

Far in Earth's prehistoric history, tens of millions of years ago, Earth was inhabited by a species known as the Klaxo Sapiens. They were a humanoid species with horns and blue skin, and possessed a technology base much more advanced than that of humanity. They were a peaceful race, and lived in harmony with nature as they advanced their society, but their whole world was thrown into disarray when they were invaded by an alien race.

VIRM, a hive mind of energy beings, appeared on Earth and demanded the Klaxo Sapiens submit themselves to being assimilated. The Klaxos refused, holding their free will and right to live out their own futures to be more important than the immortal tedium offered by the aliens. However, VIRM refused to accept that a species could be happy with their physical, imperfect bodies, and believed that oblivion was preferable to a finite existence. They declared war on the Klaxo Sapiens. Fielding weaponry from every previous race they'd assimilated or destroyed, VIRM committed themselves to pushing the Klaxo Sapiens to extinction.

Pressed by a war unlike they'd ever seen before, the Klaxo Sapiens constructed enormous walking weapons to fight back. The weapons would be piloted by a male and a female Klaxo, and were powerful enough to combat VIRM. But as the long centuries went on, and as the planet grew more and more ravaged and ruined from the war, the Klaxo Sapiens grew increasingly desperate. They drained the planet of its life energy to fuel their battles, permanently melded with their weapons, and evolved into a species that existed purely for war. They shed their identities, what could be considered their humanity, and reduced themselves to living weapons, all for the sake of their own survival. At long last, VIRM were finally driven back. Although they swore to return someday, the war had been won.

The beings that had been the Klaxo Sapiens, having sacrificed everything for their pyrrhic victory, had nothing left but to wait for VIRM's return. The weak gave up their bodies and became one with the Earth, transforming themselves into magma energy and restoring life to the ruined planet. The stronger warriors, who would later be known as the Klaxosaurs, descended into the core of the Earth alongside their brethren and began their long slumber. Only one Klaxo Sapiens remained in

her original form, their Princess, who would wait within Gran Crevasse until the time to lead the final battle arrived.

60 million years passed. Earth returned to a healthy world full of life, and the human race rose to prominence. Their civilization grew and expanded, taking dominion of the world much as the Klaxo Sapiens had before them, and their history progressed as normal until the 2020s of modern time. Then, a team of scientists calling themselves APE discovered the magma energy left behind by the Klaxosaurs. Mistakenly believing it to be a natural resource of the planet, a resource that existed only for them to use and exploit as they saw fit, they began mining to extract the energy. Magma energy revolutionized human technology, and even human culture itself.

APE continued to grow in power and influence as they introduced groundbreaking technologies based on magma energy. Humans were made ageless through magma energy treatments, and were given Plantations, enclosed mobile cities, to live in when global desertification from mining the planet's life energy rendered Earth almost uninhabitable. The Klaxosaurs, woken up by the mining of their brethren, began attacking the remaining human settlements. To fight back, the humans reverse-engineered Klaxosaur skeletons, creating the mechas known as FRANXX. However, the humans had become sterile from the magma energy treatments, making them unable to pilot their mechas. Children were cloned for this purpose instead, and raised as Parasites in order to give their lives fighting to protect the adults. You enter sometime around 2130, about a century after the Klaxosaurs reappeared on the surface and began their war with humanity and just as Squad 13 is being inducted as official Parasites.

This world has some pretty rigid roles for people, between adult, parasite, and so on, so you can choose from the options below to decide who you're going to be here. You only have 1000 Choice Points to work with though, unless you want to make your life a bit harder in exchange for more. You can change your sex at no extra cost too, if you want. Perks and items are discounted to their origins, and the discounted 100s are free.

Backgrounds

Invader [0]

You come from a far off place. Whether you plan on taking power for yourself or helping the children set things right, this is their world, not yours. You don't have any memories or history from here, and have no affiliation with any of the existing groups or races.

Parasite [0]

You grew up in the Garden, a distant snowy facility far removed from the roaming Plantations. You could even see living trees outside! Up until now, your whole life consisted of testing and training, preparing you to pilot a FRANXX and protect the adults from Klaxosaurs. You've recently been moved to a new home, Mistilteinn, alongside some of your friends from the Garden. Mistilteinn is a haven of greenery sitting above Plantation 13, designed to give you an antiquated learning environment to shape you according to the adults' needs. You're their soldier, after all. Tomorrow you, your partner, and the rest of Squad 13 will be officially promoted to Parasites. Male Parasites are known as Stamen, and females are Pistils. You're a teenager again, the same age as the rest of Squad 13.

Adult [0]

You used to be a Parasite, but you've outgrown that life. You're an adult now, and you work as a supervisor and commander of a Parasite Squad for one of the Plantations. If you're a female you took on the role of "Nana", and if you're male you became "Hachi". You're unaging thanks to the magma energy treatment you've received, and as long as you aren't killed you'll still be alive thousands of years from now. You also don't need to eat anymore, although you still can for pleasure. However, the treatment has left you unable to reproduce, and as such you can no longer pilot a FRANXX. You have full responsibility for and authority over your squad, and receive your orders directly from Dr. FRANXX and APE. Unless you're commanding the new Squad 13, your squad is very capable and has several years of experience working together and fighting Klaxosaurs.

Human - Klaxo Sapiens Hybrid [100]

You're one of the Nines, a group of hybrids cloned from Zero Two's cells. While you lack her Klaxo Sapiens blood, you still possess noticeable superhuman physical abilities. You're stronger and more agile than a fully-grown adult, and have mildly superhuman senses. You also have absolute control over your metabolism, meaning you don't need to eat, use the restroom, or bathe. However, your genetics were never meant to coexist, and have been imperfectly combined due to you being a second generation clone. You'll need to undergo regular maintenance in order to keep your body from weakening and failing. Without this tune-up, you'll

grow more frail and sickly, until finally dying after a few weeks. You're a teenager, about the same age as the Parasites of Squad 13.

Klaxo Sapiens [500]
There was only supposed to be one Klaxo Sapiens left in existence, the Klaxosaur Princess. After centuries of fighting, there was nothing left of her race beyond magma energy and the Klaxosaurs. But now, there was one other survivor. You have blue skin and two blue horns, but other than that you're remarkably similar to a human. You're 60 million years old, having survived alongside your ruler since the prehistoric battle to await the second war against VIRM. Why you're still here is anyone's guess, but the war is coming whether you're ready for it or not. You can take the perks Eternal Mind, Absolute Metabolic Control, Adaptive Piloting, and Klaxosaur Blood for free.

Companions

Pistil [200]
A girl about your age, who's been with you as far back as you can remember. You grew up with her in the Garden, were always close, and you've recently been paired with her to pilot a FRANXX. The two of you get along incredibly well, and while you sometimes fight, it only brings you closer in the end. You get one free with a FRANXX, unless you take a Stamen as your partner.



Stamen [200 CP]
The same as the Pistil, for the most part. A boy you've grown up with and were paired with to pilot a FRANXX. You have a strong relationship and, while it sometimes hits rough waters, you belong with each other and nothing could break you apart for long. You get one free with a FRANXX, unless you take a Pistil as your partner.



Childhood Friend [200]
You met this person years ago, when you were just kids. Maybe you've known them your whole life, maybe you were only together for a day. It doesn't really matter, because ever since then they've been longing for you more than anything in the world. They're a romantic interest exactly matched to your ideal in every way, and likewise you're everything they could ever want. You get along flawlessly, have a bond stronger than death itself, and reflect every bit of each other's love back to each other. All you need is one another, and even if you were alone in space for years on end, as long as you were together it'd still be the happiest days of your lives.

- This can be combined with another companion, from here or otherwise. If taken as a modifier the price is 100 CP.

Klaxosaur Princess [200]

The last living Klaxo Sapiens, and the leader of the Klaxosaurs. For reasons entirely her own, she chose not to kill you when you came to Gran Crevasse. Maybe she saw something in you that reminded her of all the people she'd lost so long ago, something the other humans don't have anymore. When you came back, she was more than surprised, but willing to hear you out as to your reasons. The third time, she actually opened up to you, but in her endearingly haughty manner as always. She told you about who she is, and why she's waited for so long. You know she enjoys your company by now, even though she'd never admit it, but has lived as nothing more than a warrior for a very long time. It'll take a lot to show her how to live again, but once you do she'll never forget what you gave her.

If you're a Klaxo Sapiens yourself, you have a long history with the Princess, and a much closer starting relationship. She's still set on the last stand against VIRM, though, at least for now.




RAIKO

Zero Two [200]

Years ago, when you were just a little kid, you saw a strange girl with horns and red skin. She lived alone in a locked room, in between being painfully experimented on by the doctors. It broke your heart to see it, so you took it upon yourself to free her. Together, the two of you made a break for freedom into the snowy trees. It couldn't last though, and the adults found you eventually. They brought you back and suppressed your memories, and fed you back into the Parasite system to be paired with someone else.

