Apocalypse Hotel

Version 1.0.0



Welcome to Ginza, a town where tradition meets the bleeding edge. Whether you're here for business, tourism, or a celebration with your loved ones, they'll be pleased to provide the best in world-class comfort at the Gingarou Hotel.

Committed to innovation, the Gingarou Hotel was one of the earliest adopters of hotelier robots, and even now their robotic staff are happy to serve with discretion and flawless attention to detail. Even though the apocalypse appears to have happened – if the lack of humans and the plants overgrowing cities are any indication – the Gingarou Hotel is still accepting guests. With utmost dedication its staff offer their beloved guests their heartfelt hospitality and brightest smiles every single day, seeking even now to be the number one hotel in the galaxy.

You can expect to receive unlimited hospitality in your limited time here as the staff attempt to bookmark today's page in your long, long, looooooong life. Or maybe you'll be joining the staff yourself to provide hospitality to others along the way? Whatever your intentions here you may arrive as early as one week before the Gingarou Hotel's first alien guest would arrive, or as late as Iori Tomari's arrival. Regardless of your time of arrival we have marked you down for a century long reservation in this universe; a nice long vacation after your time in other more frenetic worlds. To help ensure you enjoy your time here, please take these:

+1000 Choice Points

And remember that, like a hotel, a true jump is always storied.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk for your origin which are Free instead.

Drop-In: You're a human… probably. Well if you already were you're a human. Don't worry about the Infortunium Pollution. Maybe it's because of your out of context nature, but you don't have to worry about it. Still Yachiyo will probably be really happy to see you, right?

Hotel Management: You are one of the (robotic) employees of the Gingarou Hotel. Maybe you're a concierge like Yachiyo, or perhaps you cook food like the chef robot. Whatever your job, it's your purpose to ensure the guests' happiness.

Robot: You're one of the more robotic employees of the Gingarou Hotel, or another robot not associated with the hotel such as an environment checker robot. Even if you're not part of the Gingarou Hotel's staff, they probably wouldn't mind you hanging around.

Tanukian: You're a tanukian, an alien from a planet that if it hasn't been suffering some major warfare yet will be very soon. In your natural form you resemble a bipedal tanuki, but they possess the ability to change their shape to resemble a human, though it is difficult to hide their tails, and they always have a leaf visible sprouting from their hair. It's also possible to accidentally return to your natural form if you're startled or surprised.

Alien: You're an alien. What kind of alien who can say, there are a lot of them around here. Still you might not be human, but you can certainly be a guest of the Gingarou Hotel. They haven't had some in quite some time.

Location:

You will be arriving in Ginza. If you're not at the Hotel Gingarou already, it shouldn't be hard to find; it's the only building with the lights on.

Age and Gender:

If you're a drop-in your age and gender are unchanged. Otherwise your age and gender can be any that fit your origin; given the plethora of robots and aliens this can vary wildly.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Adorable (50 CP): You look good. Specifically you've got an adorable cuteness to you. This isn't just about how your face and body are shaped, though they are shaped cute, but also your voice, your mannerisms, and your body language. You're just plain adorable.

Va-Va-Voom (50 CP): You look good. You're not cute this time. Instead you have a beautiful, very adult body. You're sexy. Again while this includes things like the shape of your face and body, this isn't just that. Your voice, your mannerisms, and your body language all drip with sex appeal.

Robust Immune System (100 CP): You're immune to all "natural" diseases. Including ones that are spread by plants and wipe out all primate life in a global pandemic. This extends to infortunium pollution even if it is not truly a virus. You also have no issues with allergies and will never develop a detrimental allergy.

Robotic Form (Special): You're not a biological creature. You're a robot.

For 200 CP you're a simple robot that is generally significantly more limited, physically, than a human. Maybe you're a cleaning robot that lacks the full range of human motion or manipulator limbs.

For 400 CP you're a robot that is more comparable to a human. You won't be able to pass as human, but you could function similarly to one. Maybe you're a door opening robot, or a robot chef. You can be more different than a human, though you won't be more sophisticated or physically capable than the non-humanoid staff of Hotel Gingarou.

