become the rulers of Earth, even though it's certain to mean they'll be ruling a kingdom of ash and dust.

Recently, a child has been born with amazing combat prowess, and has been upgraded to become the ultimate weapon for one side. Later, this child will defect from their side, fighting for peace and protecting the engineers building a device to clean the atmosphere and bring life to Earth once more.

You'll be starting a little under ten years before Sora defeats Star Breaker.

Your starting budget for the next decade is **1000 Choice Points (CP)**.

Starting Location

*You may choose your starting location or roll it for **+50 CP**. Rolled locations may still grant CP.*

Training Simulator
You begin in the middle of a large building, currently empty but able to be filled with hard light holograms.

Battlefield [+300 CP]
You begin in an active battlefield, which could describe basically the entire planet at this point. Since you'll be shot at constantly, you'll need either a fast reaction speed or a lot of luck to avoid any damage when you start.

Modern City
You begin in one of the few safe havens left on Earth. These cities are mostly covered to keep out all of the pollution, and require all healthy citizens to join the war effort.

Free Pick
You may choose any of the above locations. If you rolled this, congratulations - you just got 50 CP for free!

Age and Gender
You may freely choose your own age and gender.

Origins
Origins may be taken as a Drop-In with no prior background in this world.

Soldier [Free]
You fight for one of the various warring factions on the planet. Your body has been enhanced in order to allow you to fight better.

Engineer [Free]
One of the rare few actually trying to make the world a better place. If your starting location is Modern City, you begin in the same place as the other engineers trying to create a machine that would clean up the atmosphere.

Perks

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

General [Undiscounted]

BGM [Free]
In your mind is the music in the game 'sora.' At any time, you can play it as if through high-quality speakers, either choosing the track yourself or allowing the most 'appropriate' track for the situation to play. You may choose whether or not others can hear this music. This music doesn't hinder you or others in any way, including distraction or covering up other sounds.

WARNING [100 CP]
Whenever a hazard is about to appear within around 10 meters, a mental warning will appear one second before it happens with a general direction for where it's coming from. This also indicates the direction of nearby enemies obstructed from view.

Battle Instincts [200 CP]
Your instincts for anything related to combat are impeccable. Any weapon you pick up, you instantly know how to use, and fighting strategies and positioning are like second nature.

Reploid [400 CP]
You've become a reploid, one of the modified humans of this setting. While it's implied that reploids have been mechanically modified to become cyborgs, there hasn't been any actual confirmation of this, so some reploids may be entirely biological. As a reploid, not only are you biologically immortal, but you no longer require sustenance of any kind, including things like water, food, air, sleep, or anything else you can reasonably think of. Additionally, you have an internal reactionless drive that allows you to 'lock' and 'unlock' your position relative to an ever-moving point somewhere close to you, though if you're still within the atmosphere, it can't surpass the speed of sound. In the same range as you can be away from the ever-moving point, you can choose to target the enemy closest to you and redo this targeting at any point. Finally, you have a shield able to take ten thousand lowest-level hits, though the last will still penetrate through the shield to hit you. This shield doesn't take any 'passive' damage, like from air or water resistance. If taken with 'Reactionless' from the SUGURI Gauntlet, the ever-moving point now has a maximum speed of exactly Mach 2. If taken with 'Lock On' from the SUGURI Gauntlet, you may choose to target any enemy within the Perk's range. If taken with 'Upgraded' from the SUGURI Gauntlet, your shield may now take 20,000 hits, and the last hit will no longer penetrate through.

Ultimate Weapon [600 CP]
Capstone Booster
Not only are your combat abilities perfect, your entire body is as good as it can possibly get without unrealistic mutations or modifications. All modifications you get to your body always grant the best possible result, with minimal complications or drawbacks.

Soldier

Config [100 CP | Free for Soldier]
You may choose to equip three different weapons while not fighting, including switching out currently-equipped weapons with new ones. These three weapons will seem to disappear when selected, and will be available to use individually whenever you wish. These weapons will be unable to harm you through things like area damage or backblast. You have to wait for the weapon to be able to fire again before it goes back to storage. Each of the three slots has an individual designation that limits the types of weapons that may be equipped. The three slots are Main, which only fits single-target or penetrating weapons, Sub, which only fits penetrating, live ammunition, or trap weapons, and Special, which only fits traps or melee weapons. If taken with Config from the SUGURI Gauntlet, this set of weapon slots may be accessed separately from the slots you gained from SUGURI.