Ever since that day, your potential as a Parasite has only gone downhill, and all you have are hazy memories of walking through the trees with someone as to why. But then you ran into the girl with horns again. She was very affectionate towards you, asking you if you could be her "Darling", but was taken away by her handlers before you could find out why she liked you so much. You didn't see her again until the Klaxosaur attack on the Plantation.

Her partner had died, and she was standing against the Klaxosaur alone. The sight struck a chord in you. You didn't know what it was, but you couldn't let her fight alone anymore. Not when you were there to fight beside her, and give each other your strength. You joined her in Strelizia, and when you kissed the connection made your heart race like never before. You don't really remember what happened after that, but now she won't stop following you around and calling you Darling. She's known as the Partner Killer, and your friends keep warning you about riding with her, but you aren't worried. You know you can trust her with your life.

- Note that her blood mixed with yours when you met as kids, and while riding with her won't kill you it will eventually cause you to undergo Saurification. You'll grow horns and get coloration around your eyes, if you aren't already a Klaxo. Intensity of your connection speeds up the process.

03 [200]

Zero Two wasn't the only successful clone of the Klaxosaur Princess. There was another survivor, a girl who'd come to be known as Code 03. She was considered a reserve to use in case 02 failed or was killed in battle, and so she grew up away from the torture and experimentation her clone-sister suffered. However, she also lacks a lot of the worldly and combat experience Zero Two has. As such, 03 is pretty naive about a lot of things, but is always hopelessly optimistic and easily excitable. Just, don't leave her alone for too long. She spent a long time without anyone else, and has a fear of going back to that. You ran into her by accident when she was being transferred, and she quickly grew attached to you as one of the first people her age she's met. The adults agreed to allow the two of you to pilot a FRANXX, and 03 was overjoyed. Due to a genetic mutation she has cyan horns and eye coloration.

- Taking this option multiple times will get you 04, 05, and so on. Each has their own colors and personalities.



Klaxosaur Army [600]

A legion of hundreds of Klaxosaurs, the enormous war machines born eons ago out of the Klaxo Sapiens race. These living mechas are capable of rampaging through human settlements and shrugging off all but the most powerful human weapons, and just one would be sufficient to wipe out entire cities before being stopped. The Klaxosaurs normally act passively, preferring to sleep deep beneath the Earth alongside the planet's lifeforce, but won't hesitate to take action if the safety or stability of the planet is threatened. They take all kinds of forms, from a miles-long worm to tiny agile chargers to a composite Klaxosaur that dwarfs even others of its kind, ensuring that they always have just the right tool for the job. If you qualify as Klaxosaur royalty (see the notes), they recognize you as their leader and will follow any orders you give them.

4Koma Companions Set [100]

A group of kids that look a lot like the main characters, except with a much more cartoonish appearance. They're amazingly cute, get up to a lot of amusing antics, and have a knack for avoiding danger. It's almost like it's a whole different genre around them. They act as followers rather than true companions.



Veteran Squad [50-400]
You can pay 50 CP each to import up to eight of your companions. They each get a background for free and 600 CP to spend on perks, items, and mechas.

Unlikely Friendship [200]
This is in case you wanted to take someone along who isn't listed here. Can't be used to companion VIRM, but you can take an individual Klaxosaur like Snake-kun if you want.

Invader Perks

Age Import [100]
Your mind relates more to your physical age now. As a child, you actually are a child, and as an adult you have all the emotional and mental maturity that should come with age. You still have all of your skills and memories and everything, you're still the same person you were before, but mentally you are your physical age just as much as someone who's growing up for the first time. It might be a bit strange otherwise, if you wanted to start a life with someone who had only lived for a fraction of the time you have.

Code 000 [100]
You can take the animation of *Darling* with you to other worlds. Exactly how it turns out depends a lot on the tone and genre of each jump. While a drama/romance jump would more or less look identical, a jump focusing on high octane action and over the top battles will have a much more dynamic and energetic appearance, more like Kill la Kill.

Spit It Out Already [200]
Life is complicated. We grow attached to people who can't return our feelings, we develop complex motivations and experiences that are hard to put into words, and the fear of rejection is all too easy to give in to. But staying silent about your emotions and desires won't solve anything. Now you can bite down on your fear and find the courage to be open with the people close to you. Tell them how you really feel, and even if they don't take it the way you hoped, it's surely better than letting it weigh you down any longer.

Fanservice [200]
Well, there's baring everything *emotionally*, and then there's...this. You always know when and where you can strip to only show who you want to see, as well as when to put your clothes back on to avoid getting seen by anyone else. You won't get caught with your pants down.

Eternal Mind [300]
The endless marches of time are hardly a problem for you now. Ages come and eons pass, and you're still the same. Your memory can hold as much of the worlds as you can see, never fading or growing dim with time, and your personality won't be eroded away or twisted into something incomprehensible between the mega-anna. You can always find something new to experience, something new to enjoy, and every new day is a new adventure. Or another day to sit alone in the darkness until it's time to make your dramatic reappearance, if that's more your style. You aren't quite immune to boredom per say, but tedium and ennui no longer have any hold over you, and your patience is just as boundless. Whether you're alone for millions of years with nothing to do but wait, watching everyone around you grow old and die as the generations pass around you, or living in close proximity to the same people doing the same things day in and day out, you'll always be able to pass the epochs of time and repetition as if it had gone by in the blink of an eye.

Physical Fortress [300]
Your mind and soul is just that. Yours. Unless you allow it, it can't be removed from your body by any means, even if you aren't expecting the attack. VIRM can't draw out your essence to assimilate you into their hive mind, and piloting an Agath Apus-form FRANXX wouldn't pull your mind into the machine unless you go willingly. If you don't want to leave your body, nothing short of killing you can get you out.

Protocol 32 [400]
You can remotely initiate a self-destruct in technology that you've built or were in charge of the creation of. You made it, after all, regardless of how many other people you allow to use it, and you can do as you please with your own technology. If that means turning whole squads of FRANXX or even the Plantations you're supposed to be protecting into explosive weaponry to be used in your own selfish war, well. All those people you just blew up should have thought twice before giving you free reign to govern their existences so thoroughly.

Grounded in Reality [400]
Not everything here is entirely...practical. Pistils and Stamen connect through yellow blood cells, so why exactly do they need to pilot their FRANXX doggy style? And why do the mechas and Pistil suits all have high heels? Because Dr. FRANXX is a pervert, basically, but if it's really bothering you I'll iron out the wrinkles and make things more serious. You can take this to future jumps too, and the more nonsensical parts won't be present.

Ecchi Logic [600]
In future jumps the same logic that runs this place will be applied just as heavily, meaning that the most practical way to do things will also be extremely suggestive. Weapons and vehicles will work most effectively when built in physically attractive shapes, and when operated by unnecessarily intimate pairs. The best clothing and armor will be very form-fitting, if not outright revealing. Making out on the battlefield is not only pragmatic, but is a tactic able to win the day by itself when used strategically. So on and so forth. Basically, the fundamental rules everything is built on seem to be designed specifically to encourage this sort of thing.

VIRM Fragment [600]
You used to be whole. You used to be One. You used to be at peace in an eternal, unchanging bliss. But something went wrong. You were separated, sent flying off into space before the final attack on Earth could commence. You used to be VIRM, a group mind consisting of ageless energy beings that exist in perpetual harmony. Now you don't know who you are. You'll have to forge a new identity for yourself, apart from the whole. But you're a new whole now, aren't you? A new One unto yourself. You don't need a physical body, and as an energy being you don't age, are immune to most physical weaponry, and can comfortably exist in almost any environment, even the vacuum of space. You can draw the minds and souls of the willing from their body to assimilate them into your hive mind, taking them to be subsumed into your everlasting, unthinking peace, but if they resist there's nothing you can do. Well, besides going postal on them out of raw spite.



Parasite Perks

Beach Episode [100]

The life of a Parasite isn't an easy one. You were raised to fight, seemingly exist only to protect the lives of others, and you or your closest friends could be killed in the line of duty any day. Quite the responsibility to ask of a child. You deal with such a life by living in the moments between the battles and taking full advantage of any transitional days of peace you can get. Your downtime is very relaxing and rejuvenating, and the stresses and fears of what you do when it's time to fight don't weigh on you when you finally get a break.

Cutting Deep [100]

You know just what to say to touch someone on an emotional level. How to remind them of their past and their feelings, no matter how much they've tried to move beyond them or have been indoctrinated to forget. They're still human, they still have a soul. All it takes is a little push to remind them of that.

