Girl's Frontline



Written by JBPuffin

Have you ever wanted a personal army of female combat androids? Are you *sure* you haven't, because if you have, this is the place for you! Join Griffin & Kryuger for the next ten years in their defense of the world against the dreaded Sangvis menace, and while you're at it, get yourself an android army! I mean, why not, Jumper?

To aid you in this, here's **+1000 Choice Points**

Now, admittedly, the world isn't exactly...idyllic. Beginning with some alien tech landing on WWII Earth, a massive alien disease outbreak in 2030 rendering at least half the world inhospitable to human life, a World War III initiated by two android manufacturers - and yet somehow, life finds a way, in large part thanks to the efforts of androids. You'll be coming in as the main events of the game commence - Griffin's top scientist, Persica, has sent a squad to a warehouse in SA-09 to retrieve some of the founder of Sangvis' research, but the squad's intercepted by the enemy...

Background

Age and Gender: Pick an age between 16 and 30; if you're an Android, this is the age you appear to be, but you've most likely spent only a few months off the assembly line. As for gender, do as you please - there's not a single male T-Doll in the games, but maybe you're a special snowflake in several different ways.

Origins

Any of these Origins can be taken as Drop-Ins or with appropriate histories and memories as desired.

Commander: Griffin needs officers! At least, they seem to, considering they almost never stop accepting applications. You're a fresh recruit charged with leading a small army of T-Dolls in the defense of one of the Sangvis-controlled Strategic Areas - which one is up to you (although see *Scene 1-1-1*). While you might officially be a rookie, Commanders aren't chosen at random; they have to have a certain understanding of strategy, maintaining morale, and delegation that isn't universal.

Advisor: Part personal assistant, part quartermaster, and part always-available sidekick, you've been assigned to a commander in one of the Sangvis-controlled Strategic Areas - which one is up to you (although see *Scene 1-1-1*). You know the tech for commanding the T-Dolls inside and out, can make the most of a bad situation resource-wise, and understand intuitively what your commander needs to keep not only functioning, but in prime condition despite the collapse of the world at large.

Scientist: Who did you expect to oversee the actual T-Doll designing? Yes, there are still android specialists, both on the electronic and mechanical level, and you're one of them. Of course, you probably won't have a direct impact on the direction of the war, but you've got access to funding only available to humanity's last hope, all the tech you could ask for in regards to design and development, and enough experience to know when you're starting to follow in the footsteps of peers who went too far - after all, Sangvis is one scientist's fault, didn't you know? Despite being assigned to a Griffin Tactical Command Post, your allegiances are technically with 16Lab, should they differ from G&K's…in practice, though, who has more guns in closer proximity to you? That's what I thought.

T-Doll: Congrats on the mechanization! Whether you're Sangvis scum or a Griffin girl through-and-through, you are a specially-designed combat-oriented android with an advanced model of artificial intelligence - more sophisticated than many of your sisters, actually. On top of that, unless you decide otherwise, you're a one-of-a-kind model; a personal project, perhaps? Or maybe a prototype only now seeing the battlefield?

Location

…Somewhere in Ukraine? The world of Girls' Frontline isn't too well-defined location-wise; suffice to say, there are a number of Strategic Areas one can be sent to, all of which are currently occupied by Sangvis forces. Each has a Griffin Tactical Command Post, where a commander and advisor cooperatively control squads of T-Dolls while various scientists and other support staff maintain them and develop further innovations/perform enhancements as needed.

Perks

For those who don't know the drill - 100 CP perks for your chosen origin are free, the others get a 50% discount

General

Point the Barrel That Way (Free): Everyone knows what a gun is, and after World War III, everyone knew which way to point them, just in case. You've mastered the basics of gun safety and can handle any firearm without risk of personal injury - not necessarily accurately, but at least you're not a danger to yourself anymore. Just everyone else.

Consolation Prize (100 CP): There's something about Gacha games that makes winning them really important…but what about the times you lose? Whenever you don't get the result you want on a gacha spin or other randomized reward (RPG loot drop tables, third prize from a raffle, et cetera), you get double the reward you rolled. Rolled a 3-star hero? Congrats, you got 2!