Dash [200 CP | Discounted for Soldier]
You may, at any point, choose to activate a 'dash' which massively increases your speed while active and periodically releases temporary rainbow-colored rings in your path, perfectly dodging or negating energy-based projectiles and attacks while active, but ends instantly if you take any damage. The added speed will be removed immediately when the dash ends, and if you turn around after stopping your dash, you can make extremely-sharp turns instead of relying on the large turning radius of a continuous dash. While dashing, you will increase your 'Heat' level, which increases the amount of damage you take by 1% per percent of Heat you have, up to a maximum of four times damage at 300% Heat. Heat increases by 100% every four seconds and decreases at the same rate, though negating energy attacks will also increase Heat. While some weapons are unable to be fired while dashing, others will have their attacks somewhat modified, usually to create more projectiles at the cost of the damage of individual projectiles. If taken with Config, you may dash after firing a weapon to be able to immediately store it again. If taken with Dash from the SUGURI Gauntlet, these Perks are combined and halve the Heat cooldown time while adding the ability to enter a second Dash speed that doubles your speed again.

Weapon Unlocked [400 CP | Discounted for Soldier]
For accomplishing certain tasks, you may gain access to new weapons with infinite ammunition. While these tasks may be as simple as participating in a certain battle or fighting a certain number of times, they may also be something like defeating an extremely-dangerous enemy of winning a long battle with minimal damage taken and many enemies killed. Your chances also increase if you continuously deal damage to enemies, regardless of the amount of damage dealt. If taken with Dash, this allows you to boost your chances of getting a weapon by having enemy attacks pass through your dash rings. If taken with Weapon Unlocked from the SUGURI Gauntlet, the requirements for unlocking higher-level weapons may be massively decreased, allowing you to gain weapons normally reserved for defeating a special enemy by going through enough battles in return for massively decreasing the weapon's ability.

Hyper [600 CP | Discounted for Soldier]
By dealing damage to enemies, you can fill up your Hyper gauge, up to a max of three times. You may spend one level of Hyper to perform a highly-boosted attack with one of

your weapons, becoming invincible for a very short time while performing your Hyper. Most attacks last from one half to one full second, while the invincibility lasts for around a half second. When purchased with Dash, any projectiles dodged or passing through the rainbow rings will also fill up the Hyper gauge. If taken with Hyper from the SUGURI Gauntlet, your Hyper gauge can hold a maximum of six Hypers at once.

When purchased with the Capstone Booster, all of your Hypers are increased in power, to the point that using it with a mundane sword could make it cleave an entire mountain in half. If you want a hard number, you can put the boost at around one hundred times the original, or 10,000%. If taken with the boosted Hyper from the SUGURI Gauntlet, your boost may now be ten thousand times the original, or 1,000,000%, at the cost of using six Hypers.

Engineer

Green Steel [100 CP | Free for Engineer]
Every single thing you build will cause the least amount of pollution possible. Generators will be more efficient, chemicals will react more completely, and pipes will never leak. If you build something specifically meant to pollute, it'll still pollute quite a bit, just not at the maximum efficiency, since its specific purpose was *to* pollute. Something that normally causes massive amounts of pollution and kills the surrounding environment in a decade instead kills it in eleven years.

Traitor [200 CP | Discounted for Engineer]
Whenever you wish to leave an organization, you'll have the chance to leave successfully and without any immediate consequences. Once you leave, they can still hunt you down, and their attempts aren't hindered by this Perk in any way, so you'll want to find a safe haven as soon as possible if your ex-coworkers were the jealous, possessive, or vengeful type.

A Better Weapon [400 CP | Discounted for Engineer]
Whenever a masterpiece is made, as long as you've at least seen it in person or know how it was made, if it's destroyed, you can create a better version of it. This only works once per 'masterpiece' line, so you can't make something amazing, destroy it, make something better, destroy *that,* and repeat. This does work on items created by others with this Perk, such as Companions.