Veteran Parasite [200]

Your new role within Squad 13 won't be your first time piloting a FRANXX. You've been a Parasite for some time now, and you have years of experience fighting as part of a team. You know all the forms, maneuvers, and strategies from an experienced team of Klaxosaur hunters, but more than that you know how to work as part of a greater whole to bring out the best in your squad. Understanding your team and their fighting styles, calling out your position and backing up theirs, shoring up their weaknesses and making the most of their strengths, battlefield awareness and team coordination are your bread and butter.

Heroic Safety Net [200]

Sacrificing one's own life to save others is without a doubt a courageous act, the ultimate expression of selflessness and heroism in dire times. But there's nothing so tragic as a sacrifice in vain. You won't let that happen on your watch, not when you have the means to put things right. Alone, they may need to die to save those they protect, but together there's nothing you can't accomplish. You'll always discover someone you love is laying their life down in just enough time to make it to them, and no matter what gets in your way or what hazards you have to brave you'll always have a way to reach them before it's too late. As long as you have the mettle to brave such dangers, that is.

Best Girl [300]

Beauty is only skin deep, but what you've got goes a lot deeper. You're still a cut above the rest when it comes to your remarkable physical appearance, as if a team of professional artists had spent a long time detailing and fine-tuning your appearance, but that's not what really makes you memorable. Your emotions run

deep, you care for those close to you with a passion few could match, and you have a magnetic and captivating personality that draws others in and easily endears them to you.

She's Just Like Us [300]

Humanity isn't whether or not you have horns. It isn't about blood, or even about your body. It's about your spirit. Who you are on the inside. You can bring this out in others, showing them your heart and encouraging them to show you theirs. As long as they're willing to meet you halfway, you're able to befriend anyone at all, no matter how different they are from you.

More than a Name [400]

You'd be surprised how important a name can be to someone who grew up being identified as a number serial. It's a label that marks them as unique, proof that they're an individual with their own will and future instead of just another tool to be used and discarded. You're able to show people this individuality after they've been raised to believe otherwise, and heal the wounds they've accumulated through a life of fighting. You can teach those who've only ever known battle how to live as people, heal any mental trauma they've been scarred with and return them to a healthy state of mind, and lead people who have been broken down into becoming happy and recovered individuals.

Individuality [400]

Your identity is your own, and no one else's. Nobody can take it away from you, or reduce you to losing who you are. Attempts to harm your sense of self don't catch, breaking down your identity over time is bound to fail, and even if a hive mind forcibly assimilated you and tried to incorporate you into itself as just another drone, all it would accomplish would be giving you the opportunity to fight back and take control of the hive mind yourself.

Fight to Live [600]

Life isn't about fighting. Fighting's about life, about protecting the people you love and defending your own identity from those who would grind it into the dirt. You can always see the best out of life, even if you were raised only knowing how to fight and die for others' sake, and you never lose sight of your hope for the future. You can teach this to others as well, how to overcome a life of violence the same way. Someone who'd spent millions of years dedicated to nothing but warfare and mutual annihilation could be convinced to take your side of peace, as long as you're willing to give them a chance and show them a better future to protect.

The Future, Hope, and Stuff [600]

Keeping up hope and belief is essential, but hope by itself won't be enough to overcome your enemies and build a better world. When you're working to improve

the world and the lives of the people important to you, your actions take form and reveal to you how to make the best future that you can imagine a reality. You and your friends can continue moving forwards, raising each generation up to be better than the last, repairing the brokenness of the world, and restoring life and beauty to the planet and its people no matter how far gone they are. As long as you're there to pick up the pieces and believe in a better way, there isn't any world too far gone for you to heal and raise up in your time there.

Adult Perks

Magma Energy Treatment [100]

Unlike the rest of your squad, you were allowed to become adults thanks to your invaluable battlefield experience. Most adults have forgotten the danger Klaxosaurs pose and the necessity of Parasites, and simply aren't fit to supervise them in defense of the Plantations. You've seen the Klaxosaurs' potential for destruction firsthand though, so you were given a modified form of the treatment to permanently halt your aging. The treatment you received was slightly different to the one given to most adults though, meaning that while you still lost your reproductive functions, you don't require any further magma energy injections to stay young, nor will you be targeted by VIRM for assimilation.



Trusted Obedience [100]

You have a track record for loyalty and swift execution of your overseer's orders, and so you aren't watched as closely as you would if you'd been more difficult. The

people in charge have determined you to be reliable and trustworthy, giving you the opportunity to pull one over on them simply by submitting false reports. The best liars are the ones who never lie, after all.

You Were Their Age Once [200]

You grew up as a Parasite, and it wasn't so long ago that you've forgotten what that life was like. The bonds with your squadmates, the uneasiness before a battle, the exhilaration after a victory and the humiliation after a loss, and most of all the forbidden feelings you were never allowed to have. Because of this you understand them and sympathize with them more than other adults, hearing what they need from you and understanding how to help them. The people who work under you are more open with you thanks to your approachable nature, and you have a better grasp on how to help them through their problems and prepare them for the struggles they haven't met yet.

Blind Hope [200]

The end has come. Your plans have come crashing down around you, and the worst is about to happen with nobody left to stop it. All hope is lost. All of it, except this one last spark. Your absolutely, hopelessly optimistic determination to give it your all. If you're going down, you're sure as hell going down fighting, and if there's even the slimmest chance you could turn things around, regardless of how impossible it is, you're gonna grab it for all it's worth. No matter how grim the situation, no matter how hopeless it all seems, no matter how daunting the odds are, sometimes all you need to turn things around is a bit of blind hope.



Flesh and Steel [300]

You never liked the idea of reaching immortality through magma energy. Something about allowing a foreign substance into your body to change the way it functions never sat right with you. Especially when you knew you could attain a similarly-extended life through your own work. By replacing failing or lost parts of your body with cybernetic prosthetics, you've found a second route to eternity. You can design and construct replacements for human body parts that function at least as well as the originals, and can do the same for other organisms that have a similar or lesser complexity than human physiology. If you wanted to do a bit of cross-pollination, and give yourself robotics based on the biology of another species, I'm certainly not gonna to stop you.

Bones of the Past [300]

The Klaxo Sapiens were a peaceful race, but their technological progress was leaps and bounds ahead of the humans. They were able to accomplish breathtaking feats of engineering, such as creating the original mechas that FRANXX would be based on millions of years later. Even Dr. FRANXX was unable to match their skill, although he came close after he was able to base his work on the skeletons of theirs. Like him, you're able to use, repair, and modify technology that would normally be way too advanced for you to actually build yourself. Nothing so far beyond you that it would be incomprehensible, but as long as you have a vague idea as to the inner functioning of the machinery you can make it yours. In time, with enough study and research, you'll eventually have enough experience to build it for yourself, and to freely incorporate the principles into your other creations as you see fit.



Architect: Scale Up [400]

Did you ever wonder how they managed to build the Plantations? Such massive, complex roaming fortresses, but ones with hardly anyone in them? Oh sure, everybody's staying home and waiting for their eternity to run out. But even in the long, winding hallways the Parasites and their handlers stick to, you'd think it was a ghost town with just how large and empty it is. But that's not the only way to look at it. Some would say the size and sheer scale alone is what makes the Plantations so technologically impressive. Taking a page from their book, your architectural skills are a level above anything you could see before the advent of magma energy. You can build it bigger, build it to last the long centuries, and you can do so with unbelievably little resources and manpower. If you felt like it, even a FRANXX would be dwarfed in size when standing within one of your structures, and that's after the apocalypse with nothing but the most barebones resources available to you. Of course, you're probably going to need a crazy efficient power source to keep all that running, but I'm sure you'll figure something out.

Biological Science [400]

You were never actually a Parasite. Rather, you helped to create them. You were a leading scientist in the field of genetics and cloning, and after humanity realized the need for fertile pilots they came to you for help. You worked alongside Dr. FRANXX, and cloned the children to defend the Plantations. You have in-depth knowledge of the use and functioning of DNA and how to manipulate it to your own ends. You're able to grow new humans using only one set of DNA as a base template, and have enough experience to perform genetic engineering on your clones, pre-existing subjects, and even yourself. With a few decades of hard work, altering already-living humans to be naturally ageless wouldn't be out of the question.

Mechanical Science [600]

You were a crucial member of the team that designed and built the first of the FRANXX, and you've been involved in constructing the new models and designs ever since. Your skill with mechanics and electronics has also allowed you to learn the secrets of holographic interfaces, both two-way hologram screens and holographic control panels, but that pales into comparison to your true talents. You're an expert in building large-scale machinery and weaponry, a genius rivaled only by the titular doctor himself. You're able to work materials together in such a way they almost seem to ignore the square-cube law entirely, towering over buildings all the while possessing the speed and agility of something a hundredth their size, and not only retaining structural integrity but being capable of taking quite the beating before going down.