Assembly Line (Free/200): While in this world, you can spend resources (ammunition, rations, spare parts and man-hours) to make T-Dolls the normal way…OR you can do it the more fun way, by shoving said resources into a gacha app on your phone/computer/whatever tech you have and seeing what comes out the other side. This gives you less direct control of what comes out, but it does allow you to churn out large amounts of T-Dolls, as this method is several times faster than the norm, and the T-Doll appears on your base as soon as its construction timer is complete (ranging from 15 minutes to a full day, depending on the relative rarity and power level of the T-Doll; see Wiki for examples/details). By paying 200 CP, you maintain this power in future jumps, and the available dolls will be inspired by/utilize local technology in their construction (as well as still having access to the canon ones, if you so wish).

Commander

Here's the Plan (100 CP): Every commander must be able to command - that's the whole job description, for heaven's sake! When you give subordinates direction, whether that's precise orders or general guidance, they're more likely to succeed. Handing them a step-by-step plan is almost guaranteed to work, but even simple suggestions make failure less likely and, if it must occur, less painful.

War is Love, But Love's Not War (200 CP): As the commander in charge of a veritable army of attractive androids with a level of artificial intelligence and personality, you might find yourself thinking it'd be nice if you were more than

workplace associates. Fun fact: the Dolls actually think the same way. Between small shows of your honest care for their happiness and wellbeing (whatever form works best for you) and the time you share as Commander and Doll on the battlefield (obviously not literally in your case), you can earn the earnest loyalty of any Doll or similar thinking robot. With some more dedicated effort, you can even have them fall in love with you…and when it's for you, Jumper, they're more than happy to share.

Beach Party in the Post Apocalypse (400 CP): Cafes, beachside vacations, fancy ballroom dances - Griffin's commanders sure know how to show their androids a good time. You can make time for leisure for yourself and your subordinates, planning and executing celebrations and staycations in even the emptiest of atmospheres and keeping everyone's spirits high. On top of that, your parties never get old; third dodgeball tournament this month? Who cares, everyone had such a good time last time! No matter what, you can always find something to do to keep your and your troops' morale up, even in the dreariest of situations.

Office Chair Admiral (600 CP): It must be admitted, as a Tactical Commander you're not expected to be anywhere near the frontline, but so long as you have the requisite tech to monitor your troops, your battlefield awareness is impeccable. Troop movements, terrain effects, optimal armament for a given engagement, platoon dynamics - all these and any other tactically-significant knowledge is at your fingertips while devising your strategies. Also works at any scale - from one-on-one to intergalactic warfare, although it works best when dealing in the dozen-man range. With your skills, it'd honestly be a miracle for your enemies if you don't keep all your troops alive through every fight you control…

Advisor

The Tactical Map (100 CP): You're well acquainted with Griffin's Tactical Map program, a nifty piece of software which vastly simplifies the process of commanding T-Dolls by providing commanders with real-time data on troop positioning, key locations, and various attributes of both T-Dolls and targets (damage, available ammunition, et cetera). Along with this comes a bit of general program-savvy, in that you can create and debug similar programs which do the same for other types of network-controlled devices.

Adjutant (200 CP): The role of an advisor is twofold - ensuring that the T-Dolls are taken care of on and off the battlefield and helping the commander deal with situations they're either not suited for or have never experienced before. T-Doll maintenance and whatnot is simple enough, but sometimes being someone's right-hand person can be difficult. With this perk, however, you'll be much more

prepared for the task; not only will others' eccentricities never bother you (although you will still be fully aware of them and how they affect their bearers and others), you're also keenly attuned to their emotional states and can tell them exactly what they need to hear to keep going in the face of insurmountable odds, push through a particularly traumatic experience or memory, or motivate them to do even better after a well-fought victory. Admittedly, this only works at full strength on one person at a time, but you can switch who it affects with a moment's concentration.

Magic of Innocence and Moolah (400 CP): Kalina might be a bit of a gold digger, but she has a point - anything's possible with a pure heart and pure cash. Or at least, a lot of things are. Definitely a non-zero number of things. With this perk, you can leverage some of this power; as a haggler, you're only outmatched by the superhumanly persuasive and shrewd, and even then, you can earn a discount, while as a fundraiser you're second to none, able to pull liquid funds from even the stoniest heart. So long as you play the part of the damsel in distress or bachelor in a bind, you can be the top of the begging pyramid.