Earth's Last Hope [600 CP | Discounted for Engineer]
You're an expert in technology related to the protection and rejuvenation of biospheres. You can build a machine that could completely clean an entire planet of pollutants or corruption while still fitting inside a medium-sized room and modify living beings to have incredible combat prowess.

When purchased with the Capstone Booster, you can also use biological modification to recreate extinct environments or create a race of beings dedicated to protecting the planet. You may also use your technological knowledge to easily find ways to terraform planets, using a slightly-modified version of a pollution-cleansing device to turn someplace like Mars or Venus into a lush paradise. It would take over ten years for something that dramatic, but you could definitely accomplish it.

Items

Items that are similar enough may be merged with out-of-Jump Items

Item alterations/upgrades may be kept between Jumps, as well as reverted if desired. All are Fiat-backed to reappear somewhere in your possession (in the Warehouse by default) within 24 hours if ever lost, stolen, or destroyed.

All Origins get their 100 CP Items free, with others for the same Origin discounted by half.

Buildings/locations will be placed at a nearby location or connected to the Warehouse. In future Jumps, the same choice will apply.

General [Undiscounted]

sora [Free]
The game 'sora,' taking up zero space on whatever you choose to play it on. If you wanted to install it on a grandfather clock, you could technically do it - the only thing you'd need to figure out is how the controls work.

Wedding Ring [100 CP]
A simple wedding band. By giving this to another person, you may choose, once per Jump, to swap your 'roles' in something, so long as both of you agree on it. This includes things like either having the other person take your place in the army or being sacrificed to an evil deity instead of you. This switch of roles has the person switching into the new role having the same 'properties' as the original for the purposes of completing their role, so women can join a medieval army without anybody looking twice and a man can be sacrificed instead of a maiden to summon an ancient being of supreme power.

Hard Light Projector [200 CP]
A projector able to form three-dimensional images that can be physically interacted with as if they were the real thing. This is the same type of projector used in the Training Simulator, and by default includes a program to simulate a grunt robot. These projections cannot cause any damage.

Soldier

Starting Weapons [100 CP | Free for Soldier]
You gain ownership of three different weapons, all with infinite ammunition/fuel. This includes the Beam Rifle M, the Bazooka, and the Sword. More information can be found in the Notes.

Advanced Weapons [200 CP | Discounted for Soldier]
You gain ownership of 20 different weapons, all with infinite ammunition/fuel. This includes the Beam Rifle S, the Beam Rifle C, the Artillery, the Pilebunker, the Trap, the Machine Gun, the Pod, the Edge, the Flamer, the Buster, the Bullet, the Sprite, the Shock, the Beam Rifle H, the Lance, the Launcher, the Pulsegun, the Fuse, the Zapper, and the Accelerator. More information can be found in the Notes.

Mech [400 CP | Discounted for Soldier]
You have a large mech body that connects to two interface devices meant to be installed on the shoulders after removing the arms. This mech body would allow a person to be considered the third Ultimate Weapon, after Sora and Star Breaker, though the surgery required means it would be extremely difficult to do anything as a civilian.

Training Simulator [600 CP | Discounted for Soldier]
A massive room able to create highly-realistic simulations that are all incapable of dealing damage. While inside and training, your position is locked while simulating movement, making its space seem infinite. While training inside, the very basics of whatever the person using this room is training in will come extremely easily and feel very intuitive.

Engineer

Basic Robotics Manual [100 CP | Free for Engineer]
A small leaflet with many more pages than it should be able to hold. Inside is an easy-to-understand guide on the basic science and engineering required to create the robots of this world, with a few low-level grunt blueprints as examples.

Personal Weapon Blueprints [200 CP | Discounted for Engineer]
A set of blueprints for a bunch of different weapons. Each reasonably-portable weapon found in the game can be found here, from the Beam Rifles to Mira's chakrams.

Modern City Schematics [400 CP | Discounted for Engineer]
A set of pages with the layout and blueprints necessary to completely build a self-contained city able to survive on a dead world. This is everything from hydroponics bays to air recycling systems to even entire entertainment and army-training facilities, though all of these are designed to be entirely self-contained and relatively space-efficient, so they'll all look like circles and half-cylinders of steel from the outside.