Magma Energy Extraction Process [600]
Despite its name, magma energy has very little to do with thermal energy or molten lava. It's the life force of the very planet, the energy that provides the soil with nutrition and allows life to grow and flourish across the continents. In this state it can last forever, replenishing itself through the circle of life as plants and animals return to the earth. However, it can also be used as such a potent energy source for both biological and technological systems, so much so as to vastly outclass any other form of fuel or power available on Earth. It's a literally groundbreaking force when tapped into, and holds the potential to make science fiction a reality. Eternal youth, gigantic combat robots with explosively destructive power, moving cities that can repel attacks from all but the most powerful of Klaxosaurs, as long as you know how to make use of it the possibilities of magma energy are as varied as they are potent. Be warned, though. This is still the life energy of a given planet that you're working with. Extracting too much before the biosphere can replenish it will kill the planet and everything on it.



Hybrid Perks

Absolute Metabolic Control [100]
You have total control over your metabolism. You can consciously regulate your heartbeat, sweat, and digestion, so that you have no need to eat, use the restroom, or even bathe. Unless you want to, that is. It might help you feel more human.

Adaptive Piloting [100]
Your metabolism wasn't your only inheritance from 01, although you did get something that even Zero Two didn't have. You can take on the role of either sex, fulfilling the requirements of and gaining the benefits of both. When you pilot a FRANXX you can be either a Stamen or a Pistil, increasing the amount of partners you can ride with. This can also include whether or not your appearance matches your sex.

Multi-Partner Piloting [200]
You can ride with multiple people at the same time. Don't ask me how that's supposed to work. You have two hands, figure it out for yourself. Other things that are normally only two people can be done with more than one and everyone will treat it as perfectly normal, although this doesn't necessarily make them any more effective. Yes, this is the harem perk, no, you can't game it to supercharge your FRANXX just by stuffing a dozen waifus inside.

Wait For Me [300]
Nothing can keep you and your darling apart. You'll never be truly unable to make it back to your partner after you've been separated from them, even if the whole world is against you. You can always find the path that leads you to them, a way around whatever obstacle is standing in your way, or discover where they've been hidden away by your enemies. Whatever stands between you and your love, whether it's distance, walls and guards, or simple deception, as long as you don't give up hope you'll be reunited in time to write your happy ending.

The Beast Princess [300]
Growing up, you had a very special book. It was beautifully illustrated, and the words spoke to you like no other book has. It was everything you hated about your life, and everything you dreamed you could have. It was so important to you that your subconscious has since taken on the form of this storybook. In moments of extreme stress or emotional turmoil, you can retreat to your inner mind to calm down and recenter yourself. It appears like the pictures from the book, and anyone entering your mind such as through yellow blood cells or with psychic powers is able to see your mind in the same way.

Klaxosaur Blood [400]
You were one of two surviving clones that Dr. FRANXX created using DNA from the Klaxosaur Princess. Like your clone-sister Zero Two, you possess horns, fangs, coloration around your eyes, a small healing factor, and superhuman strength and senses, as well as the ability to pilot a FRANXX solo by consuming the lifeforce of your partners. You're strong enough to leap ten feet and throw a grown man across a room as a teenager, and your senses are so sharp you can tell someone's hiding a big secret by licking them or take their temperature within a decimal point

of accuracy by touching your forehead to theirs. If you don't want your horns to grow out, you'll have to keep them filed down. Your horns and eye coloration are either blue, or a different color due to a genetic mutation.



The Power of Love [400]

Love is a powerful force. The love between two people destined for each other, the love for one's family and friends, the love for life itself, it can lift you up and carry you farther than you ever thought possible. Zero Two was a match for most Klaxosaurs on her own, but it wasn't until she finally reunited with Hiro that she was able to unlock Strelizia's full potential and blow away the opposition. Whenever you're acting to save or protect the ones you love, your abilities seem to increase for a time, to rival the strength of your bonds with them. And when you're fighting alongside someone you're deeply in love with? You can take each other far beyond your normal limits. Opponents you had trouble with by yourself wouldn't even slow you down when you're together, and enemies that would be able to trounce you before will have to watch themselves lest they get taken apart just as easily. This also makes activating a FRANXX's XX and Golden forms much easier, if you have one with those forms available.

Saurification [600]

Hiro was the only one that Zero Two was able to ride with who she didn't kill after three battles. Maybe it was the Klaxosaur blood he'd ingested years ago that saved him, maybe it really was true love, but the fact remains that the more he rode with

her the more he became like her, eventually fully transforming into another Klaxo Sapiens hybrid. The same will happen to anyone who rides with you. Giving someone a sample of your blood, and then connecting to each other with yellow blood cells (or just doing what we both know they were a euphemism for), will gradually convert your partner from their original species into yours over the course of a few months. The process might cause symptoms like discolored swelling and painful aching, but the symptoms are only transitory and they'll be perfectly healthy by the end. Congratulations, you can now give people Dino AIDS.

Two of a Kind [600]
In the same vein as the above, ingesting someone's blood and then riding with them will transform you into a member of their species over time. You might have to deal with uncomfortable growing pains, depending on how much your original and new physiologies clash with each other, but this will only last as long as the saurification or equivalent transformation lasts. You do have to keep up with it or the process will stop halfway, but I'm sure you won't have any problems in that regard.



Klaxo Sapiens Perks

Precursor Race [100]
Despite all evidence of the existence of Klaxo Sapiens having vanished long before the arrival of humans, their descendants the Klaxosaurs and the war machines they'd merged with didn't seem to mind waiting millions of years in the Earth's

core. When the sanctity of the planet was threatened they awoke and went right back to fighting, as if no time at all had passed. You learned a lot of important lessons in the war with VIRM, and now you can apply the same principles to your own creations regardless of their purpose. Your technology and creations are built to last, and won't wear down just from the passage of time. They'll still be as functional millions of years later as the day they were made.

Evolution: Tails [100]
You have a tail coming from your back that can be split apart into up to eight thinner tails at will. They're fully dextrous and can extend up to dozens of meters long, with enough speed to impale any humans unfortunate enough to have angered you. As a part of your body, they benefit from any superhuman strength or technopathy abilities you might have.



Evolution: Strength [200]
Your body is significantly stronger than the rest of your race. You're able to shatter concrete with your bare hands without exerting much effort, and can move faster than most people's eyes can register.

Evolution: System Override [200]
You can take over almost any technological system just by making physical contact, giving you full administration privileges as if it'd been designed from the ground up for your use. Focusing on it will let you upgrade it to make it more versatile and powerful, such as giving a FRANXX extra limbs and increasing it's combat power enough to fight a whole team of normal mechas. The tech you take over will take on a color scheme that matches your own. This doesn't let you control it any better, but it does let you bypass security measures and failsafes, and remove most inherent weaknesses.

The Fate of the Living [300]
You carry the mantle of the arbiter of the fate of life on Earth. As one of the last survivors of the original inhabitants of the planet, the responsibility of guiding and protecting Earth falls on your shoulders. Alongside Klaxo Hime, you're recognized as the true authority over Earth by aliens, the planet itself, and other such entities. You can also pass this mantle onto another species once per jump, granting them rightful dominion over the world in your absence.

Three Klaxosaurs in a Trenchcoat [300]
One of the most dangerous abilities Klaxosaurs have shown was the power for smaller units to combine into a single, more powerful form. A whole legion of small Klaxosaurs couldn't do much against a Plantation even when working together, but pooling their strength as one allowed them to strike with the force of a walking mountain. Taking inspiration from this tactic, you've learned how to combine your minions into singular, more powerful versions of themselves, with the combined strength and traits of its component soldiers. Fused soldiers can split out of and reform into their merged forms as needed, if one form would be more advantageous over the other depending on the situation.

Evolution: Telepathy [400]
You're able to project your thought waves into the minds of others', to read their intentions and communicate with them without speaking. You can also hijack someone's mind after mentally connecting your minds, controlling them remotely and using them as a signal amplifier to forcibly take control of others without being near them yourself. This ability allows you to connect to other potential FRANXX pilots without yellow blood cells, and even without the FRANXX to act as a medium. Your range caps out at a few cities' distance, although after possessing them you can maintain it at any range.

Evolution: Technopathy [400]
By making physical contact with technology, you can take control of it and bend it to your will. This lets you operate it semi-autonomously, making use of any and all of its functions with masterful precision with only a touch. Same as with Evolution: System Override, you're only able to target technology that makes sense to you, so no hijacking Green Lantern rings or anything like that, but your available targets will increase significantly with a higher intelligence and more experience.