Logistics Officer (600 CP): Every operation needs resources, and as the logistics officer, it's your job to ensure those resources are properly acquired and allocated. Fortunately, you're quite good at that - when it comes to getting supplies from and to people, there's no one better. Part of it is your preternatural ability for knowing who needs what, in what quantities and to what end; you're supernaturally gifted when it comes to sussing out what will help your people most at any given point. Another factor is the speed with which you can move supplies. All it takes is designating the resources in question and the amount you need moved, and within seconds, they'll arrive exactly where they're most needed (determined by the other part of this perk concurrent with the transportation request). With this combination of elements, you can assess needs, acquire the materials to meet them, and get them where they need to be faster at about 2 orders/minute; this is accelerated by any multitasking or thought-speed perks you may possess.

Scientist

One Smart Kookie (100 CP): Scientists tend to be a bit odd, and in the wake of an apocalypse (followed by wars of attrition against zombies - yes, you heard right), people tend to get crazier. Fortunately, you went crazy in what some have called the *best* ways. What exactly that means to you may vary, of course, so you tell me how the world has driven you off your rocker; so long as you don't actively go around annoying people with your nervous or outlandish quirks, you won't accidentally offend people with your eccentricities. Have a cat obsession? *Neko-neko-ni!* It's all fine by me. Even better, your strange and brain play off each other, because justifying your oddball

antics is going to require you bringing something to the table. You're intimately familiar with the T-Doll technology and know the basic blueprints like the back of your hand.

I Need My Coffee (200 CP): Everyone knows caffeine's a stimulant, but for some people, it can do a bit more than just keep you awake through a long lecture. Heck, it might not even be caffeine in your case - choose a street-legal chemical, such as caffeine or nicotine. Whenever you get a dose of that chemical in your system, everything you do feels easier; projects go faster and more smoothly, your body reacts more quickly to your commands, even conversing with unlikeable folks is more bearable. What's more, you can physiologically OD on the substance with no negative side effects. That's right, your body can now hold normally lethal doses of caffeine, nicotine, ethanol, what have you, with no harmful side effects, and even use such stores as fuel for this perk. Party on, Jumper!

Not <u>This</u> Again (400 CP): You know how mad scientists never seem to learn from their mistakes? Like, when their colleague discovers the secret to a more powerful AI, but the coding makes commands like "Protect the factory from intruders" basically orders for genocide? Luckily, you're much better at learning from your scientific mistakes or others'; the more immediate your contact with said screw-up, the less likely you are to repeat it even accidentally. With time, you can ensure a flawless performance when it comes to any form of science (mad and otherwise) or similarly time-intensive projects you engage in.

The Third 90Wisher (600 CP): Being an ex-90wish scientist isn't mandatory, but your technological expertise in the field of androids is on par with that of Persica and Lycoris, and in some ways is actually more advanced, as while they've been playing with their specific technologies, you've cooked up something of your own. Any T-Dolls you construct or at least participate in the design of can be upgraded with your personal brand of improvements, whatever they happen to be. With the time and resources, Jumper, you could easily develop truly sentient T-Dolls, or create models with military-grade toughness or firepower while maintaining their cutesy appearance and attitudes, or something cooler, like tank-girls!...Wait a minute-

T-Doll

ASST-Seared (100 CP): Like other T-Dolls, you have a personal weapon you are *deeply* attached to. It's to the point that you can locate your weapon in an armory almost subconsciously. Unlike their models, however, yours doesn't *have* to be a gun, per se. If you have a weapon you'd like to attach in this manner, you can import it; otherwise, you get to pick a firearm to become Etched to. Either way, your combat skills with your

chosen weapon are almost peerless - you know the ins and outs of your weapon, as well as individualized combat techniques designed to minimize its flaws and take advantage of its individual strengths and quirks. For Companions taking this Perk, their personalities often have roots in the weapon they're given, although how exactly this works and what traits develop from which aspects of a weapon isn't well-established.

Part-Time Employee (200 CP): Who says combat androids can't have hobbies? You may not have been designed for the trenches initially, but even now that you've been renovated internally to meet these new demands, there's still some of that old programming in there. This perk fiat-backs your android form's natural appeal; even with your "uniform" torn and covered in battle-stains, you'll have the opposite gender swooning. On top of that, you have any one non-combat profession's routines and subroutines encoded into your core programming, given you instinctive knowledge of and ability to perform tasks related to the job you choose. This doesn't cover formal education - you won't become a biology expert by deciding to be a nurse, for example - but you will know how to care for patients and perform various procedures commonly required on the job.