Planetary Cleanup Engine [600 CP | Discounted for Engineer]
A large mechanical device with a strange appearance. Once per Jump (or every century, whichever is quicker), you may activate this device to either completely remove all corruption/pollution from the planet it's activated on or completely terraform it instead.

Companions

Companions can purchase more companions.

Import [50 CP Per Purchase]
This option allows importing any of your preexisting Companions for 50 CP each, to a maximum of 8 for 200 CP. Each Companion gets 600 CP, and gains or loses CP based on their Origin, Perks, and Items.

Common Reploid [200 CP]
You may choose to take any of the reploids here who don't count as an Ultimate Weapon. Currently, this includes Alte, Tsih, Mira, and Sham. If you choose to take Alte, I'll let you bring along her husband for free.

Nath [400 CP]
You may bring Nath along with you, a girl who went through a surgery removing both her arms to allow her to pilot a large mech and become an Ultimate Weapon after Sora left. Her mech will be counted as a part of her. Because of her surgery, she believes it's impossible for her to live in a peaceful society, despite believing that it would be better for the war to end.

Sora [600 CP]
You may bring along Sora, the protagonist of this world. She is the best being on this world at combat, not only able to defeat a being designed to be able to destroy planets, but also able to defeat Hime, a Guardian God, and Suguri, the being who finished what Sora started and not only helped stop the war, but also defeated an alien invasion ten thousand years later.

Star Breaker [600 CP]
A being designed for destruction, and the ultimate symbol of what the leaders in the war wanted: their enemy's destruction, at any cost. With amazing power, she has the potential to destroy planets and perhaps even stars, though this is likely something that can only happen over a long time, as she didn't just crack the planet when she was fighting Sora. No relation to the Sweet Gods, as this isn't part of the QP universe.

Scenarios

Earth's Savior [Incompatible With The End]

You must ensure that the world recovers, in one way or another. In a theoretical time ten thousand years after you leave, the world's biosphere must have totally recovered. Whether you end the war yourself and help the engineers build and use their planetary cleanup engine or just pave the way for Suguri, the damage from the war must be reversed.

Reward

For saving a planet, you get a planet… and you get a second one, free! You gain both a peaceful version of the Earth you saved, including all the people on it (including the reploids, even if you killed them), you also gain the version of Earth that appears almost ten thousand years later, minus Suguri and the invaders.

The End [Incompatible With Earth's Savior]

Your purpose here is simple: complete what the warring factions have started. By the end of this Jump, you must have totally wiped out all life on Earth. Either that or destroyed the planet itself. 'Life' in this case doesn't count Star Breaker, since she pretty much has the same goal as you do.

Reward

For destroying a planet, you gain a new ability: each time you destroy an inhabited planet, your potential is massively increased - doubled, usually, though extremely-weak planets won't increase your potential much. This is only an increase in your potential, so you'll need to train in order to get up to that level, and if you haven't already reached your normal full potential, you'll still need to train up to that level. You also gain Star Breaker as not only a free Companion, but also as a Follower, if you choose not to Import her as a Companion.

Ten Thousand Years Later

After Star Breaker is defeated, you'll enter a form of stasis until over ten thousand years later, when Hime and Suguri are already friends and the recovered Shifu robots are living together in a small village near the forest. When you wake up, you must successfully defeat both Hime and Suguri. The moment you've defeated both, this Scenario will be considered complete. If you're taking this and the SUGURI Gauntlet in the same Chain, it's up to you how this works out - maybe you somehow went back in time, woke up after the past you left, and went berserk, or maybe you just blacked out during the Gauntlet's duration and the fight only happens after you've finished the main part of this Jump and the whole of the SUGURI Gauntlet. If you can think of an explanation, you can use it.

Reward

For defeating the two strongest beings during Earth's invasion, you've managed to befriend them! You gain Suguri, Hime, and the Shifu robots as Companions, and if you already have them as Companions from the SUGURI Gauntlet, they merge and instead add their abilities together, basically doubling their speed, strength, and other such things. You will also be able to, once per Jump, go into stasis instead of dying, waking up

once the entire planet (or region, depending on local scale) is peaceful. This counts as a 1-Up. Finally, you may also create the circular arena created to contain your battle, forcing one enemy to stay within its bounds with you, though you can't leave either until either 90 seconds pass or one of you is defeated, and a small range from the edge of the arena drains your Hyper, if you have it.