Live to Fight [600]
Millions of years ago, the Klaxo Sapiens were faced with a grim choice: fight, or be killed. They chose to fight, and in doing so their survival cost them everything. They gave up their identities and their civilization in order to become powerful enough to defeat VIRM. You've chosen to walk the same path as your kin. The longer you fight, the more your strength and power will grow, to the exclusion of all else. Distractions, doubts and fears of failure that would hold you back, and unnecessary non-combat related skills will fade into the background, bringing your instincts and reflexes to the forefront and sharpening them to superhuman levels and beyond. On the physical level, you can merge with your weapons, armor, and vehicles, taking on their forms and then enhancing their power even further at the cost of your original body. These changes aren't permanent, and can be undone with some effort, but this will reset any gains in strength you've made. A living being transforming themselves into a living weapon might be able to tear through

armies and devastate civilizations after years of war, but going in the opposite direction will require a sacrifice of power in return for your humanity.

Individual Adaptation [600]

Initially, the Klaxo Sapiens were no match for VIRM. Countless innocents died, and their cities burned. The hive mind attacked with a vicious ferocity, and the Klaxos didn't have any time to evolve that they didn't take for themselves. This forced them to adapt to their new existence of warfare, doing away with their weaknesses and vulnerabilities and creating new strengths just so they could survive. In the years since you've discovered a way to take on the best of both worlds, combining evolution and adaptation into a greater whole. When faced with adversity your body evolves as if you were a whole species unto yourself, discarding traits that will hold you back and developing beneficial ones to help you overcome your challenges. Normally this takes weeks at a time to see major changes, but you can speed up the process down to days and hours by enhancing your evolution with technology and science. You are able to control what traits you gain and lose, as you still have one hand on the steering wheel. Given how varied and distinct the different Klaxosaurs were able to become, the sky's the limit when it comes to where you can take yourself when push comes to shove.

General Items

Borgar [50]

A freshly-grilled hamburger made by Jump-chan herself. Think of how many cooking perks she must have. *All the cooking perks.*

Invader Items

Mask and Robes [100]

A set of white and red robes and a golden mask, similar to the ones worn by the Sages. They don't show any part of your body and completely conceal your appearance and voice, disguising your identity to any onlookers. You could even pretend to be a different species entirely if you wanted to, such as passing yourself off as human when you were really a floating energy being with no arms.

Training Mech Suit [200]

One of the small mech suits typically used by Stamen to train in piloting a FRANXX. They aren't much good in a fight against a Klaxosaur or similar enemies, due to only being a fraction of the size of an actual FRANXX, but it would be like driving a walking tank in any fights against humans. They're also much, much less costly in terms of energy requirements.

Personal Transport Plane [300]
An aircraft signed off to your name. It's capable of shuttling a dozen people and a FRANXX between Plantations, and comes with it's own support and piloting crew. They take care of refueling in between flights so you don't have to worry about it.

Satellite Base [400]
A huge facility built in the upper atmosphere, orbiting the Earth. It's large for a single structure, able to house and supply dozens of people at a time with plenty of space left over, and is packed with sensory and communications equipment to monitor the status of Earth. Keeping track of the different Plantations and the movements of Klaxosaurs is simple, and you can communicate with the mayors running the Plantations without needing to leave the station.



Hringhorni [600]
Hringhorni, named after a famous ship from Norse mythology, is a massive weaponized spaceship constructed in secret by the rulers of humanity. It's built from the cores of countless Klaxosaurs, and was supposedly intended to be used as the ultimate weapon in the war for Earth. In reality, VIRM commissioned it's creation through their guise as Papa in order to wipe out the Klaxosaurs once and for all, destroying Earth and humanity in the process. This one won't be used by VIRM, though. Hringhorni can be used as a normal spaceship, or wielded as a spear by Star Entity or a Golden FRANXX.

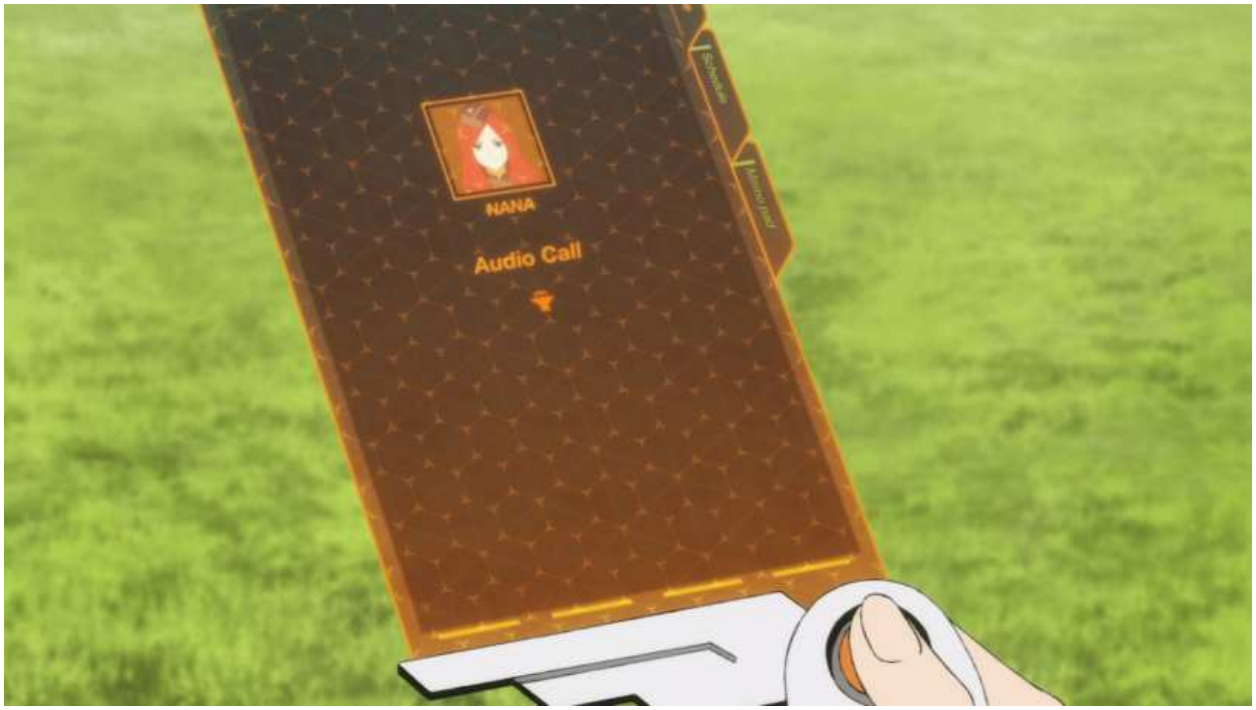
Parasite Items

Franxx Pilot Suit Chamber [100]

A portable version of the chamber that attaches your Parasite suit. Just place it on flat ground and unfold the frame holding the machinery, and it's ready for you to use. The suit itself is sprayed on, and if you're a Pistil the mechanical components are attached after. The suit reads your biometrics and helps you connect to your partner when piloting a FRANXX.

Personal Communicator [200]

A small holographic datapad that can be used to send messages and make calls. It always has service thanks to the signal being broadcasted by the device itself. Post-jump it can connect to normal phone networks like a mundane phone.



Greenhouse [300]

A decently-sized greenhouse with a circular walkway around the middle, and a large variety of plants that have been well taken care of so far. You've recently taken up watering and caring for them, and the other Parasites have started treating the room as yours. Post-jump the greenhouse becomes a Warehouse attachment, and carries along any plants you keep inside of it.