Combat Machine (400 CP): Despite the anthropomorphism and adorableness, you *are* a fighting robot. We've already talked about your weapon training, but gunfighting takes more than that, and you've gotten the full scoop. Using terrain for offensive and defensive purposes, performing maneuvers in groupings of all sizes and in all manner of environments, target prioritization, standing watch, manning checkpoints…if a deployed soldier in a firefight could need it, you've had it handed to you on a silver platter by IOP scientists.

Dummy Links (600 CP): You know one of the nice things about being an AI-operated robot? Not being bound to a single body! You have a quintet of identical bodies, including any Perks a mindless and soulless copy of your body could retain, entirely under your simultaneous control. In addition, you receive the software-supported processing power (hint: multitasking ability and thought speed) required to use five separate selves in concert. Only one of these actually contains your mind, but don't worry - you'll never lose track of which one's in charge, and if necessary, you can transfer it across bodies with a moment's concentration. Each body comes with its own copies of your gear for this jump. In future jumps, your additional bodies can become a single Companion which must be imported separately, four individual Companion clones of yourself as you are after this jump, join the Harem if you take that option from the Companion section, or you can maintain control of all of them; this option, once selected, isn't reversible. They're more than happy to continue to be under your

control, and you can resume the hive-mind at any time, but they can also become independent personalities.

Gear

Official Uniform (Free): You can't be a part of Griffin and Kryuger without a costume, can you? Whatever you'd like to wear while fighting Sangvis, you can! The uniform can be temporarily damaged but repairs itself over time - by the time your Blackhawk gets you back to base, it should be good to go. For T-Dolls, this also comes with your namesake weapon, if you didn't import it from somewhere else; you'll have to bring ammo for it whenever you go out on missions, but the base will have some for you, even if you did bring a cat-rocket launcher…

Stockpiles (50 CP, First Purchase Free to All): We can't let you set off empty-handed; here's 5000 Ammo, Parts, Rations, and Manpower to get your army started (it takes 30 of each to make a baseline T-Doll, while the most consistently powerful Dolls cost something like 600/400/100/600 for a reliable chance of getting them). Each purchase gets you another 5k.

Swivel Chair (100 CP, Free Commander): Every armchair general needs a chair to lead from. Luckily, you have *just* the chair for the job; this modern-looking wheeled office chair is as comfortable as any armchair, able to give you back the feeling of reclining without actually taking up the extra space. It also has a deeply-relaxing massage function, the kind which takes a man and melts them into a pile of contentment (metaphorically) when it's done with them.

Command Tablet (100 CP, Free Advisor): This nifty iPad-derivative has all the programs you'd ever need to manage an army of Technical Dolls both off and on the battlefield - camera feeds for barracks (the halls, at least) and other buildings, the Tactical Map program and associated add-ons, simulation software for all sorts of combat scenarios, et cetera.

Coffee Maker (100 CP, Free Scientist): It's hard to know how Persica makes her coffee, but luckily for you, you've got a coffee machine with all the bells and whistles. Can brew any blend of coffee in existence and make hot, iced, and frapped versions of your favorites (with assorted flavor additives) with the speed and versatility of a full-on coffee shop. Think of it as a Starbucks, but inside a machine.

Repair Contract Bundle (100 CP, Free T-Doll): Once per year, you'll receive a shipment of 20 of these green pre-filled forms. Touching any android or

motor-powered vehicle with one will cause the form to disintegrate, and the ashes will swirl around the target, immediately restoring it to peak condition. This can repair just about all forms of damage so long as the body of the object is identifiable (otherwise the ashes don't know where to swirl).

Not Quite a Holodeck...(200 CP, Discount Commander): Lemme ask you something, Jumper - how is it that in the summer, the dolls can go to the beach in post-apocalyptic Ukraine? With their imaginations and a virtual world, of course! This room-attachment for your Warehouse allows you to simulate a hostile-free environment (comes with Beach, Ballroom, and Bar, additional options can be programmed in), complete with costume changes, artificial terrain, and so forth (no consumables, though; digital food's a no-go). No real potential for military use, so it's a bit of a mystery how you got this through Budgeting...what did you bribe the Advisor with, I wonder?