Drawbacks

My Theme [+100CP]
You must choose a theme that will determine which types of attacks and equipment you can use. This can be something like ‘beams,’ which forces you to only use beam weapons, ‘fire,’ which forces you to use incendiary weapons, or something else entirely.

Ranged Specialist [+200CP]
You may no longer use melee attacks. This includes damaging fields based around your position, excepting fields of projectiles like Pods or Bits, and physical attacks using a ranged weapon. Point-blank fire doesn’t count, and neither do traps, as they aren’t doing damage from damage you ‘directly’ impart.

World War [+300CP]
May be taken as many times as you wish. Each time this is taken, the forces of the warring factions are boosted, adding a hundred grunts and one ‘elite’ per purchase. While this doesn’t necessarily mean you’ll fight them, it’ll be much harder to avoid them, and even more difficult to defeat the warring factions if you choose not to avoid them.

Grounded [+400]
Your body is no longer able to survive indefinitely or fly through the air. Any forces of inertia that would harm a mundane human would now harm you, and you can die of exposure and/or suffocation. Basically, if you want to travel, you need to use a normal human method of transportation, like a steel ball filled with fluff being carried by a superhuman.

Thousand Cuts [+600CP]
Not only are your shields now ineffective, if you have any, any damage you take is equal to the amount of damage a normal human would take. If somebody were to fire a bullet at you, even if you had a bullet-resistant vest, it would pierce straight through and kill you instantly. You can still dodge things or ‘negate’ damage with non-defensive abilities, if you have any.

Pacifist [+800CP]
You hate conflict, and you think everybody else believes the same. You can’t knowingly do anything that would physically harm another sapient being, even if it’s something like surgery, and so long as you’re out of a known conflict zone, you’ll think yourself completely safe from hostile actions. You’ll still prefer to be around other pacifists, though, so there’s no danger of wandering out into a battlefield to look for survivors who’ll just shoot you.

Glass Jaw [+1000CP]
The amount of damage you take (when it hits) is massively increased, to the point a papercut could mean death. If you’re a fighter, you’ll need to dodge absolutely every attack, and if you’re a pacifist, you’ll need to avoid overly-hazardous environments, but damage meant to ‘benefit’ you or acting as an ‘innate’ trait (like a disease) doesn’t count for the purposes of this Drawback, so you can still get surgery or be given injections.

Fresh Start [Variable]
You may choose to lose access to your Bodymod or Warehouse, gaining one half of the CP cost for any upgrades for them, including Supplements, for a maximum of +1000 CP. May be

taken twice to lose access to both your Bodymod and Warehouse, granting a maximum sum of +2000 CP.

Power Loss [Variable]
All powers, Perks, and Items from previous Jumps (including Gauntlets) are now unavailable to you for the duration of this Jump. This grants +100 CP for each Jump negated, up to a maximum of +1000 CP.

Decisions

You have three choices …

Go to next Jump
Continue on to your next Jump.

Stay
Stay in this world with all you've collected.

Go back
Quit while you're ahead and go back home with all you've collected.