Seed Library [400]

A seed bank containing every domesticated plant grown before the world was ruined by magma energy depletion, as well as detailed instructions on how to grow

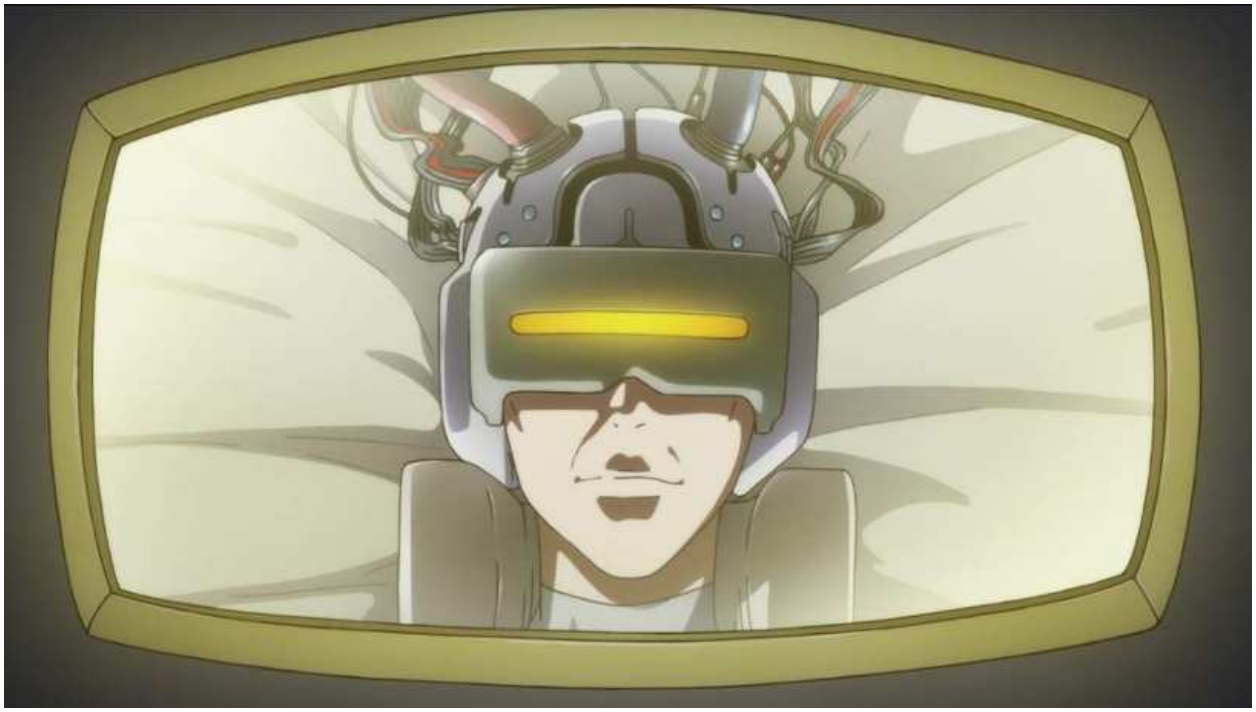
them. The seeds don't respawn after they're used, but it's a simple matter to resupply them with seeds from the plants you grow.

FRANXX Squad [600]
Mecha standing over 90 meters tall, FRANXX are some of the strongest weapons in humanities' arsenal and are the primary defense against the Klaxosaurs. To pilot them, a male and female with functioning sex organs enter the depths of each others' minds and work in unison to control the robot. You get a squad of five FRANXX, and ten generic Parasites to pilot them. They're unquestioningly loyal to you as their team leader, and have great battlefield synergy.



Adult Items

Happiness Pod [100]
The lives of adults are that of an unending, eternal tedium. They just don't have any interest in doing activities anymore, even such basic things as talking to each other or eating. When the magma energy treatment takes care of all your needs, and every day is the same as the last thousand, what's the point? So now they spend a few hours a day asleep in these pods, having their minds stimulated in a dreamlike bliss. Pleasant, if you're into that sort of thing.



Yellow Blood Cells [200]

A culture of human blood cells modified with magma energy to allow two people of opposite sex to psychically connect to each other, and allow them to work together to share the burden of piloting a FRANXX. Administer a sample to a prospective pilot, and as long as they fulfill the requirements they'll be able to pilot as well as any Parasite. This won't cause premature aging unless the pilot is treated with them in infancy. If they're given time to develop their body can handle it better.

Plantation [400]

A Plantation is essentially a mobile city. Built to house humanity after the desertification from magma energy mining sucked the Earth dry, they provide a safe haven from the hostile environment outside. They can even resist a Klaxosaur attack for a time, although without the FRANXX to defend it the walls won't hold out forever. The architecture and atmosphere inside is simply breathtaking.

Magma Energy Mine [600]

One of the many mines scattered across the planet that siphon out magma energy from deep beneath the crust. Calling it huge would be an understatement, as the sheer scale of the mines dwarf even a team of FRANXX. It's capable of pulling enough magma energy to supply a Plantation and it's FRANXX squad several times over, and doesn't cause desertification quickly enough to make an impact within just ten years. Any longer though, and you'll have to move large amounts of fertile soil in from outside regions if you don't want the surrounding area to be drained of life completely.





Hybrid Items

The Jumping Prince(ss) [100]
A children's book that seems to be a normal fairy tale, but on further reading it actually tells your life story filtered through a child's bedtime storybook. For some reason, if you eat the pages the words and art will be perfectly etched into your memory.

Honey [200]
A jar of honey that never runs out. I'm sure it'll taste great with steak.

File [300]
A two-sided file. Using one side on teeth and horns will file them down as you'd expect, but the other side actually makes them longer instead. Can be used to give humans white bone horns and enlarged canines.

Cherry Blossom Tree [400]
A small, unassuming seed for a cherry blossom tree. This tree takes a thousand years to reach its full size, but it will travel with you as you jump between worlds. Plant it somewhere special, and in your next universe you'll find it growing right where you left it in the last one. In this way you can watch it grow as you travel. It's second trait is that as it grows, the life energy of the world it's planted on grows around it, restoring life to dead worlds and allowing fallen or broken people to rebuild and find peace again. As the tree's size and lifeforce grows this effect will be magnified. After a few centuries you'll be able to watch life blossom around the tree with your own eyes, and when it's fully grown it could restore a dead and depleted planet to life by itself.



Star Entity [600]
Star Entity is a colossal FRANXX buried in the depths of Gran Crevasse. Technically a huge composite Klaxosaur that's lacking a core, it's the ultimate weapon of the Klaxosaurs to be used against VIRM. Unknown to them, it was sabotaged by Papa, although that won't be a problem if you buy it here. Rivalling Hringhorni for the largest and most powerful weapon on Earth, it requires either Strelizia or a FRANXX with the Star Entity Control Unit modification to pilot now, but you'd be able to build your own control system with a lot of time and ingenuity. Star Entity runs on a unique power source, and never needs to be recharged.



Klaxo Sapiens Items

Stone Throne [100]
It's a chair carved out of stone. Doesn't seem like much, but radiometric dating will reveal it to be tens of millions of years old. Not like you couldn't have told them that yourself, you were there. When you're sitting on it you come off as much more imposing than normal, even if you look like nothing more than a little blue girl. Having some giant monsters behind you will probably add to the effect.

Gene Sample [200]
A sample of your genetic material. Good for cloning, although anyone who's only experience is with human genetics is going to see a lot of failed test subjects before they get a successful clone of you.

Tattoo Set [300]
A tattoo machine and specialty ink set resembling the body markings of the Klaxosaur Princess. Tattoos applied with these are treated as a form of clothing, and won't raise any questions as long as you're at least partially 'covered'.

Gran Crevasse [400]
An underground palace filled with tunnels and chambers large enough to easily fit gigantic, kaiju-sized creatures in large numbers, with enough room left over for them to freely move around. The structure is circular and the width of numerous cities across, it's creation as much terraforming as it was engineering and

construction. It looks like a strangely-uniform natural formation from the outside, can endure the tectonic movements of the continental plate it rests on over the eons, and the outer walls require the full force of multiple Plantations detonating on top of it just to break through.



Klaxosaur Mothership [600]
A remnant of the first war with VIRM. The ship is large enough to hold a small army of Klaxosaurs or FRANXX-sized fighters, and is equipped with space modifications and lance weapons for FRANXX, provisions for extended space travel, and automated navigation systems. The controls are very similar to human technology, if you need any of your human friends to step in and pilot the ship. It's capable of crossing interplanetary distances in a day, and if you redirect all power to the shields the ship will be able to plow straight through enemy attacks and then through the ships firing them.



FRANXX

The FRANXX are Klaxosaur skeletons that have been reverse engineered and repurposed for humanity's use. They're 90+ meter tall mechas that require two pilots of the opposite sex to pilot. Using the yellow blood cells they've been enhanced with, the pilots connect their minds and consciousnesses to each other. The Pistil bonds with the FRANXX, and the Stamen controls it through her for as long as they can maintain mental unity and focus. Because of this, any damage dealt to the FRANXX is nonlethally but painfully reflected onto the Pistil, and significant disunity will cause the FRANXX to deactivate.

Normally FRANXX can't be piloted by one person, but there are two last-resort options if a pilot finds themselves alone in the cockpit. The Stamen, unable to control the mecha without his Pistil, can detonate the remaining fuel reserves to take as many enemies with him as he can. The Pistil is able to enter Stampede Mode, a horribly stressful and painful experience where she controls the FRANXX alone. The FRANXX temporarily transforms into a bestial form, and the Pistil is forced to fight wildly and desperately until she dies from the strain. Pistils with exceptionally strong lifeforce are able to survive the excruciating ordeal.

You receive a 300 CP stipend for this section. If you don't want a FRANXX you can refund it for 150 CP to be spent elsewhere.

Stats

Speed
How good your FRANXX is at dodging attacks, moving between enemies, and generally being fast and agile. Increases travel speed.

Armor
How many hits you can take before going down, and how long you can last in deadly environments.