Spreadsheets (200 CP, Discount Advisor): Look, taking care of an army is a lot of work; there's a lot to keep track of, a lot of variables in play, a lot of bills to pay and resources to work with. Wouldn't it be nice to have something that lets you simplify everything? This copy of your favorite spreadsheet-creation software is, basically, the ultimate accountant's aide, automatically doing whatever calculations you need for whatever logistical, mathematical, or processing-based problem you're trying to solve as if it could read your mind (intent, not knowledge of the algebra involved). On top of that, using this software instead of, say, your natural keen intellect invigorates you - an hour of using this program recharges your body as if you'd gotten an hour of restful sleep.

The Digi-Mind Process (200 CP, Discount Scientist): You've made a terrific discovery, Jumper - a way to make a T-Doll stronger, more capable, with just a couple tweaks and a helluva lot of TLC. Drawing on your relationship with them and the powers of SCIENCE!, you grant them a boost to their processing power and personality (bringing them to human-level intelligence and individuality if not already), more resilience and firepower, and a sweet costume change that highlights both their waifu adorableness and badassery. Buying this item also provides enough Memory Shards to ensure that your first five raifus can receive the upgrade.

Costume Closet (200 CP, Discount T-Doll): You must some real fans out there, because they got you a very nice gift - a couple dozen other outfits for you to wear! These are as effective in combat as your normal uniform, but also come with additional functions - swimwear will let you float like a proper human rather than sink as soon as you step in, ball gowns/tuxedos will allow to dance with grace and dignity, a

prison jumpsuit will boost your resilience to interrogation…so long as the costumes' effects are mundane (no wizard outfits providing magic, FYI), you'll be fine.

Oath Certificate Bundle (300 CP): At the start of every jump, you'll receive a small box with five stamped and sealed Oath Certificates, along with the requisite rings. Now, you might be thinking, what good are these things, anyway? Well, when you make an Oath using one of these certificates - whether it be a sort of marriage-adjacent proposition, an "I will never let you come to harm," or something similarly powerful (but not necessarily romantic), both you and person wearing the ring tied to the Oath become connected. Both parties know the other's emotional state at any given time, can send messages across time and space with a moment's concentration, and, when working together on a project or otherwise collaborating, they reap double the rewards they would by working with someone else.

Tanks for Nothing! (400 CP, Discount Commander): Someone read their contract a bit more carefully, didn't they? Yes, so long as you can continue normal commanding operations, you can actually go out into the field; what way to do that than your own personal war vehicle? This is a two-person tank - a place for yourself and your Command gear, and one for a driver (T-Doll or otherwise; yes, feel free to take Kalina for rides on your massive cannon) - with armor and firepower the military in-setting would be jealous of. Plus, it has a top speed of 100 miles per hour *while still being a tank*. Although, if I'm honest, this is kind of a waste if you already have a better vehicle…so you can import any other four-wheel land vehicle you own into this option, granting it the capabilities of this form without necessarily changing how it looks.

****Central Marketplace (400 CP, Discount Advisor):*** Amazon may not be running in the post-apocalypse, but the realm of microtransactions is alive and well even in this climate. Rather than go through normal channels, you have a program on your electronic device of choice which allows you to access a digital marketplace selling the resources you need to create T-Dolls…and other things. See, as you go to new worlds, the marketplace's stock grows, expanding to include resources the world uses to construct androids/golems/what-have-you; see the Notes for full details.

The Fey Realms (400 CP, Discount Scientist): Not exactly, but…alright, so at some point, some 16Lab folks sat down and started constructing UAV drones with, like their rifle-wielding counterparts, female android forms. Using the power of SCIENCE!, you can construct Fairies like normal, if surprisingly inexpensive T-Dolls (that is, without having to go through the Equipment Production side of things…ick), providing your forces with the air support they'll need. This includes the ability to Dummy Link them (five Sniper Fairies operating as a single unit? Yes please!), Oath them, upgrade them -

they're T-Dolls in every sense of the word, just with a different function than the rest. Of course, normally they're just holograms manifesting over a drone body with the required equipment for them to perform their function, but you found a way around that little restriction, and any Fairies you create will simultaneously have a full android body at the base while their drone is flying about either on missions or doing, well, whatever it is Fairies do when not on missions.