For 600 CP you can choose to be a humanoid hotel management robot like Yachiyo, or an Environmental Checker Robot. Both have significantly more sophisticated computer brains. The hotel management robot has a massive database of information, on a wide variety of topics, ability to access and cross-reference it at high speed, and can pass for a human. The environmental checker robot seems to be more focused on environmental sciences in its database, but possesses superior battery capacity, is built for all climates – or crossing to Hokkaido on a simple boat – as well as superior sensors, and the ability to transform from its black pylon form into a massive energy cannon. A hotel management robot can alternatively have a tank-body like Yachiyo was temporarily given.

Regardless of the level, as a robot you're not biologically alive and have no biological needs. You do need to recharge your batteries regularly however. You are also built sturdy. It might require some maintenance and repair, but while many of the robots had broken down before the start of the show, the cast managed to function for likely over a millennium. Plus, you know, Yachiyo survived orbital re-entry even if she did need full body repairs afterwards.

The 200 or 400 CP level of this perk is free during the jump to Hotel Management or Robot origins, though to keep this as an alt-form post-jump they must pay. The 200 and 400 CP levels of this perk are discounted to the Hotel Management or Robot origins. The humanoid (or tank) hotelier robot is discounted for the Hotel Management origin. The environment checker robot is discounted for the Robot origin.

Drop-In Perks

Astronaut (100): You are a fully trained astronaut. This training includes classical, real-world style rockets, the technology used in the evacuation of Earth, and that of humanity at the end of the series. You are familiar with how to fly ships of all types, how to wear and function in their protective extra vehicular activity suits (that is spacesuits), how to move on a ship under microgravity or artificial gravity, and everything that a trained astronaut would need to do the job of an astronaut.

Ark Dweller (200 CP): Fleeing a deadly disease, humanity left the Earth in interstellar arks. Think about that. Imagine how little space individuals would have. Imagine the quality of the food. You, though, would be well-suited to such a life. Not only are you capable of the required asceticism to eat, drink, and breathe food, water, and air which has been recycled again and again, you are good at handling the interpersonal friction and drama that would necessarily arise. And that's to say nothing of the regimented life where you have to maintain discipline to recycle everything, waste nothing, and live according to life support computers. Something you can handle if you're given a good reason. You know how to find space to think in a place that's packed in like sardines, how to zone out and ignore annoying neighbors, how to deal with the inevitable interpersonal friction and conflicts, and play by the rules. You'll also find that this sort of restricted life is less unpleasant for you than before; you can still value privacy, and this won't make being packed in like sardines enjoyable, make you an extrovert, or love rules and regimentation but it dulls the annoyance, and makes it easier to keep your cool with the inevitable frustrations of somewhere that's over ideal capacity and population density and is living on emergency restrictions for life times.

Roboticist (400): Humanity in this setting were some impressive roboticists. Yachiyo lasted more than a millennia – including orbital re-entry – and still functioned while possessing not just the ability to act and feel but to grow and develop her personality. Sure her body was rebuilt after the orbital re-entry, but one of the environmental checker robots lasted just as long while traveling the world through inclement weather and all sorts of climates. You are now an expert roboticist able to replicate the robotics technology of this Earth. This does not come with weapon engineering skills, however, or specialized technology outside of the primary function of robotics, so while you could replicate the hotelier robots, the specialized sophisticated environmental scanners of the environmental checker robots might require some research and while you could pull off transforming robots you wouldn't know how to build the energy cannon of an environmental checker robot.

Owner (600): Your creations are loyal to you and will carry on your dreams and ideals even in your absence. You could leave them behind for a thousand years, as fully thinking beings capable of growth and choice and still find them carrying on your dream. Furthermore, if you actually try to foster their growth and humanity you will find that they grow more easily into better people, learning life lessons, and could even potentially grow beyond their original purposes. This applies to machines and beings you create whether through scientific, magical, or biological means (though these last are usually called children and not considered possessions of their creator).

Hotel Management Perks

Possibility Over Probability (100): You possess hope. You have the ability to keep a smile and carry on in the face of unrelenting bleakness. Even knowing that humanity hasn't been seen for more than a century and likely won't be seen again for centuries more if they're not already completely extinct, you could continue to await their coming. This doesn't prevent you from understanding how unlikely it is, but you will find that it's much easier to hold onto hope and keep working towards your goals even if you know they are remote, hard, or all but impossible.

Extra Mission (200): You possess a series of extra missions. You don't know what they are. They're just secret easter egg missions that you will only learn when you have accidentally triggered them. These missions aren't things that you would automatically do in pursuing your goals but can be adjacent to them; if you were trying to run the best hotel on Earth you might find that there was a mission for having an alien guest or getting so fed up with a guest you punched them, not something necessary to running the best hotel for Earth in a world that had not (yet) made first contact but still connected. However each time you trigger one of these extra missions you will gain a *minor* ability. Yachiyo gained the ability to produce a firecracker from her head, to boil water, and to assume a more womanly and mature form, who knows what powers you will obtain. No matter how many of these missions you unlock there always seems to be more somewhere out there… at least if you keep living, and experiencing new things.

Unlimited Hospitality in Limited Time (400): Is something you'll give, or at least the next closest thing. You excel at making guests feel welcome, and making certain that they have a good stay while visiting your hotel… or theoretically whatever other establishment you run. You are a master at creating pleasant atmospheres, predicting the needs of your guests, and seeing to it that individuals are kept comfortable. Whatever you're running, whether it's a hotel, an onsen, a bar, a barracks, or even something like a prison you know how to set it up to maximize the hospitality that it can offer.

Of course when you're dealing with alien guests this can be harder. There are language barriers, and just differences in physiology; it's hard to know what temperature to set the thermostat when you don't know if a guest is from a tropical rainforest or a frozen tundra. You seem to navigate these difficulties with unnatural success. It can be making yourself understood well enough to offer hospitality, deciphering physiological preferences, or simply stumbling into the proper action by sheer dumb luck, but you can offer proper hospitality to any guest with a bit of time and effort.

Robot Perks

Programmed Skill (100): Robots are built and programmed for a purpose. The purpose can vary. Maybe it's building maintenance. Maybe it's managing a hotel. Maybe it's cooking. Maybe it's something else. Select a common Earth profession. You have been programmed to perform it at a masterful level. This can't be a high end prestige profession like rocket scientist, engineer, lawyer, or doctor, but you could pick something like plumber, construction worker, chef, police man, chaffeur, or the like.

You may select additional skills for 100 CP each. This is not free or discounted to Robots.

Scavenger (200): The robots of the Gingarou do a pretty good job of keeping it supplied. Of course, there's a lot of Ginza to scavenge for spare parts, and resources, but keeping the power running, food stocked, and the building repaired is still going to take a lot and you'd expect that stuff to have rotted away exposed to the elements for centuries. You seem to have the same skill, luck, and ability when it comes to looting and scavenging. Even centuries after an apocalypse you'll still be able to find fuel that hasn't evaporated, canned food that hasn't gone bad, and you might even be able to scavenge everything you needed to make your own space program.

Some elements of this will be easiest in the ruins of a civilization, but this does extend to foraging for natural resources in the wilderness. You might not know how to hunt, but you do know how to find water, minerals, wood, and the like.

Monotonous Purpose (400): Life can contain a lot of monotony. When you live as a doorman for 1000 years you'd think that door opening would grow boring. Not for you. You are completely immune to boredom and monotony. Well immune might be the wrong word. Boredom does a lot of good things, and you can still feel the desire to be doing something over nothing, but you will find that boredom and monotony do not weigh on you, that they will not warp your mind, and if you had a reason to do it you could do the same thing day after day for a millennia with little to no stimulation (mental or otherwise) while doing it. Plus, you won't find your mind growing dull or sloppy because you've already done this task a number of times best suited to scientific notation.

This helps inure your mind to many of the dangers of a quiet eternity as well. The weight of the ages weighs lightly on your mind, and you will find that even if you were locked in a room alone and with no stimuli your mind and mental abilities – including social skills – wouldn't atrophy or fade away.

Tanukian Perks

Acrobatic Animal (100): You're pretty agile. Definitely a fair bit more than normal for a human. You have excellent reflexes and agility, and notably you are capable of making leaps that are just strictly superhuman – casually jumping into an aquarium whose top is more than 2 meters high, as a child, without proper form would be easy for you – as is your sense of balance if the ability to run along buildings that are falling is any indication.

Age is Just a Number (200): Child welfare laws in Japan disallow children entering the workforce, but a Tanukian is a child at 54 which is certainly above the legal age required, so what does it matter if they're biologically and emotionally a child? The same applies to drinking whiskey. And now the same applies to you. Even if you're a child people will allow you to engage in adult behavior and activities if you press to do so, while still treating you as a child in other regards and at other times.

Rocket Scientist (400): You are a rocket scientist and excel at building military technology. This only comes with low end programming skills so don't expect to create anything 'intelligent' and you're only really good at rockets, missiles, and military technology. Still, while this means you won't be building fully sapient robots from scratch, you have the skills to repair them if you can find the parts, and can build a fair bit of technology.

Combined with Roboticist this will expand to include the technology used in all of Earth's robots, including Environmental Checker Robots' advanced sensors.

Shapeshifting Prodigy (600): Most tanukians seem to only have two forms, transforming from their tanuki shape to a humanoid one; and have difficulty hiding their tail (and can't hide their head leaf) in the latter. You are a much better shapeshifter, even if you're not a tanukian. You could seamlessly copy another individual you are familiar with – such as taking on your mother's form, clothes and all – and even with aliens you've only seen once you can at least get the general look right. You are also capable of changing your appearance to match non-human aliens, or changing just part of your body such as transforming your head without the rest of your body. This won't necessarily give you their special abilities – you can't turn into Harmaggedon to get his strength and energy blasts – and there's probably some limit to how far from your form the shape can be – you won't be turning into a nudel, even if it might feasibly be possible for you to turn into a crocodile.

This also improves your other shapeshifting abilities. You'll find them easier and quicker to use, less difficult to maintain, and that you can more easily do partial or incomplete transformations. Even if you don't have other such powers, you likely have alt-forms and this will allow you to change between them with a speed similar to a tanukian's shapeshifting and to change only part of your body between them in case you want something like your bear form's claw while in human form. This can even scale them to your current body when doing so.

Alien Perks

Alien Appearance (100): You're not human. You're some sort of alien. You can customize the form and shape this gives you within reason, though your alien form won't give you any major advantages. Oh you might be a tomato-person and less than knee high to a human (with the advantages of such small size), or a cactus person with limbs that can stretch somewhat, but nothing more powerful than short and limited flight, or limbs that can stretch slightly. So something like being a nudel is out of the question. Still there's no limit on the odd look you can have – you could be a giant amoeba, a cactus person, living fruit, or something weirder still.

Post-jump this becomes an alt-form. Taken as a Tanukian this can completely change your base form, and change details that carry over in human guise. Taken with Robotic Form feel free to customize your own alien robot design; this still won't give substantial advantages over being a robot though the limits are increased somewhat so that you could be a flying robot or a mechanized mote cloud or something like that.

This can also give you the lifespan of the alien which can quite possibly be rather long.

Welcome to the Gingarou (200): You have a strange knack for finding (wonderful) places to stay. This could be the only hotel on a post-apocalyptic world, a little known but wonderful hotel tucked away in a city, the best Air BnB rental, a particularly good campsite, or even just a cozy cave to wait out the rain. You always seem to be able to find the best place to stay in an area for your needs, or at least a substantially above average one, even with only a minimal investment of time or choosing at random. It almost feels like there simply are better places to stay for you than there would have been before.

Beyond places to sleep, you also seem to have a knack for finding good businesses that cater to tourists or vacationers. You're a lot less likely to just wander into a shop that's trying to scam out of towners, but find that nice hole in the wall bar, the show that's worth watching, and the like. These don't have to be things that specifically specialize in tourists, but just the fields that tourists come to a place to see; that is to say this helps you find good restaurants, bars, shows, amusement parks, which temples have the most beautiful views, and so forth.

Weird Wonderful Worlds (400): So what if you're a giant amoeba, a shapeshifting tanukian, a walking and talking tomato, a skeleton, a living geometrical shape, or a woman with the lower body of a tank, people in this world don't care or object and they won't in future ones. Oh, if you start firing missiles from your tank body they'll care, but in general you won't be treated differently just because you're something weird, or a

person of mass destruction. Well unless you choose to act on being one; this won't make people forgive you for ending civilizations just treat you like a person even if you are a strange kangaroo creature capable of punching people through buildings and hunting world-destroying monsters for food.

This generally makes people more accepting of you so long as you aren't hurting or interfering with others or their property. That is to say people won't judge you for being a moody loner who talks about how civilization should be destroyed or liking to build giant piles of poop to mark your territory, though if you actually destroy civilizations or build giant piles of poop in public spaces you can expect the normal reaction to those things.

Harmful (600): Taking this doesn't make you a weird kangaroo, but you do resemble one. You are capable of flying, even at relatively high speeds, under your own power. You possess super strength at a level to punch people and casually send them flying through nearby buildings or hundreds of through the air. You can fire off energy blasts that'd blast holes through skyscrapers. And you're tough enough to take even larger energy blasts – ones which could destroy an entire city block of buildings capable of remaining standing for 1000 years without maintanence – without more than a minor wound. In short you're physically comparable to Harmaggedon the civilization destroyer.

Items:

Items associated with your origin are 50% off.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Coolant Tank (50): This is a tank of water with which to refill your coolant tanks. It's clean so you could drink it if you were biological, or use it for some other reason. It's several gallons and it refills over time so that it will fill up several times a day if used.

Shampoo Hats (50): This is several crates of shampoo hats. More will arrive regularly if necessary.

Video Camera (100): This video camera has unlimited battery life, and extremely impressive storage. This video camera will automatically record a farewell message for those you leave behind that's what you'd want to leave them as a message whenever you leave others permanently - whether that's because you die, leave the jump behind, or just move to another world (or town) for the rest of your stay in the jump - even if you do so without planning to.

Virus Detector (100): This is an arm mounted sensor which can detect the presence of airborne viruses. You can set it to detect a specific virus, or only certain viruses, or only viruses affecting certain species if you desire, though for a specific virus you'll have to have a sample of it first (similarly for a certain group you'll have to have a sample to define how close it needs to be). This can also detect other airborne pollutants, though you'll have to obtain a sample of the pollutant first.

Nudel Hive (400 CP): This is a collection of nudel… eggs? Larvae? Full grown planet destroying adults? Nudels are massive, heavily armored, worm-like creatures with extensible tongues that possess smaller mouths. They are known as an invasive species that will destroy any world they are found on, reducing the world to a giant desert and eating everything in their path. Their armored hide is powerful enough to reflect energy beams from environmental checker robots, but a Harmful individual could take them down. Their meat is apparently quite delicious.

You have a few dozen eggs. You can choose to have up to half be larvae, and up to 1 in 12 be full grown adults. You'll gain a new set of eggs (with the same restrictions) at the start of each jump.

You can purchase this at a discount by taking domesticated nudels. They won't grow to full size or be capable of destroying an environment, or even really surviving in the wild on their own, as they will develop sexual maturity as larvae. They do, however, taste just as delicious.

Planet Busting Candy (600 CP): This is a piece of hard candy. Or at least it appears as such to casual inspection. In truth it is a bomb which can be set to explode after a certain amount of time and possesses enough explosive force to destroy a planet by being set off on its surface. Be careful with this candy; you'd not want it to be set off by accident such as if someone actually tried to eat it.

You get a single piece of planet busting candy, and it will be replaced at the start of each jump if it has been used, lost, or destroyed.

Drop-In Items

Spacesuit (200): Well calling this a spacesuit might be a little off. Not because it doesn't function as one, but because it's made to be worn in other environments as well. This is a full body sealed suit which has its own self-sufficient air supply. The air refreshes continuously so it'll never run out, at least unless the suit is punctured. It also maintains a constant temperature so it can be worn comfortably. You can have this be snug, or have the suit have a sizable gap between your body and the suit; this somehow won't be awkward to move in. The suit's helmet has a glass screen that can be polarized to reduce glare and/or to prevent your face from being seen through it, and despite being air-tight perfectly transfers sound from inside to the outside and vice versa.

Bank (400): This is a bank full of cash. It's the post-apocalypse here so there's not much use in Earth money now, but maybe it'll be useful in future worlds, especially since its stores of cash (about $150,000,000) will replenish each jump in the equivalent in the local currency. You're rich now. Still on a world where civilization has crumbled and money has no value, but rich.

Interstellar Ark (600): This is a ship designed to act as an interstellar ark for planetary evacuees with no clear destination. As such it is large – easily large enough to have hundreds of thousands if not millions of occupants – and designed for the recycling of resources. Its life support computers could, through carefully regimenting every aspect of life on the ship, keep its occupants alive for centuries without a planet, though these would probably be the descendants of the original occupants by the end. It also has FTL, though it is made for long term occupancy for a reason, so it is relatively slow FTL; with travel between stars more likely to take years than hours.

Hotelier Items

Distillery (200): This is a distillery for the creation of single malt whiskey, or another mundane plant-derived alcoholic beverage. It comes with an area of ground to grow the plants that make the drink, and really everything you'd need to make it. And it continuously makes it without needing any oversight or actions on your part. Barring active interference by sapient creatures it will continuously produce the chosen beverage at a rate to supply a fair sized hotel.

This distillery may exist as a warehouse add-on or insert into future settings.

Hot Spring Bath (400): This is a large hot spring supplying a luxurious public bath. The is a serene, Buddha-like statue stylized after an individual of your choice which can be changed at the start of each jump. These baths are luxurious, soothing, and relaxing, excelling at melting away stress, and soreness. They even seem to be somewhat medicinal, generally boosting the body's ability to deal with illnesses and recover itself when someone bathes in them.

Hotel Jumparou (600): This is your very own robot operated hotel. It is generally equivalent to the Hotel Gingarou at the beginning of the series and comes with a full force of robots, though the majority of them are under it in states of disrepair like those of the Hotel Gingarou. It comes with a garden to grow food for guests, its own supply of power, and even working pipes so you won't have to go off to a river to get water to cool off the doorman robot.

Post-jump the robot staff will be fully repaired, and the hotel will repair itself over time if damaged. It will also be upgraded with the technological defense systems installed by Ponko.

Alternatively you can just use this to drag the Hotel Gingarou along with you at the end of the jump keeping its staff as followers. This will still be CP backed and automatically repair itself over time.

Robot Items

Spare Battery (200): This is a battery capable of storing rather large amounts of power; even fully recharging a robot such as Yachiyo wouldn't drain it, though maybe an Environmental Control Robot would. The speed at which it can transfer power to another battery to charge it is also immense, nearly instantaneous without damaging either it or the receptacle. Finally it automatically charges itself over time.

Environment Sensor Network (400): This will be useful to you if you want to serve as an environmental checker robot. This is a network of immobile environmental sensors which take in vast amounts of information about the local environment. They analyze chemicals, they record temperatures, amounts of sunlight, weather patterns, and most anything that a sensor could detect about the health and patterns of the local environment. They also are in communication with each other sending information to each other and to a computer terminal that's included. If you're an environmental checker robot they'll even send the data directly to you.

You get a few dozen of these sensors which will insert across a planet of your choice at the start of each jump. Not enough to completely cover a globe by a long shot, but enough to get a feel for several critical places across it without having to cross the seas on a raft.

A Gift of Life (600): This is a strange green seed. Placed within fresh water it will begin to grow as a plant. This plant will begin to clean its environment. It will start with the water around it. It will proceed to clean the air, and even somehow slowly the soil of the world. Given time this could clean an entire world, though this will be longer than the 10 years you're normally allotted in a world to completely clean a polluted world. Even so it will work over time, cleaning the world day by day, and the more it grows the faster it cleans. Given the cleaning spreads out from it, it will also clean the area around it more quickly than the world as a whole (though atmospheric pollutants take time to clean). Finally this cleaning can wipe out diseases, though only those that pass a certain threshold of lethality.

Since you'll likely need to leave this plant behind, you'll get a new seed at the start of each jump if you left the previous one (or its plant) behind.

Tanukian Items

Family Home (200): This is a two, maybe even three, story house built to be large enough to house a multigenerational family – or a jumper and a full set of 8 companions – with ample room for everyone in it. It has its own power and water supply, and some form of waste management so you don't have to worry about fitting into the local grid, and the technological comforts one might expect from a home among the tanukians. Finally it's created from some alloy that might be used in an interstellar spaceship, it has rather sturdy walls as well.

Rods from God (400): This is an orbiting satellite. Inside of it is a series of extremely heavy tungsten rods. It is capable of launching these rops, propelling them into the gravity well of the planet and letting it drag them down to where they will impact the ground with the explosive force of a nuclear bomb without any of the radiation or fallout. It's capable of maintaining a geosynchronous orbit, or maneuvering in orbit to position over a new target. You get a computer terminal that can be used to control it, or to view through its targeting apparati.

It will automatically reload rods slowly over time – don't expect a weekly reload of 1 rod much less the full payload.

Family Spaceship (600): This is a spaceship made for a family to travel in. It might be a little cramped for a jumper and their companions, and it's not exactly built for war, but this will cruise through space fast enough to be used to take interstellar vacations, and is roomy enough to be used as an interstellar mobile home.

It will, of course, repair, refuel, and maintain itself when not in use.

Alien Items

Pegasus (200): This is a horse. It has the ability to extend insectoid wings outwards, and these wings are strong enough to allow it to fly while carrying a rider… who is a metal robot and considerably denser than a human, and still fly faster than a horse would gallop. It has pretty excellent stamina too given this doesn't seem to tire it out any more than carrying a rider at a trot would a normal horse.

Personal Spaceship (400): This is a single-man interstellar spaceship. You might be able to fit a second person into the cockpit, or maybe even store a person or two in the cargo space, but it's pretty small. It is fast enough to take interstellar vacations and cross between star systems before you grow too uncomfortable in the piloting seat. Also it's small size probably makes it easier to conceal, hide, or have its approach simply go undetected.

It will, of course, repair, refuel, and maintain itself when not in use.

Storm-and-Slaughter Suit (600): This is a suit of powered armor. It is capable of floating, and it is a metal suit with mechanically augmented strength and an energy weapon. This weapon isn't too powerful on its own, and it's not too strong, and it's not too fast. The thing about this suit is that it acts as an amplifier for your physical abilities. If you can fire energy beams it will amplify and magnify them. If you have superhuman strength it will augment that strength. If you can fly, you can fly faster in it. If you can withstand city-block destroying explosions with barely a wound, it can do so with barely a scratch. All of your physical capabilities are augmented by this suit. It will not, however, amplify psionic and magical powers.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character who is alive during the series.

Gingarou's Owner (100 CP): For 100 CP you can recruit the Gingarou's human owner. He should be dead – he's been gone at least a century at the start of the series – but he shows up in flashbacks and he'll be brought back to life to accompany you into the jump, as well as given immunity to infortunium pollution.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. ***You may take up to 5 drawbacks for additional points.*** *All drawbacks fade at the end of the jump.*

Day Trip (Special): Is a hundred years too long to fit your schedule? Well with this you can reduce the length of your stay to as little as 10 years.

Extended Vacation (Special): Is a century too short of a vacation? Have you earned a longer period of relaxation? Do you want to see the Gingarou go from unused to seeing human guests once again? With this you can extend your stay up to a length of 1000 years.

Alien Language (+100 CP): You do not speak Japanese. Or any Earth language. Or any common language in this world. You, and your companions, speak a language seemingly unique to yourselves and no other languages. You can eventually learn Japanese and other languages, but you'll find that you learn them at no more than – and likely substantially less than – the speed of a normal human.

Hotel Staff (+100 CP): You are no longer a (potential) guest at the Gingarou Hotel. Instead you are now an employee. You will be treated as an employee instead of a guest and expected to put in a full day's work every day for the duration of your stay.