Attack Power
How much damage you can dish out. Applies to both melee and long-range weapons.

Basic Models



Standard Model [300]
The standardized model used by all Parasite squads, besides that of Plantation 13. They have a uniform black and white design, and are all armed with a magma energy spear. The spear can be fired as a harpoon for direct long range attacks, release a burst of energy from the tip, or be used to bind and crush opponents with the tether cord.

2 Speed, 2 Defense, 2 Attack Power

Custom Model [0]
A personalized mecha designed to your specifications. Use the section below to design it.

Varying Stats





Delphinium [300]
The model piloted by Ichigo and Goro. The blue and white FRANXX wields two swords named Envy Shop, and is a strong all-rounder. Decently high strength, speed, and durability, without sacrificing anything for specialization.

2 Speed, 2 Defense, 2 Attack Power

Genista [300]

A heavy-duty FRANXX piloted by Kokoro and Futoshi, and later Kokoro and Mitsuru. It's equipped with thick armor in the shape of a hat, coat, and gloves, which weighs down the FRANXX in exchange for the highest defense of Plantation 13's squad. The armor can be shed during battle, granting it an increase to speed at the cost of it's defense. Genista wields a powerful bayoneted cannon almost twice its size, named Rook Cannon.

1 Speed, 3 Defense, 3 Attack Power





Chlorophytum

[300]

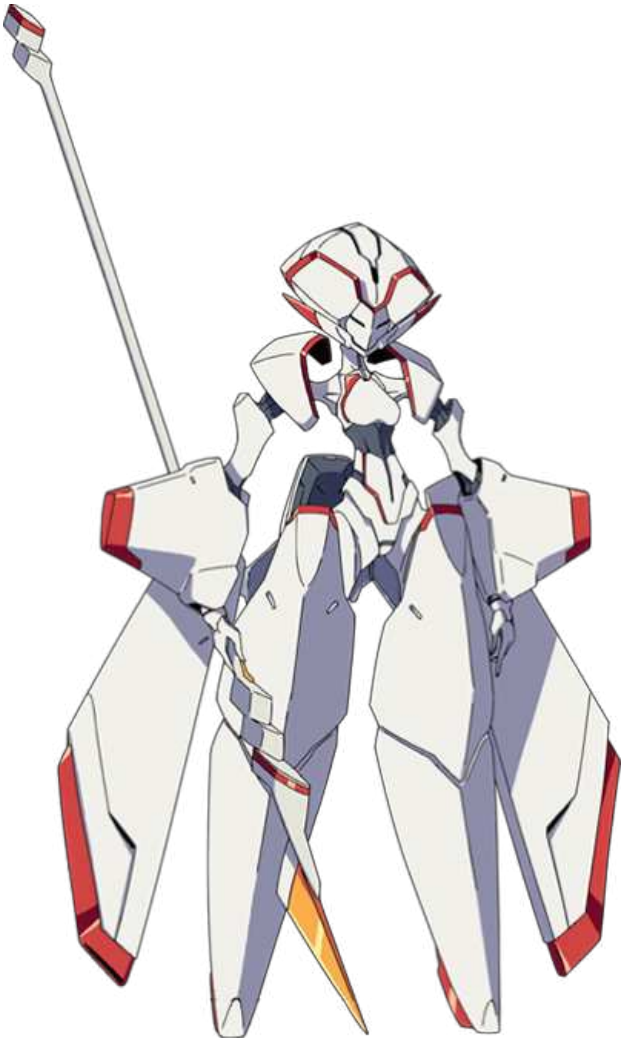
The FRANXX used by Ikuno and Mitsuru, and later Ikuno and Futoshi. It has magma energy spikes installed in its legs, and a pair of wing-shaped thruster jets named Wing Span along the arms that allow it to fly. The thrusters can be repurposed to a series of deceptively powerful guns in an emergency, although this comes with a high energy cost. Pushing the guns to their limit will take a serious toll on the Pistil's health, resulting in her aging accelerating much more than even other parasites.

2 Speed, 2 Defense, 2 Attack Power



Argentea [300]
The fastest and most agile FRANXX, Argentea is piloted by Miku and Zorome. It uses a set of claws called Night Claw to attack, with the small and short-range weapons being ideal for the duo's lightning fast fighting style. Argentea has the lowest defense of Squad 13, but is the best at dodging and weaving around enemy attacks.

3 Speed, 1 Defense, 2 Attack Power



Advanced Models:

9 Model [400]
The standardized FRANXX used by the Nines. Whether you're a member of that team or were given a spare unit as a part of Dr. FRANXX's experiment, your usage of it has been cleared by the adults. It resembles a helmeted Strelizia, except with armor around the lower body rather than upper.

3 Speed, 3 Defense, 3 Attack Power

Strelizia [600]

The personal mecha of Zero Two. Strelizia is the most powerful FRANXX in Plantation 13, having higher stats than the others and only being partially surpassed by specialists like Genista and Argentea. This FRANXX also has the highest power ceiling, as it's able to increase it's capabilities when its Pistil and Stamen are in harmony. When piloted by two Parasites in love and who can trust each other fully, it vastly outperforms a team of four normal mechas. Strelizia is discounted if you buy Zero Two as a companion.

Elite Stats



Custom FRANXX

Your FRANXX is white and another color of your choice, with a hairstyle matching that of it's Pistil. They invariably have a feminine body structure, and are typically named after a species of flower.

Stats:

Choose one level for each stat. Elite only needs to be taken once to apply to every stat.

1 [+100]

You only have passable amounts of this stat. Enough to get the job done, but not enough to do it well. CP gained with this can only be spent in this section.

2 [0]

You've got the standard abilities for this stat. Your speed, durability, or damage output are on par with average FRANXX models.

3 [100]

One of your stats is greatly increased, allowing you to dance through a storm of attacks and flip over the heads of enemies, tank all but the most devastating attacks with little damage, or blow away anything in your path with your charged attacks.

Elite [300]

Your FRANXX grows in power depending on the strength of the bond between you and your partner. In Stampede Mode, your stats are only slightly higher than average, and with a stranger you'd only see small but noticeable benefits compared to the standard abilities, but with your true love you'd be unstoppable on the battlefield.

Magma Energy Weapons:

You get one weapon free, and can pay 100 CP for a second. Giving your weapons cool names is required.

Tether-Spear

One of the most versatile weapons, the tether-spear is a lance, grapple, harpoon, and garrotte all in one. However, it lacks some of the strategies other weapons and fighting styles would be capable of.

Dual Swords
You have two swords, one for each hand. Their long handles and average blade length make them good mid-range weapons. Alternatively, you can have a single dual-sided glaive.

Guns
Your FRANXX comes equipped with a series of guns along both sides. They're weaker than the Cannon, but have a higher rate of fire. You can fire a charged shot of magma energy to finish off weakened opponents.

Cannon
An enormous cannon almost twice as long as your FRANXX is tall. It takes a moment to charge shots, but each one packs a serious punch. The tip of the cannon is armed with a magma energy bayonet to finish off Klaxosaur cores.

Weaponized Arms
Your FRANXX has a set of magma energy claws attached to its wrists. They have limited range, but their size makes them extremely quick and maneuverable.

Weaponized Legs
Your FRANXX has magma energy spikes taking the place of its legs and feet from the shins down. Best suited for more agile FRANXX, unless you really want to have a stompy unflinching terminator mecha or something.

Queen Pike
A huge spear connected with a thick fuel line to the body of the FRANXX. It can't detach the tip like the tether-spears, but is far and away more powerful. It's able to use it's increased supply of magma energy to punch straight through Klaxosaurs, destroying them and their cores with one solid hit. Requires Attack Power 3 or Elite to wield properly, due to its potency.

Modifications:

Import [0]
If you have an existing mecha, you can import it as your FRANXX.

Cloak [0]
Your FRANXX has a torn fragment of some huge piece of cloth tied around itself like a cape. Doesn't serve much purpose, but it looks pretty cool.

Thruster Jets [100]
You have jets somewhere on your FRANXX that provide enough lift to fly. With a high agility, you'd be able to rocket around the battlefield faster than anything else. Can be combined with the Guns into a single weaponized tool, if you have them.

Armor [100]
A suit of armor that significantly increases both the weight and durability of your FRANXX. You're able to enter Light Mode in combat, dropping the armor to increase your speed and maneuverability. If the armor is destroyed, it will respawn overnight.



Outer Space Upgrade [200]
All FRANXX are sealed when the cockpit is closed, but yours has been modified to function in the vacuum of space just as well as on the ground. The modifications can be seen as black coloration with highlights in your color, rather than the typical white coloration. It also has a G-Canceler installed to nullify most g-force for extremely fast movement, allowing more effective combat in space.