Blackhawk Up (400 CP, Discount T-Doll): To get from place to place, T-Dolls have a helicopter fly them around from heliport to heliport or drop them behind enemy lines, but one must wonder how their vehicle is so reliable. Well, now you can experience it for yourself! This helicopter, which comfortably sits eight human-sized passengers, a pilot, and co-pilot, has an autopilot with perfectly-accurate navigation systems, a cloaking system that makes them undetectable to all but the most thermo-sensitive infrared vision and impossible to detect with the naked ear or eye, a railgun operational from inside the helicopter (although using it does negate the noise cancellation of the cloaking tech), and sturdy enough construction to be able to fly through one side of a hurricane and out the other without so much as a scratch. Although, if I'm honest, this is kind of a waste if you already have a better vehicle…so you can import any other air (not space, got to be a plane or heli or something like that) vehicle you own into this option, granting it the capabilities of this form without necessarily changing how it looks.

Command Post (500 CP): Remember the Griffin TCP you're going to be stationed at? Now you get to take it with you! As an attachment to your Warehouse (or, if you don't have a Warehouse, a physical location appropriately styled to fit the environment wherever you jump), you now have access to the full resources of one of these installations: the R&D facilities used to design/manufacture T-Dolls and equipment, barracks for the Dolls, a "war room" of sorts for holding meetings and other functions requiring large tables with chairs around them, a mess hall, and a number of firing ranges and other practice fields. Your T-Dolls feel utterly at home here - if you let them, they're more than happy to just hang out there, enjoying each other's company and the combat simulators. There's also support staff on-site, but they can't be taken off-post and are treated as non-entities during fights - almost as if they don't actually exist except when maintenance and such must be done…

Companions

No matter what Drawbacks you've taken this Jump, Fate will conspire to bring your Companions to your side. How is anyone's guess, especially if you defected from G&K and are now on the run with a small army of T-Dolls and support personnel, but that's why you're Jumper and I'm Author-Chan. GLHF FTH.

This is My Raifu (100 CP)*: Pick any one T-Doll you can obtain from the game. They get the full T-Doll perk and gear package associated with their weapon, which means that yes, you do get five of them. Try to wash the nosebleed out of the carpet before you leave, 'kay? (Note: This and any of the sub-purchases for it can be taken by Companions imported through Friends Back Home).

There Are Many Like Her (50 CP, Discount Commander): Can't have just one, can you? Of course not! By spending 50 more CP, you get another T-Doll from the game w/ the full T-Doll package; you can purchase this up to 4 times, giving you 5 T-Dolls in total.

But This One Is Mine (100 CP): Oh man, you truly are dedicated, aren't you? Pick one of your T-Doll Companions; they get the full Advisor perk and gear package in addition to their T-Doll set. You can only take this once, so choose wisely!

...Even If She's a Bad Girl (0 CP, +50 CP refund if taken w/ Sangvis Agent): Rather than a conventional T-Doll, you want one of the Sangvis Elite? O-kay, then, I guess that can work. They'll get the full T-Doll package, along with 200 extra CP to spend as if they took the Sangvis Agent drawback, but...well, you're going to have to work for it. To make them your Companion, you'll have to break them out of Elisa's network, which means either a) hacking them out with some high-level white hat work, or b) beat Elisa into the ground, thereby taking out Sangvis and freeing your Companion from its clutches. Until then, you'll have to fight her (or, at least, your Dolls will), so I hope you didn't pick one too tough for you...

And This is My Harem (300 CP, 100 w/ 200-CP version of Assembly Line): If you're looking for sheer numbers rather than specific Dolls, you can take along all the T-Dolls you produce (here and in future worlds) as a Group Companion. Gear will be shared between all of them - for example, if you import them into a world and buy them an artifact sword, only one of them will be able to use it at any time. Perks, however, are applied to each Doll separately - all your Dolls get magical ability if you buy it for them, for example - but for every 5 Dolls you bring along after the first 5 (not counting Dummies), each Perk's effectiveness is reduced by one-fifth. Now all your Dolls can fly, but if you have, say, 20 Dolls (up 100 individuals w/ Dummies included, keep in mind)

in your armada, they'll be about half as fast ($.8^3 \sim .5$). If you develop favorites, feel free to take them out as separate Companions; you'll have to import them on their own, and they can't ever rejoin the nameless masses, but they'll have their own copies of whatever Perks and Gear were bought for the group.

The Other Guys (50 CP): Maybe you'd like to take Kalina with you (she is kind of cute), or Persica (that wonderfully mad woman), or maybe even the Commander themselves (Mr./Mrs. Tabula Rasa)? Well, now you can! They get the perk tree which best matches their role in the game (the Commander…should be obvious, Kalina the Advisor, Persica the Scientist, etc). This is also the way to get Fairies, which are weird in that they participate in combat but also are their own thing, so yeah, they're going here.

Friends from Back Home (50 CP): If none of those sound appealing, I guess you can always bring along some of your acquaintances. This is the import/OC option; your newly-deposited associate gets an Origin and 600 CP to divide as you choose between Perks and Gear, and unless otherwise noted can take Drawbacks.

Drawbacks

Mech-Tastic! (0 CP): As previously mentioned, the world around the game is actually pretty bleak…but it doesn't have to be! With this Toggle, you're still fighting the Sangvis Ferri, but you won't have to worry about outside threats and can enjoy hanging out with your army more. Of course, you're bound to have problems more typical of a harem anime, but it might be a worthwhile trade, honestly.

Scene 1-1-1 (+50 CP): You joined Griffin-Kryuger with the hope of making a difference, and now you can!…except you'll be making your difference in Strategic Area 09, where all the shit's going down with Persica's Anti-Rain Team. As a Commander, you're now the protagonist! (Without this Drawback, he's still in SA09, completing the storyline, giving you a bit of a buffer as Sangvis isn't gunning so much for your post) Advisors replace Kalina - she may be assigned somewhere else, or maybe she's dead, we don't know for certain - and will be assigned to the protagonist for the duration of their stay. Scientists will pick up where Persica leaves off; she can't stick around for some reason, and as her assistant, it's up to you to make sure things don't blow up too much while she's gone (or take her place because she died, one of the two). Lastly, T-Dolls will be filling in for one of the Anti-Rain team, chosen upon entry: M4A1, M16A1, SOPMOD, or AR-15. Normally, this sort of Drawback wouldn't give you bonus CP, but it complicates things enough that it seems deserved. (Note: Just to highlight, this is *definitely* a Drawback Companions can take - how else would your team of four all be assigned to SA09?)

Where'd the Rations Go? (+100 CP): Even the best logistics team in the world can only do so much for the black hole that is your Command Post. You're guaranteed to run through your entire budget at any given point and will probably have either debt or an overworked group of scavengers to work through, but at least you'll usually have food on the table. Usually.

The Guys in Corporate (+100 CP): Expect to have a lot less "me time." Your superior officers will expect you to meet standards and fulfill quotas that require your attention to satisfactorily complete. Consistently failing their requirements/intentionally blowing them off will result in you being kicked out of Griffin and being forced to survive in the alien-irradiated wastes for the rest of the jump, but you can get away with a couple missed quotas while you're here.

Robots Will Be Robots (+100 CP): Normally, the T-Dolls in this world will express a certain sentience and sapience - that is, they aren't completely mindless, have a couple character quirks, and can carry on intelligent conversation as if they'd received at least a high school education (anything beyond depends on the doll in question). Taking this drawback removes this trait, however, rendering them girl-shaped androids with no characterization or personality. You monster. What am I supposed to tell the shippers now? Oh, right - this doesn't affect Companions, in case you were worried about that (like myself and the shippers).

Sangvis Agent (+200 CP): Oh, I see how it is. Guess having an army of cute murderbots wasn't good enough, huh? You're the last human employee of Sangvis Ferri Industrial Manufacturing (or a Doll, I guess), a corporate machine-gone-literal machine as Elisa has taken over. Life is a lot more restricted as a cog in the machine - you have exacting orders to carry out (often better suited for machines than men), and defying or failing them is a swift path to an early grave. What's worse is, obedience is no guarantee of safety. Even success could lead to your early demise if Elisa feels threatened by you, but that would most likely require her to recognize you as a Jumper…For an extra +200 CP, that's exactly what happens: Elisa knows about your Jumper nature and any powers/gear you've picked up along the way and, if you prove a threat, she can easily dispatch of you by flat-out ignoring your abilities in order of most powerful to weakest. That is, Elisa will flat-out no-sell your reality warping, but your infinite ammunition is not only safe, but probably going to come in handy when she tries to flood you with sheer numbers. Exact manifestation obviously depends on what powers you've collected thus far, suffice to say most mundane-level Jumpers will still be in their comfort zone with this Drawback, and Reality Warpers will have to go back to their roots.

V is for Vengeance (+200 CP): Someone has it out for you, Jumper - a Commander from another Tactical Command Post, to be exact (if taken with PMC, it can be the new SA09 Commander). They'll have a decent-sized army of T-Dolls available to use against you, and being captured by them is a surefire way to fail the jump, but defeating them means you can gain control of their Post and whatever army of theirs is left, so maybe it's a worthwhile bonus?

PMC (+200 CP): Rather than work for G&K directly, you're a member of another Private Military Contractor in the same general area. This means you don't have the support of Persica or her AR Team, and even if the main Sangvis force isn't coming for you, you'll have to worry about your resources more than usual.

Refurbished (+200 CP, Requires T-Doll): Huh. Well, I thought we'd stopped doing this, but apparently you aren't actually a T-Doll; you're an A-Doll, the same sort of Doll idea but without any combat training. During the jump, you won't have access to your ASST-Seared perk, and any skill you have with weapons from prior jumps is reduced to above-average. Despite your lack of skill, you'll being assigned combat missions just as much as your weapon-bound companions, so I hope you're a quick study!

All Your Base (+400 CP): Oh boy, Jumper - looks like Sangvis got to your Command Post first. You can reclaim it, but expect as much resistance as you would get if you were going after Sangvis' main base - suffice to say, whatever Elisa can throw at you - and until you take it back, you won't actually have a base in this world to work from…good luck!

Suddenly, Zombies! (+400 CP): Well, would you look at that? Codename: Bakery Girl, the game Girls' Frontline is a prequel for, involves mutated, flesh-craving mutants, and they've come all the way from 30 years in the future to try to eat you. They can shred a T-Doll if given the chance, but they're noticeably slower and have no form of ranged attack, so bunker up, buttercup - Resident Evil called, and they won't take no for an answer…

The Dogs of War (+600 CP): For so long, we thought that Sangvis were the worst of the enemies in this war…but then the Russian military intervened. Not quite Russia - a war-torn, patchwork nation forged from the fragments of a scant population of survivors can't possibly be the equivalent - but still perhaps the most powerful of the recovering nations. By "intervention," we mean their efforts to end the Sangvis-G&K battle by murdering everything in their path on both sides. Did we mention they haven't left yet, and are still trying to wipe out both sides? You, Jumper, will have to find a way to fight against a force with several hundred times your funding and

manpower and military tech several grades above your own; you may be able to enlist Sangvis' help somehow, but trust me, this fight will not be easy.

Oh…She Won, I Guess (+600 CP): So, here's the thing - normally, the various militaries in the world could take care of Sangvis. I mean, for crying out loud, a single one of them could send a force powerful enough to wipe out *both* Sangvis and Griffin simultaneously, so there shouldn't have been a problem with taking care of Elisa and her army after Griffin dealt the damage they did. Only problem with that, of course, is that it didn't happen; much in the same way that Marvel: Civil War is a net loss for all involved, the military's involvement actually gave Elisa more opportunity to adapt, learn, survive, and then she went on the warpath, cleaving through their tech like butter. So, now the whole world, except for a few holdouts (mostly capital cities, islands, and places with extreme temperatures [the Sahara or the poles, for example]), is swarmed by Sangvis or Sangvis-dominated troops. Right, should mention that - the reason they won is their ability to hijack Dolls and other machines, so unless you have a workaround for that…Jumper, what're you going to do?

Ending

Now, your journey comes to an end. Choose one of the following options:

Stay: You can do some good for this world yet - whether it's helping reclaim the wastelands, expanding your T-Doll harem (maybe upgrading their tech to near-complete humanity?), or just enjoying life in this post-apocalypse. Have fun, Jumper! Don't worry about your Earth-life; we took care of that for you.

Go Home: You take your new toys and return to Earth as if you'd never left it. Don't worry about the timeline you created here; we'll take care of it for you.

Continue Jumping: Carry on, wayward son/daughter - there are more adventures to be had. As per the norm, time stops in this world while you're off on your other adventures, so don't worry about coming back and discovering that, somehow, everything you worked so hard to create has gone to waste.

Notes

This is My Raifu: Sorry, I couldn't help myself.

****Central Marketplace:*** This only provides materials various worlds use for creating/improving/summoning minions, with costs based on rarity. You can use any currency, or straight-up trade resources to the marketplace in exchange for more purchasing

power, but it’s all based on how difficult it is for you to obtain. If you have an infinite cash perk, well…can’t do anything about that, but your costs will probably be in scientific notation.

List of Collectible Dolls: Here

Wiki Link: Here