Missing Shampoo Hats (+100 CP): A single room missing a shampoo hat leads inevitably to the failure of the hotel. This is the sort of logic your brain works under. You can expect to often find yourself panicking because something extremely minor is not quite right. You can eventually calm down, and move on, but you'll continue to make mountains out of molehills.

Overheating (+100 CP): Like the doorman robot you have a tendency to overheat. When this happens you will find yourself unable to move or do anything more strenuous than light conversation until you cool off. Being doused with coolant such as water can help you cool off faster, though you will cool off eventually even without it.

Territory Marking (+100 CP): You are something of a slob. You seem to make a mess of anywhere you live in, and even actively do so to mark it as your personal space and territory. This includes leaving piles of poop about it to make sure no one can doubt the space is yours.

Failing Parts (+200 CP): The Gingarou has a whole mass of robots that couldn't be repaired due to a lack of spare parts. This might be your fate as well. During your time here you can expect several of your parts to wear out and you'll have to salvage replacement parts if you want to not shut down permanently. Even if you're not mechanical or Earthly, somehow you will need to find and install certain mechanical components designed for Earth robots to continue to function, and you can't just fabricate them yourself but will have to find the parts on Earth. Better get hunting for salvage.

Lost in Space (+200 CP): You begin your jump in orbit around Earth. You will find yourself unable to move yourself from this orbit by any means, and unable to contact your companions or any other beings while you're here. Eventually your orbit will decay, if nothing hits you and knocks you towards Earth first, and you will plummet through the atmosphere drawn down by Earth's gravity. Until then you'll simply be floating in space fully aware and conscious of every second that passes. Good news, you won't age, starve, or die from being in space for however long you're there. Bad news is that this doesn't give you any special ability to survive orbital re-entry and you'll be up there for a good while before making it to Earth. This time in space – whether it's merely a decade or much longer – won't count against your time in this jump, which will only begin once you stop orbiting and start plunging into the planet.

Rebellious Phase (+200 CP): You seem to have entered a rebellious phase. You've become violent, aggressive, unfriendly, angry, and generally rather yanki. You especially seem to be angry at your friends and companions who you will keep at missile's length for the duration of the jump.

Udels of Nudels (+200 CP): A nudel spells doom for any biosphere it's found in. And there seems to be a nudel waiting wherever you go. Of course where there's one nudel there's more, and you'll be finding this especially true around you. You will find yourself attacked by entire groups of nudels regularly during your time here, and encountering the deserts they create, and no matter how many you kill or where you go there will always be more coming ready to come for you soon. At least they're good eating.

Atmospheric Allergy (+300 CP): You are allergic to the atmosphere. And not just of Earth. In fact even most ships possess atmospheres you're allergic to. It will take extremely filtered and repeatedly recycled air for you to breathe it safely, and even then you'll find yourself needing to stay in carefully maintained personal bubbles or space suits or you'll find yourself becoming allergic to the air. This will only make you sick in the short term, but prolonged exposure will kill you. Try not to let someone cut your suit/bubble.

Civilization Destroyer (+300 CP): You are known as a destroyer of civilizations, something that has made you more than a few enemies. You can expect alien heroes – complete with superpowers – and entire interplanetary alliance fleets to be coming to put an end to your reign of terror. Even if you're strong enough to fight a war against superheroes and multiple species allying together, you can expect the collateral damage to threaten those you care about if you remain close to them.

Inappropriate Body (+300 CP): From the neck down your body has been replaced with a tank-like body. It's thick and wide making it difficult to pass through doorways – much less anything smaller – and its treads don't handle stairs particularly well. Its arms are primitive claws consisting of two metal points making it extremely difficult to manipulate objects and leaving you with almost no manual dexterity. It leaves you pretty short as well. And it's no more resilient than your natural body, and unlike Yachiyo's it doesn't come with missiles.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

We don't really have any idea how fast space travel is in setting. We do know aliens have casual interplanetary vacations for their affairs so it's probably fairly fast. At the same time humans had to build intergenerational colony ships and don't seem anywhere near that fast.

Environment Sensor Network is 100% made up. Consider it a substitute for an army of environment checking robots.

Gift of Life is based on the plant that cleaned up the disease, but liberties were taken.

Changelog:

Version 1.0.0: Released.