NOTES

-Created 6/22/2023
-Outlined by Negative-Tangerine Template
-'Penetration,' when referring to weapons here, means it's able to deal damage to enemies or objects while passing through them, not losing any momentum or energy from doing so. While 'beams' in the game refer to energy bolts like from laser guns or plasma guns, I use it here to refer to penetrating beams of energy, like a typical 'laser beam' weapon
-Beam Rifle M: An energy weapon firing 'bolts' of energy dealing somewhat-high amounts of damage. Able to fire three lower-power bolts (two of which add up to one normal bolt), be charged to fire three full-power bolts at three different targets in quick succession, and with a Hyper firing a large beam dealing a bit above three times a normal bolt's damage.
-Bazooka: A live ammunition weapon firing a rocket that deals a moderate amount of damage on a hit (a little above half the Beam Rifle M's normal bolt) and a large amount of area damage (⅝ the damage of the Beam Rifle M's Hyper). Its Hyper fires four rockets at once.
-Sword: An energy sword that may be used in three-slash combos, with the first and third slashes granting a brief moment of invincibility. The first slash does the same amount of damage as a Beam Rifle M bolt, the second does a little less damage than a half-power bolt, and the last deals a little more than the direct impact damage (without the explosion) of a Bazooka. It may also perform an attack dealing a little less damage than the Bazooka's explosion in one hit, but without any invincibility or combo abilities. Its Hyper creates an extremely-large long-range slash dealing three times the damage of a bolt.
-Beam Rifle C: A chargeable beam rifle. Its normal bolt does the same damage as the Beam Rifle M, and may also fire a slower bolt that deals a bit more damage or be charged for around a second to increase the damage by a moderate amount from the slower bolt's damage base. Small waves will emit from the end when it's fully charged. Its Hyper fires a massive sphere of energy that is able to move through anything in its path, dealing a bit more damage than the Sword Hyper.
-Beam Rifle S: A beam rifle that may either fire one projectile dealing slightly less damage than the Beam Rifle M, fire eight low-damage projectiles in a shotgun spread, or be charged like the Beam Rifle C to fire ten low-to-moderate-damage projectiles in a similar spread, with the charged bolts increasing damage as they travel from just barely over a quarter that of the Beam Rifle M's bolts to a max of around half a bolt. Its Hyper fires seven penetrating beams parallel to each other, though with around 1.5 meters of range from the gun that they can appear, with each individual beam dealing damage a little under the level of the Beam Rifle C's slow bolt.
-Beam Rifle H: A beam rifle increasing its damage with the user's Heat level, with its first level being under 100%, the second from 100-199%, and the last 200% and over. Its normal shot may be fired continuously, with the lowest to highest levels being equal to the Bazooka's direct impact minus explosion, a bit over a Beam Rifle M bolt, and a slow Beam Rifle C bolt. Its other method of firing shoots a spread of three bolts at once, with each bolt dealing the same amount of damage as its normal fire's bolt. Its Hyper fires a continuous beam dealing just barely less damage than the Beam Rifle C Hyper if it hits the target for its full duration, as well as sets enemies it hits on fire.
-Bullet: Fires seven low-damage live ammunition bullets in a short time period, and may either fire in an extremely-close spread or in a larger, shotgun-like spread. It may be

charged to fire a bullet dealing the same amount of damage as a slow Beam Rifle C bolt with the ability to 'bounce' off of either solid surfaces that aren't an enemy or the boundary of the invisible point described in the 'Reploid' Perk, whichever is closer, two times, though it's still unable to penetrate through enemies. Its Hyper has two different variations depending on if you're 'locked on' to an enemy as through the 'Reploid' Perk, with the 'locked-on' version firing 17 bullets around you before quickly having them home in on your target and fire at it while being able to penetrate through enemies, while the 'not locked-on' version firing a spread of eight charged bullets.
-Machine Gun: A weapon able to be fired continuously and counting as live ammunition. Its bullets deal extremely small amounts of damage, but may be fired continuously. Its Hyper fires bullets in a circle around you.
-Buster: A heavy weapon firing a penetrating beam that may be fired for one second straight or canceled by the 'Dash' Perk the instant it's begun firing. It may either be aimed while the user is stationary or continuously fired in the same direction while the user slowly moves. Its Hyper fires a larger beam dealing a bit less damage than the Beam Rifle C's Hyper.
-Flamer: Able to shoot a stream of fire or individual fireballs dealing low damage. Its Hyper may either create a puff of flame surrounding you or create a circle of fireballs aimed at your target. Each of these attacks set the enemy on fire. The stream of fire is penetrating.
-Pulsegun: Creates a sphere of energy at the tip of the gun that may either stay there or fire variable-power penetrating beams depending on how much it was charged, each lasting for one second. Each charge gains a level each third of a second, with the third level appearing at one second and a stationary ball of energy being 'level zero' before one third of a second. Its Hyper launches a massive ball of energy that fires four rotating beams of energy that are able to potentially stun enemies.
-Pod: Allows summoning individual drones able to fire one bolt every second, to a maximum of four bolts before they leave. You may only have five active at once. Each bolt deals the same amount of damage as a Bazooka impact, minus the explosion. You may have your summoned Pods surround your current target. Its Hyper either instantly summons five Pods if you have none active or fires beams from each Pod at your current target, each beam dealing a moderate amount of damage, and resets the amount of bolts each Pod has left to three.
-Shock: Creates a ball with a small radius of effect that fires and rests a short distance away from the user for around a second. Damage from different balls may stack. Deals continuous damage adding up to a maximum of somewhere between a normal Beam Rifle M bolt and a slow Beam Rifle C bolt. Its Hyper spawns multiple balls clustered along a single line towards the target.
-Launcher: Fires either six or twelve homing rockets at once, each dealing a little over half the Bazooka's impact damage minus the explosion. Its Hyper summons a massive amount of rockets at once.
-Artillery: Fires 12 bolts dealing half the Beam Rifle M's damage each with a massive spread. Its Hyper fires four penetrating beams dealing massive damage with the same level of spread, though since they're equidistant to each other, you won't be able to hit anything directly in front of you unless you're nearly touching it.
-Trap: Creates a trap with a large area of effect and dealing high damage to everything inside, with up to three deployable at once during most circumstances. Each trap lasts a little over seven seconds. Traps may be either placed at your current location or thrown a short distance away. Its Hyper places four traps up, down, forwards, and backwards a

slight distance from you. Alternatively, the Hyper may place four traps in front of you. The traps from the Hyper may be placed even if you already have three traps out, though you'll need to wait for them to disappear before you can place your own again.
-Sprite: Summons a robot able to orbit you and explode on contact with an enemy or ammunition to deal damage to it. May be continuously summoned at a rate of around four per second, though you'll be stationary while summoning them, and they automatically explode after six seconds. You may choose to send all of your summoned Sprites at a target. Its Hyper summons a large amount of Sprites at once and sends the newly-summoned Sprites at nearby targets. Each Sprite deals a mediocre amount of damage.
-Fuse: Creates an intangible set of segmented gray steel pipes while moving at a speed similar to the 'Dash' Perk. When activated after creating the set of pipes, causes them to explode. Its Hyper creates four sets of pipes that begin diagonal to the user before bending in the direction of the current target.
-Edge: A robotic fist creating a conical field in front of the user that causes damage to anything in contact with it, allowing it to destroy live ammunition. It grants speed and Heat just like the 'Dash' Perk while being used. Its Hyper causes the user to do multiple quick high-speed damaging dashes, usually around four.
-Pilebunker: Allows the user to dash a small distance to an enemy and cause a small explosion if it hits. The user is invincible during the short dash. May be charged three additional times for increased damage. Its damage outputs, from least to greatest, are equal to twice the Sword's third attack in its combo, the same as Beam Rifle C's slow bolt, twice the Beam Rifle M's main beam, and twice its own base attack. Its Hyper dashes a large distance and deals a little less than double the damage of a twice-charged base attack.
-Lance: Literally just a lance. If you hit each time, you can perform a maximum of a 5-hit combo, with the first dealing damage equal to the Beam Rifle M, the second half that, the third a little less, the fourth a little less than that, and the last a quarter the damage of the first hit. Alternatively, you may do three strikes in a row that deal the same amount of damage as ⅘ a Bazooka explosion altogether before retreating. Its Hyper has the user lunge at the target before landing a large amount of attacks in quick succession to deal an amount of damage equal to a twice-charged Pile Bunker.
-Zapper: A massive energy sword. Its normal attacks can either swing over a massive area or deal even more damage while massively increasing Heat, with both dealing massive damage and the non-Heat-generating attack dealing a little under half the full damage of the Beam Rifle S Hyper. It may also be used to block attacks from in front of the user while constantly raising Heat. Its Hyper performs two massive slashes forming a cross shape when put together, dealing three times the damage of a Bazooka explosion if both slashes hit.
-Accelerator: Able to slow down time by half and increase the rate of Heat loss at the cost of only being usable at more than one gauge of Hyper and using up one gauge of Hyper per second, with the use being stopped by either being hit by something, reactivating the Accelerator, or running out of Hyper. Its Hyper resets Heat to zero and slightly heals your Shields from the 'Reploid' Perk. Basically, you can only really use it if you have the 'Hyper' Perk, and it doubles your perception speed for a second per Hyper gauge you have available, so it's much less useful than Suguri's Accelerator.

Change Log

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