Composite Model [400]
Your current FRANXX was rebuilt from four wrecked units being taken apart and put back together as one, resulting in a mecha more powerful than any of its component models. If you want, it can have extra parts from the others such as six arms or two heads, and up to four colors besides white. You also get a discount on buying extra weapons, as each of the destroyed FRANXX had one of their own.



Type: Dragon [400]
Your FRANXX was used in combat by the Klaxosaur Princess herself, before being recovered and returned to you. The upgrades she made to it left it powerful enough to take on Strelizia by itself, and it now has a tail and functioning wings. It's also been recolored into varying shades of blue, but I'm sure you won't mind that too much.

Masterwork [400]
Your FRANXX was designed just for you, and it's obvious the team behind it poured their heart and soul into its construction. It's base stats are higher than normal, making it all around better than almost any other FRANXX, and it can now access the XX and Golden forms.

XX mode changes the coloration from white to entirely your personal color, and massively increases power. You could easily one-shot a Klaxosaur the size of a Plantation in this form, as well as fly using the newly-activated thruster jets. Entering this mode requires extreme positive emotions between the Pistil and Stamen. Saying this is hard to reach is an understatement, as Strelizia XX was only seen following a groundbreaking revelation in Hiro and Zero Two's relationship.



If XX mode is the highest reaches of your FRANXX's power and your love for each other, Golden mode is when they're taken above and beyond. You can fly through space far faster than any ship, wield weapons designed to destroy entire fleets, and stare down those fleets as they're helpless to stop your onslaught. Entering this form requires perfect harmony between Stamen and Pistil, becoming two parts of a singular whole, something normally only possible after years of unbroken mental synchronization between two people with a very rare depth of love for each other.

Star Entity Control Unit [300]
Like Strelizia, your FRANXX is able to connect to Star Entity and act as it's core. If you can reach it in time, and overpower the traps set by Papa (if you didn't buy the clean one here), you can unlock the Apath Apus and True Apus forms.

The Apus form recolors Star Entity in the colors of your FRANXX, and allows you to control it as if it were a normal mecha. Apus form can be piloted by just the Pistil, and is equivalent to Stampede Mode. True Apus form is activated when the Stamen is present as well, giving full control of Star Entity's overwhelming power back to the Parasites and transforming the mecha into a gigantic fusion of the Pistil's adult form and FRANXX technology.

This can also be used to control and upgrade other inactive giant robots, which see a similar transformation path.



Toggles

Character Replacement
Replace one of the characters. Replacing a character you don't have an equivalent origin or perks for is bound to disrupt the normal course of events, for good or worse.

A New Story Begins
There are no aliens, nobody goes into space, Kokoro and Mitsuru aren't split up and brainwashed, and Hiro and Zero Two don't die at the end.

Manga Continuity
Jump to the manga instead of the anime.

False Apus
FRANXX look even more like their Pistils than usual when active, basically like giant cyborg armored girls.


DARLING
in
OTOME

Drawbacks

1000 CP limit

Mismatched VAs [+100]

Most of the people you're going to run into...well, let's just say they don't sound like you'd expect. Who knows what the cause is. Maybe the yellow blood cells have side effects, maybe you just need a hearing aid. Regardless, get ready for teenagers to sound like they're in their late 20s, and other similar disconnects between what you're seeing and what you're hearing.

Bad Hair Day [+100]

You asked one of your friends for a haircut before the jump started, and unfortunately they didn't really know what they were doing. You're stuck with a really bad haircut, and any attempts to fix it up will inevitably end up making it worse. You could just let it grow out again, but every time you have to get it cut it's going to look pretty bad for a while.

And Then There Were Aliens! [+200]

I hope you liked the sudden reveal of VIRM and HiroTwo's journey through space, because you're going to be seeing a lot more of that now. Things will continue to escalate while you're here, to an absurd degree. And that's compared to what's already set to go down. A race of energy-based aliens puppeting mankind from the shadows and Strelizia going super saiyan to destroy their home planet is just the beginning, before long things are going to resemble a certain other mecha anime.



Darling in the FranXXX [+200]
You can't see uncensored nudity, and you can't have sex. Piloting a FRANXX is about as lewd as you can get (which, admittedly, is a pretty low bar). No babies for you, consequently. Hopefully you can find another way to build the future.

Love Triangle [+300]
You're caught up in a love triangle. One of your best friends is in love with you, and there's nothing you can do about it. You've got your own relationship going on with someone else, or if you don't you will soon, meaning that despite how much you care about your friend you can never return their feelings.

Broken Heart [+300]
You're deeply in love with someone who doesn't feel the same way back to you. At best, they only think of you as a sibling, never as a potential romantic interest. Dealing with this won't be easy, but you might be able to find someone else eventually. It'll never be the same, though. If you take this with Love Triangle, you're the one left out in the cold, longing for someone who's already found love.

Poor Connection [+400]
You have a rocky relationship with your partner, causing your para-capacity to fluctuate wildly whenever you try to pilot a FRANXX together. If you're a Stamen you'll find piloting to be clumsy and awkward, and if you're a Pistil the experience will feel like your insides being churned back and forth the whole time. Not exactly painful, but in no way pleasant. Either way, you'll have to concentrate heavily the whole time if you want to perform at the same level as other pilots, and your connection will break down a lot easier from any discord between the two of you. If you don't have a FRANXX, you just have normal relationship problems. Maybe invest in some counselling?

Already Spoken For [+400]
No matter how much you try, you just can't seem to get a FRANXX working. Even with someone you should be really compatible with, the most you can hope for is a few seconds of awkwardly stumbling around before the connection drops completely and your FRANXX deactivates. In order to fight at all, you'll have to find the one person you are able to connect with, which is guaranteed to be no easy task. Assuming one of your companions is your partner, finding them is going to take up a lot of your time if you ever want to see the inside of a FRANXX again.

Found You, Darling! [+600]
The worst has happened. You've lost your true love. You know that they're perfect for you, that no one else could even come close to how you feel for each other, but something's gotten in your way and now you don't know if you'll ever see them again. But you *have to*, because you can't even imagine living your whole life

without them. Finding them, however you go about it, will consume all of your attention and focus, and will be your primary motivation until it's done. All you have to go on are memories of when you were kids, but it's enough. It has to be. The longer you go without finding your darling, the more desperate you'll become. If you can't find them by the time the jump nears its end, you'll be reduced to a half-delirious bestial shadow of yourself, furiously clawing at any chance to find your other half and become whole again.



Emotional Indoctrination [+600]

You've been processed by Papa's indoctrination systems at some point in your past, removing your emotions and resetting your loyalties to defend humanity and the Sages at all costs. Right now, your instinctive reaction to Papa and his orders is to follow them unthinkingly. It's possible to break the conditioning, although this will be extremely emotionally and physically draining. You can expect painful headaches and to be wheelchair bound for a time if you persist, but in the end you'll be free if you can push through it all the way. Having someone around to remind you of who you're supposed to be will helpful, although you might not see it that way at first.

Ending

Go Home
Your drawbacks are removed, your chain ends, and you return to your homeworld.

Stay Here
Your drawbacks are removed, your chain ends, and this becomes your new home while time is unfrozen in your original dimension. If you ever die, you and your companions will be reincarnated and meet each other in your next lives.

Move On
Your drawbacks are removed and you keep jumping.



Notes

The Pistil and Stamen companions can be used to create an OC companion, or take along one of the normal human characters filling those roles.

Buying multiple written-out companions (Zero Two, Klaxosaur Princess, etc) causes harem protagonist shenanigans with how they met you.

If you start as an adult but don't buy the perks Magma Energy Treatment, you can still have kids and pilot a FRANXX. The sterility that this perk causes can be circumvented with alt-forms.

Taking science perks makes you smarter. Flesh and Steel, Biological Science, and Mechanical science together make you as smart as Dr. FRANXX.

Taking at least four Evolution perks in the Klaxo Sapiens origin lets you start as Klaxosaur royalty, with a much closer relationship to the Klaxosaur Princess as well as a regal crown of horns on your head instead of the normal horns.

Pre-existing items can be imported into similar items bought here.

The Klaxosaur Princess has the perks Eternal Mind, Absolute Metabolic Control, Adaptive Piloting, Klaxosaur Blood, and all five Evolution perks.

Zero Two, 03, and the rest of their line have Klaxosaur Blood, Absolute Metabolic Control, and Adaptive Piloting.

Post-jump, your FRANXX replenish their power reserves when you aren’t using them, and Klaxo-Sapiens Hybrids don’t need to be tuned-up anymore. If you have the Klaxosaur Blood perk you don’t need maintenance at all, it’s only the second-generation clones that need it.

Jump made by  with help from /jc/ and r/JumpChain.

FRANXX and Star Entity Scales:

