Gundam 00

So. This is an odder one for you, Jumper. Anno Domini- A.D., aka your old Earth. This series is the only one in the Gundam franchise to be set during 'real-life'- all the others are on their own. I think you'll find this world a lot more…homely, than most of the other Gundam universes- after all, Earth is still how it is, no colonies dropped on Sydney, no Gundam Fights tearing it to shreds, there's still war in the Middle East, etc. So, this world has the Mivonsky Particle replacement being GN Particles- green dust-like particles that have a wide variety of applications and uses, and have made modern Mobile Suits what they are.

Celestial Being, formed 200 years prior to the series, finally publically shows itself. A private paramilitary organization, it was created to 'end all wars' via deterrence and usage of possible force. The main character, Setsuna F. Seiei, is recruited as a Gundam Meister. This is where you begin.

+1000 CP

-That is your stipend, Jumper. May you find your own peace here, somewhere. Oh, and mind Hair-Decorations over there.

[You will begin in 2307 A.D., at the beginning of Season 1 of 00. This means you will end on 2317 A.D., 3 years after the events of the film A Wakening of the Trailblazer. Yes, A Wakening, not Awakening. Hm.]

Section 1: Identity

Well, aside from the obvious option I can't just throw you into here as-is. So, choose what you might have done before…well, 'you' came in. Roll 1d8+15 for age, or pay 50 CP to choose both that and gender. Choose any nation (or Celestial Being, here's your chance now) to be a part of, though there are three major- Union of Solar Energy and Free Nations (Americas), Human Reform League (Asia) and the Advanced European Union (Europe and some of Africa). You start near each nation's Orbital Elevator, or aboard the Ptolemaios for Celestial Being.

Socialite (Free): You…aren't really all that flashy, honestly. You don't seem to have a history, but what you do have is money, and the skills to keep ahold of and make more of it. You're one of the 'quiet rich'- you don't make a scenic impact on the world, no, you prefer to keep strings on it from afar like a puppeteer putting on a show. Celestial Being does have uses for people like you…

Pilot (50 CP): You are a trained soldier of your chosen faction, whether you be a normal guy or not is up to you honestly. If you're part of Celestial Being and show your snuff (and maybe you have your own MS) you'd be upgraded to Gundam Meister status. Note to that: Don't break the secrecy involved with that. They will have you eliminated. Still, you've got a steady job easily.

Combat Analyst (50 CP): Unlike the Pilot above, you aren't trained in controlling a giant robot- you're trained in controlling people, aka a giant *mess*. You know how to get people working, and though you aren't usually behind the controls of a speedy Mobile Suit, you'll have other, heavier firepower to work with like battleships and such. Don't underestimate the power of ships just because there's robots.

Scientist (100 CP): Unlike the Pilot *and* the Combat Analyst, you aren't trained for combat at all. Instead, you work with science, and although your name may not suggest it you're also a pretty damn good engineer and designer while you're at it- after all, breakthroughs in science can be done by simply rearranging what you have into a new whole. As a default, you don't gain knowledge of GN Drive construction by simply picking this- though figuring it out will be easy once the Tau Drives get leaked out later.

Section 2- Race

Oh yes, there's more than just normal bog-standard humans here. Here, we have 2 more choices for you to make. Innovades as a Drop-In do not have a history of creation, nor do their doners have any identity data.

Human (Free): You are a normal human. This carries no extra benefits, but also no extra downsides. You will find your kind everywhere on Earth.

-Super Soldier (100 CP): Except if you take this, in which case you're one of the luckier people experimented on by the Super Soldier program. Technically, even with how well you turned out your creators do not label you as a 'success'. You have been physically augmented using genetic engineering and drug therapy, allowing you to easily toss a grown man over your head, as well as general condition improvement. Your mind has been 'expanded' to use Quantum Brainwaves, and you have a 'C-Class' control as opposed to an Innovade and True Innovator's levels of B and A respectively. You have been drilled in basic combat nicely, allowing you to work as an elite footsoldier. You also have been implanted with a second 'soldier' personality- before you freak out; this second personality was designed for cooperation with you, and has no qualms or ulterior motives for you to worry about. This basically allows you to act similarly to the 2 types of Innovades in one- Combat-Type with your 'soldier' personality, and Intelligence-Gathering Type with your 'civilian' personality. The 'soldier' personality has no qualms about killing people that are trying to kill you, but will defer to you and let you take control as you desire.

-Rejoice (+100 CP): Unless you take this. It seems your personality inducement ran into a bit of trouble. Your split personality (although having nothing against you personally) is violent, confrontational and basically thinks you're 'too soft' and is afraid you're going to kill the both of you by being weak. They *can* take control away from you, but they won't do it on a whim. In their own semi-demented, bloody way they're just trying to look out for you, but you're probably not going to appreciate it too much. After the jump, they'll calm down and go back to acting as a normal 'soldier' personality.

Innovade (100 CP): You are basically a clone. Using a genetic doner as a base, you can be considered an artificial Innovator, as you are designed to help humanity 'Innovate' and act as a terminal for future possible relations between humans and other species. You are either a **Combat-Type** or an **Intelligence-Gathering-Type** of Innovade- combat-types are also known as Meister-Types, as they have heightened reflexes, decently better body conditions and battle intuition than normal humans, while Intelligence-Gathering types are released into human society to intermingle and spy on enemy forces. You may choose either type, and though IG-Types are recalled every 10 years and implanted with new memories to avoid setting off alarms in human society, this will not happen to you any time during your stay here, even if you choose to stay. They are recalled every 10 years because Innovades do not age at all. However, in general Innovades don't really have a gender, being able to identify as either comfortably, and they might not have a physical gender in the first place. [After the jump this will not matter, and it will match the gender you chose for this jump.] (As an Innovade you can connect to Veda, an advanced Celestial Being OS that you are able to access in this universe only- it COULD possibly clone you after death, but it would count as a chain-ending death. Your clone will live on in your name in this universe after you're sent back home, at least.)

Innovator (200 CP): You are basically this universe's version of a Newtype. You have mutated (evolution wouldn't be the right term for it) due to exposure to high-concentration, high-grade GN Particles in a process known as *Innovation*. You have the ability to use Quantum Brainwaves to sense the presence and thoughts/feelings of others, have gained a natural boost to reflexes and battle/danger precognition, and you are also able to use the properties of high-grade GN Particles to communicate your own feelings and thoughts to others. You also live twice as long as a normal, healthy human, as well as having obvious glowing eyes (defaulting to yellow). You could theoretically achieve this state by being exposed to Trans-Am-state GN Particles, but this not only gives you it off-the-bat, but also ensures that you are able to use your abilities effectively without needing to be trained or taught how. Compared to Innovades and Super-Soldiers usage of Quantum Brainwaves, your control of them is A-Class, surpassing both of them by 1 and 2 grades respectively. During the series proper there are only 2 Innovators- Setsuna and Descartes Shaman. You're going to be a big thing.

Section 3- Perks

And now we come to what you're going to use to fit in and make your mark on this world, like all the others. Choose wisely.

Social Captain (100 CP- Discount Socialite): Life's more talkative and social moments are like a shaky ocean- one fall can make massive ripples, and you know how to sail these seas carefully. Minor social flubs and mistakes are a thing of the past, and you are capable of being a social animal if you so desire- you don't tire of talking to people, even groups. You are basically capable of talking for hours on end- debating things with people is always an option, but it's also an option to simply outlast the other party's drivel. Either way, you don't need worry when it comes to talking with other people normally.

Twitch Combat (100 CP- Free Pilot): In combat, he who draws first has the advantage. He who notices the blow is more able to avoid it, and you're very good at these kinds of split-second decisions. When it comes to piloting (and combat in general) you realize you don't have time to sit and wait, you have to decide now. Your MS doesn't take predictable paths or slow glides; it's more of a jittery fly, buzzing around and attempting to avoid the flyswatters constantly aimed at it. You are that fly, and your enemies are the flyswatters. You have enough reflex to be able to react to something that you can only see out of the corner of your sight range, and you have enough stability to fire off accurate shots even if you just came out of a 1080-degree spin. It's fly or die, and you choose to fly.

Drunken Appeal (100 CP- Free Combat Analyst): You make it hard to look bad, and even harder to look *this good* while bad. To a certain point, people's opinion of you won't decrease due to things like drinking on the job, shutting yourself in your room and doing nothing otherwise or similar things. If you made a bad fuckup, you'll get hit with it, but simply doing this won't make others think less of you. This also will stop any drops in appeal due to things like…say, being stomach-churning drunk or having disheveled, straining clothes. You might even look *better* to some people. All in all, people tend to judge you not by your current state but by what you've proven to them- which is handy if you're currently nursing a dead lover or similar with Old Uncle Vodka in your bunk.

I'll Make It Quick (100 CP- Free Scientist): You've got a talent for writing, in a certain way anyways. You have a very developed and unique system of writing that you understand perfectly- this cuts writing times down under most circumstances to about a tenth of normal time (or makes you ten times as fast, in other words), as you scribble in a unique shorthand. This can be useful for quick notes or for working on a lot of writing and theories at once. You can also easily teach this to anyone else, as people that don't know this writing system will be very confused as to where to start trying to decipher it. Quick and secret, you've got both. [This also applies to typing, not just physical writing.]

I'm On Your Side (200 CP- Discount Socialite): …at least, you're good at claiming that. Damned if anyone tries to debunk you willy-nilly, because you're just as damned good at covering your tracks. See, you can attach yourself to someone else's agenda and claim you follow and serve said agenda, and you know how to keep people believing that. Of course, thorough investigation may reveal otherwise, but as long as you keep things down-low and quiet, you can get away with a good bit of stealing, sabotage, insurrection- really, anything to subvert the organization you 'follow'. You *could* use this for taking down things like terrorist cells, but you can't deny what else you could do with this. However, this good grace only works once- once that faction finds out you're a dirty traitor, the effects of this perk won't work on them again.

Know Your Range (200 CP- Discount One Pilot): A soldier *should* be able to adapt to any situation, yes, but you can't be general all the time- a Jack Of All Trades is a Master of None, as they say. Thus, you have received specialized combat training to alleviate that generalization. Pick a style of combat from **Close-Quarters-Combat/Melee, Long-Ranged, Transformable Modes/Dogfighting or Heavy Assault**, and you will specialize in that, becoming a greater soldier in that area than if you spread yourself out among every single one. This doesn't even come at the cost of being able to use the other areas- they simply don't get the boost you do for this one. Very handy if you don't want to carry around literally every weapon for every situation.

Frontline General (200 CP- Discount Combat Analyst): To you, directing the flow of a battle is like playing a RTS- it's all about different forms of tactics. Do you turtle, do you scout or do you mass your force and push forwards? You have a very good grasp of both basic and advanced tactics, and can act as an operator/coordinator for a small group of combatants, monitoring radar, enemy positions, points of interests and similar. Not only that, but when directing your troops it's as if you don't need to consciously say what you need them to do- this is the difference between having to relay complex coordinates to an entire squad and also giving them positions individually to take once they're there, and simply setting a waypoint with an implied position to take. Finally, to cope with all this information your brain is very good at keeping track of all this- you don't get overwhelmed too easily.

Never Works Twice (200 CP- Discount Scientist): …on you, anyways. You see, knowing how something works also makes you pretty damn good at making it *not* work, as it turns out. You are no exception to this rule- if you come up against something you know and understand (such as a particular piece of technology, or a specific tactic), you have a much easier time figure out how to counter it, like say, building a counter to that technology (if that is available to you anyways) or making another tactic to deal with the one against you. This is nice when you're dealing with, say, your own technology or something being stolen or purposed against you.

Sumeragis (200 CP): My oh my, why would you ever look here~ This is where men become toned, taught and chiseled (looking good with long hair included) and where ladies' hair looked beautiful even frazzled and uncombed (not to mention a great increase in cushioning and padding. How safety-conscious you are!). Yet, it seems that this doesn't turn away from some crossing appeal- guys look good in touch with their feminine sides, and girls seem to pop in tuxedoes and 3-piece suits.

A Common Friend (400 CP- Discount Socialite): You have a way of making others do your work for you- oh, no doubt the alliance or situation you offer looks good (at the start, anyways), but you know how to make it seem like the missions and goals you set for you all will benefit everyone- even if your allies don't exactly know how it'll help *them*. [When in reality, it's your own agenda they're forwarding.] You also are good at convincing and making people do things and actions they would normally…find reprehensive, or even repulsive, as long as they can believe that it'll help them or both of you. Of course, allying with the killer of your own ally's brothers is still a stupid move- you can twist things very well, not blatantly make things up that are contrary to the situation. You'd be surprised how far things twist while still holding strong, though…

Battle Orchestra (400 CP- Discount Pilot): War is like an opera- there are acts, tragedies, places to be and things to react to. You'd be a star actor in the show, then, because you are a talented beast with your timing. You can 'read' the battlefield and take advantage of it to deploy assets and reactions with grace that almost looks rehearsed. You know how to take the seconds and make an advantage out of them- you will be able to at least try to dock with your ship, to use that burst of Trans-Am to set up the shot, to try and swipe through an entire regiment of Mobile Suits. Your experience helps you with this- you know how they'd react to a situation, so you can react to their reaction and take advantage of it. Of course, to react to something you need something to react *to*- you cannot work with an invisible script.

Sunk Your Battleship (400 CP- Discount Combat Analyst): Oh yeah, the Mobile Suits are flashy but you know that without your ships to support and launch them they'd be nothing more than glorified statues. You can command the helm of a battleship with the skill of a grizzled, battle-hardened general- you can coordinate tactics with smaller units with ease, allowing for quick top-ups for your fighters or to make precision strikes with smaller vessels. In addition, if the ship is capable of it (has enough verniers, thrusters, agility, etc) you are capable of applying a good part of your skill with piloting smaller vessels and craft to perform acrobatic maneuvers- barrel roll your battleship, speedily strafe a base while beaming it with your main cannons, maneuver through a dense battle without striking your own side with the ship- you control the 'big stick' of the space battlefield well.

Like A Metronome (400 CP- Discount Scientist): Never let anyone say you don't run your place like a tight ship. You keep everything working like clockwork, never fumbling a moment that you could use for work, research or testing go unused- *squeezing* that last bit of energy out of yourself to get that project done or squirming 2 or even 3 projects into the timespan of one deadline. You can make sure things get done on time, get done well and don't screw up without good reason. It'd take intentional interference to mess your timetable up, and even then it's resistant to change pretty well. Even into the hours of the night, or the early morning, or even the evening of the next day after your workplace closed, you'll keep ticking and tocking into the darkness without respite. Things will work as you say they do- your lab is your kingdom, and you are its dictator. You could even work in spaces that would seem…not viable as laboratory spaces. Hell, make a Mobile Suit's cockpit into a go-hung experimental lab, you could probably make it and keep it running and viable. [Though you could always use some extra space. You know, to put the room full of your schematics and plans.]

Quantum Brain (400 CP): This is a possible mutation due to GN Particle exposure, especially during Trans-Am, but this once again guarantees it, and as this is a *rare* occurrence it's nice to be sure. This basically means you have a literal second brain constructed out of Quantum Brainwaves and GN Particles inside your head. You have no added knowledge because of it, but not only is your short-term memory capacity doubled and your awareness doubled because of it, you are now capable of true multitasking- you have 2 brains, which means you can think about 2 things at once and do 2 things at once. Your hands can both do different actions as if they were different people. This new brain is hard to modify due to not being physical, but it is a carbon copy of your existing brain- any enhancements are passed onto it. It depends on your brain to survive, but can regenerate if exposed to GN Particles.

Played Like A Goddamn Fiddle (600 CP- Discount Socialite): Plots, plans, ruses and traps- you, my friend, are a piece of work. Simply put, you are *very* good at making sure you get your own agenda forwarded, and you do this by playing everyone else for a fool. If there was a rating of 'ruse-makers', you'd be up there reaching Revolver Ocelot-levels of backstabbing, misdirection and playing all fields. Your plans stretch far and wide, and unlike a certain someone in this universe you know how to not draw attention to yourself when doing so. Finally, your plans aren't immutable- you're capable of playing speed chess/moving the goalposts to improvise and adapt to changing situations, so that in the end only *you* know who's side you're on, or where your plots are even going.

I Am Gundam (600 CP- Discount Pilot): If people didn't know you better, they'd probably mistake you for a robot with how…dedicated you can be. (Some would call it 'single-minded', though.) To be blunt, you do not stop, you do not sleep until you consider yourself finished- or you die, whichever comes first. You can almost completely ignore any mundane needs you may have until you finish your mission- if you had a massive drug dependency, it'd still affect you to a degree, but eating? Who has time for that? Injuries will not break your mind- if your legs are broken you will still crawl, but that won't stop you from inching forwards, even if you have to use your fingertips. The more you put this mission above yourself and your concerns, the more you will be able to accomplish for this mission. You may be broken and bloody after you finish, maybe even permanently damaged, but it will not stop you. Nothing will stop you, short of death. [Note: If you couldn't tell, it's not exactly healthy to continuously force yourself to go through and to put the mission above your wellbeing.]

One-Man Organization (600 CP- Discount Combat Analyst): You know how to keep a team running, for one thing- you're good at resource management and keeping schedules and objectives posted and met. You also are capable of really making a team bond together- they might not act like it all the time, but under your leadership you can make bitter rivalries tone down and even dissolve into friendly jests to improve cooperation, and even if they don't particularly get along with one another they all will fight alongside and support the others as if they were blood brothers and sisters. You can even maintain the 'presence' of this team, even in the worst circumstances- say, if the organization you were a part of were to collapse and be destroyed, your team would still carry on the name and the impact of said organization, though obviously not as strongly with only 15 men as it was back with over 10,000+. You team will only separate with death, or with the conscious decision to disband- a true band of brothers and sisters.

Make It Work (600 CP- Discount Scientist): You have to make do with what you have sometimes- sometimes you don't have the resources to make what you need, or the processes, or even simply the time sometimes to create what you need. You have a talent for getting what you want with a bit of trickery and out-of-the-box thinking. Basically, if you have an idea or a design that you are missing one or a few components (like say, having the plans for a GN Drive but not having the correct materials to make a reaction), you can fix up a good improvisation (like using electricity in the reaction instead to make the GN Drive Tau), though it always carries a downgrade or side-effect not found in the original, though they'll start off as minor. (Such as the original Tau Particles being toxic, or that the Tau Drives can't produce their own energy and are thus inefficient.) You can't improvise a whole design from this, but it lets you skip a few components or steps here and there.

Trailblazer Awakened* (500 CP): What an odd thing you are- having organic structure and the organized chaos of the ELS's liquid-metal in a hybrid. You could be considered one, as you retain the structures such as blood vessels, the heart and lungs, though you don't need them all functioning to survive. During this jump your skin will have an unmistakable metallic shine, your hair greyed from its normal color and glowing eyes, as well as your skin being oddly cold, but afterwards these cosmetics are able to be toggled. This by itself provides a great increase to durability- your skin can become hard as E-Carbon, and even if you take damage the liquid metal part of your biology allows you to shift your mass somewhat to plug a hole with parts from elsewhere. You do tend to keep a humanoid form easier than any other, but figuring out how to shift your arms into blades shouldn't take too long. (Look into the Notes section, and you shall find interactions with the capstones.)

Companion Importation

*A bit of a special offer- see the '**Sumeragis**' perk up there? You can purchase this for your companions or imports at **100 CP** per **2 Companions/Imports.** Maybe let others get in on your fun, eh?~*

High-Class Contacts (50 CP each- 2 Free Socialite): Someone as avant-garde as you has to have friends in as high a place as you are, of course- you've got friends that know how to get what you need, and when you're not plotting are decent friends. Get (or import) up to 8 fellow Socialites, as they get the benefits of the 100 and 200 CP Socialite perks.

Meisters (50 CP each- 2 Free Pilot): A man is not a nation- he must have someone to rely on, to support his foundation, lest he crumble due to the emptiness of his own mind. You can trust these people, which is always a good thing to have. Get (or import) up to 8 other soldiers, and all get the benefits of the 100 and 200 CP Pilot perks.

Bridge Bunnies (50 CP each- 2 Free Combat Analyst): Well, can't expect you to be able to run a ship all by yourself now, can we? They're loyal, productive and work well together- you should be fine. Get (or import) up to 8 people who know how to keep a battleship running, and who all have the 100 and 200 CP Combat Analyst perks.

Meeting of Minds (50 CP each- 2 Free Scientist): 2 heads are always said to be better than 1, so 3 heads should add another 1 to that equation, right? Well, even if you do have your differences you're all willing to work together. Get (or import) up to 8 fellow Scientists, with the benefits of the 100 and 200 CP Scientist perks for each of them.

Section 4- Items & Equipment

And hey, everyone loves stuff right? Take a look; we've got all sorts of stuff in all kinds of flavors.

What Makes the Earth Spin (50 CP- One Free Socialite): Greenbacks, dosh, cashmoney, allowance, heritage, whatever you call it, it's money. One purchase gives you 5 years' worth of simple living, or 2.5 or so years of more extravagant living. Socialites get one purchase free, and that purchase is supersized to extravagant living for 8 years- be smart with it, will you? Try investing.

Stylish Wear (50 CP- One Free Pilot & Combat Analyst): 00 has some neat uniforms, so buying this gets you some of them. Pilots and Combat Analysts get the normal uniform and the pilot suit of their faction, scientists get snazzy lab-wear and a generic white pilot suit and Socialites get a nice suit or dress and a custom space/pilot suit. Pay 50 CP for access to another faction or background's sets of outfits. Look proper and keeps you from suffocating in space if you happen to get breached.

Drapes (50 CP- One Free Scientist): This is a box full of one-sided see-through (you can see out, but others can't see in) white curtains and floor/ ceiling coverings, including a 'door' to zip up and down. They seem to attach to each other without any glue or bonding agent, and there's enough to cover a very large room top to bottom with them. Once the room is enclosed from the outside, the inside will immediately sterilize completely, erasing any contamination that is not supernatural or specifically engineered. This provides a completely sterile work environment, which is handy no matter if you're working on a sensitive machine or with genetics. It also constantly 'scrubs' the 'room', keeping any contamination from outside from leaking in. The curtains are nigh-indestructible as long as you're using them for their intended purpose; otherwise they're as flimsy as they look. They come back in 4 days if destroyed.

Transport & Escort (100 CP- Discount Socialite): This is a limousine (your choice of color, make it hot pink if you so desire) armored against handheld armaments and can even take a few RPGs before busting. It's faster than you may expect, and comes with a personal driver- he comes when called, and the purchase includes a car remote for calling. The purchase also comes with 3 SUVs, similarly armored but also filled with men wearing Kevlar vests and wielding submachine guns and pistols to defend. **For 100 CP (nondiscountable) more**, the entire purchase is upgraded- the limousine, though not changing appearance, is capable of allowing the occupants to survive MS-sized armaments- even a beam rifle shot or two, though the limo will be *totaled* after that much abuse. The escorts are similarly upgraded, and now instead of SUVs they are full-on armored cars, with the men inside now wearing full combat gear and wielding assault rifles, shotguns and RPGs. Still has that charming dude driving the limo. The limo itself, in both purchases is comfy enough to sleep in. Nobody will really take notice of the escorts until they start firing. If destroyed, the entire company of vehicles respawns in 4 days. The personal driver and bodyguards are not companions- the driver can keep up a regular conversation but little else, and the armed men don't speak at all.

Container (100 CP- Discount Pilot): This is a Celestial Being invention, designed to be a mobile hangar for a single Mobile Suit. With a 2-person bridge, it also utilizes a GN Condenser for power, though if a MS with a GN Drive is currently installed it will suction off Particles from it to be able to operate near-indefinitely. However, it is equipped with no weaponry and is not agile in any sense of the word. **For 100 CP (nondiscountable)** more, however, you can upgrade it to the prototype 'Assault Container'- this gives it 2 Dual-Barreled GN Missile Launchers (w/24 missiles spread between both), 2 GN Beam Cannons and 4 GN Beam Guns. It also allows GN Arms to dock in the back to provide extra thrust, though this particular model can close the back and operate without a GN Arms. It still doesn't have a GN Drive, and requires an MS equipped with one, but this one can also act as a support unit for the MS. Both Containers can be docked with a ship if it has the proper arrangements and docking systems installed.

Haro (100 CP- Discount Combat Analyst): This is another lovable, semi-intelligent rolling ball called a Haro! Haro is shaped like a friend, and this one (unlike the ones that come with the larger ships) will follow you around and assist all the time! You can choose its color and its personality (yes, if you for some reason wanted the Trinity's blue ass of a Haro), and it'll respawn in a day if it's destroyed. It likes to roll around and talk about things. It can also be used as a semi-AI pilot for small ships and MS if there's a space for it to plug in, and if you want to pilot your shit yourself it can also help with targeting if it can plug in.

Mobile Lab (100 CP- Discount Scientist): This is a van- large enough to mount a miniature laboratory in its back. It's not a full-size experimental facility of course, but you can get some good work done here. It also includes some tiny living quarters for if you're out on your own in the van, nothing special or spacy about them. The van can run for hundreds of miles on one tank, and is a capable vehicle all-around, though don't expect speedy. In addition, you can always seem to find an intern willing to apply and work on it when you travel with it- they're still young, but they soak up experience well. For **100 CP more (no discount),** this is replaced with a semi-truck and a trailer containing a full laboratory. 4-5 people can work in it without interfering with each other, and it has a storage area along the top. The truck's sleeper cab can hold said 4-5 people as long as they're very friendly. It runs as well as the van does, and now you'll have a steady stream of interns willing to work- the lab in the back will seldom be understaffed when you travel. Both the van and the truck are decently armored against small arms and basic explosives.

Chill Couch (100 CP): This is a really comfy sofa (or loveseat, your choice), red and plush. Easily able to be slept upon like a bed, it also magnifies your ability to look smug, snobby or otherwise totally sure of yourself while relaxing, lounging or slouching on it. Self-cleans, things that fall under the cushions are ejected out in front of the sofa and in a pinch, it could probably make a decent backdrop for a web video.

Glorious Booze (200 CP- Discount Socialite): This is premium shit here- microbrewed at an independent facility in Zero-G conditions, this alcohol is some of the finest you can purchase, and you can suspect that people would pay a massive penny for it. It's also very, very strong- pouring it out for guests will have them drunk as a skunk in no time flat, even constant drinkers. In addition, this helps with negotiations- your clients will remain sober enough to talk, but you can get your demands and wants a bit easier now that you've greased the gears a bit. It takes a while to wear off, but leaves no hangover. You only have the one bottle, but it comes in a personalized cooler, and replacing the bottle and closing the door will refill it. You are personally able to choose whether you get drunk off it or not- it tastes nice either way.

Mr. Sengoku (200 CP- Discount Pilot): This is a mask that covers about everything on the face besides the eyes, mouth and a bit of the nose, defaulting to a brownish-like color. Firstly, it covers enough of your face to be actually pretty effective as a disguise. Secondly, while wearing it you gain an instinctual, inherent knowledge of all samurai and knight codes of conduct, honor, chivalry and so on and so forth, and find said codes easier to adhere to even if it is only for appearances sake. Thirdly, people are much more accepting of your samurai-like persona when you have this on, and this mask helps you convince people to act on things by playing on their honor- persuade them to a one-on-one duel, for instance. This gets harder to do if you try it on someone who doesn't hold honor in high regard. Finally, the mask helps to hide and draw some attention away from any facial scars you might have.

Ptolemaios (200 CP- Discount Combat Analyst): This is Celestial Being's tactical mothership as of Season 1 of 00- equipped with 4 Containers (yes, like the one the Pilot can purchase) on a rotating wheel, it only has one MS Catapult and no way to store MS otherwise, and only the top Container's MS can be loaded and launched. It runs off of GN Condensers, but has no weapons. In fact, it has no GN Drives and relies on a GN Drive-equipped MS being in a Container to recharge itself. However, the ship is very good at what it does- at the time, it was the fastest and most maneuverable ship around (not so much later, but nothing to sneeze at), the GN Particles flowing through its hull makes it invisible to about anything but visuals (and getting too close risks electronic failures for enemy MS) and a certain, wide-ranged form of detection, and it can also deploy a GN Field (think a bubble shield) for protection, though it doesn't protect it from *everything* it does make it a lot more durable to beams and physical projectiles. Of course, it's fully equipped with the amenities a full crew would require, and even a few things they'd desire- a mess hall, living-quarters, conference room, observation decks, command bridge, sensors and a medical bay. Of course, you might have the same problem as Celestial Being does with staff, and so it also includes a force of Karels (dumb repair bots) and Haros to keep the ship running- though the Haros included are more a part of the ship than the purchasable one, and will only follow orders given within the ship. They can handle most repairs, but it's usually required a seasoned mechanic overview them to make sure they get it right. You can get it in any color you like as long as it's blue and white.

Euclides (200 CP- Discount Scientist): This is Celestial Being's model of factory ships, prepared for mid-space construction, maintenance, repair and resupply support to any and all Celestial Being ships and MS. With a large storage capacity and with repair modules in the style of the later-created Containers attached to the bow's docking ring, it can work on all sorts of ships, even ones that were designed afterwards such as the Ptolemaios II. Its bay can hold 2 Mobile Suits and a shuttle, though the ship itself is completely weaponless. It can act as a support vessel, but heavily relies upon other ships to assist it as it only has a GN Field for protection. It runs off of GN Condensers, with GN Drives able to be used if a Mobile Suit with one is plugged into the ship's own supply. This model is modified to hold a large sterile lab inside of it, and its production capabilities are nothing to snuff at. It also comes with an accompaniment of Haros and Karels, with the same restrictions as the Ptolemaios' haros. You can get it in any color you like as long as it's orange and white.

Section 5- Mobile Suits

Once again, here we are at the most visible aspect of this universe- the giant robots. There are many, and they can be quite varied, but this section will try its best to list what can be purchased.

Per usual, importing an MS is free, another universe's giant robot will cost **50 CP.**

Once again, going to a smaller text size so not to take up as much space. There's a special offer here- you may take *one* of the mook suits of the 3 Unions as a free gift- either the Union Flag, the Enact or the Tieren Ground/High Mobility/Space Type.

Union of Solar Energy and Free Nations

SVMS-01 Union Flag (50 CP)

VMS-15 Union Realdo (25 CP)

SVMS-01O Over Flag (100 CP)

Advanced European Union

AEU-05/05 AEU Hellion Perpetuum (50 CP)

AEU-09 AEU Enact (50 CP)

AEU-09T AEU Enact Commander Type (100 CP)

Human Reform League

MSER-04 Anf (25 CP)

MSJ-06II-A Tieren Ground Type (50 CP)

MSJ-06II-C Tieren High Mobility Type (50 CP)

MSJ-06II-E Tieren Space Type (50 CP)

MSJ-06II-LC Tieren Long-Range Cannon Type (25 CP)

MSJ-06II-SP Tieren Taozi (150 CP)

United Nations Forces/Earth Sphere Federation

GNX-603T GN-X (125 CP)

GNMS-XCVII Alvaaron (300 CP)

GNX-609T GN-XIII (200 CP)

GNX-803T GN-XIV (400 CP)

GNX-903VS Brave (Standard Test Type) (450 CP)

GNX-903VW Brave (Commander Test Type) (475 CP)

A-Laws

GNX-704T Ahead (250 CP)

GNX-U02X Masurao (350 CP)

GNX-Y901TW Susanowo (450 CP)

GNZ-003 Gadessa (375 CP)

GNZ-005 Garazzo (350 CP)

GNZ-007 Gaddess (350 CP)

Celestial Being

GN-000 0 Gundam (200 CP)- This version is the original with the GN Drive, you may choose either one of the color schemes.

GN-001 Gundam Exia (250 CP)- Exia Repair (+50 CP)/Exia Repair II (-50 CP)

GN-002 Gundam Dynames (250 CP)- Dynames Repair (+25 CP)

GN-003 Gundam Kyrios (250 CP)

GN-005 Gundam Virtue (275 CP)- Yes, this purchase does have the Nadleeh usable and is equipped with the Trial System.

GN-006 Cherudim Gundam (350 CP)- GNHW/R Version (-50 CP)

GN-007 Arios Gundam (350 CP)- GNHW/M Version (-50 CP), w/GN Archer (-50 CP)

GN-008 Seravee Gundam (375 CP)- GNHW/B Version (-50 CP)

GN-0000 00 Gundam (400 CP)- +GNR-010 00 Raiser (-50 CP)

GN-010 Gundam Zabanya (500 CP)

GN-011 Gundam Harute (500 CP)

CB-002 Raphael Gundam (500 CP)

GNT-0000 00 Qan[T] (650 CP)- Note: This is designed for Innovators- it will be less useful if you can't use Quantum Brainwaves

Team Trinity

GNW-001 Gundam Throne Eins (200 CP)- Long ranged focused

GNW-002 Gundam Throne Zwei (200 CP)- Melee focused

GNW-003 Gundam Throne Drei (200 CP)- Support focused

'Innovators'/Innovades

CB-0000G/C Reborns Gundam (475 CP)

GNW-20000 Arche Gundam (400 CP)

GNMA-0001V Regnant (500 CP)

MS Customizations

All GN Weapons come with a free weapon-sized Condenser with enough Particles for a single skirmish pre-loaded and mounted.

Powerplant (Variable CP): You've gotta get somewhere somehow, eh? There's a lot of different fuels, especially here, so here's a chance to upgrade- or maybe you want a discount for downgrading? (Your MS starts on a 'Tier' of powerplant. You get CP for downgrading and pay CP for upgrading tiers. Any options that make use of GN Particles you may freely tune to emit Particles in any basic color, including slight metallics such as Gold or Silver. No vantablacks or transparent or the like.)

Tier 1- Fossil Fuel Engine/Chemical Reaction Engine (+100 CP): The lowest power source available in this time. This type of engine can't power weaponry on its own, so for GN Weaponry you'd have to have a Condenser supplying particles on the weapon itself. It's not exactly rare or expensive to fuel up, but you'll be fueling up more often than not. This makes for a slow, noisy, 'hot' MS. I sure hope you have plans if you take this.

Tier 2- Solar Battery/Solar-Powered Engine (+/-100 CP): This is a battery that is able to power your MS- decent charge-time, and though it's not able to give you any 'bursts' of power it's very steady and stable. Having this option means your MS can obtain energy via radio waves from one of the Nation's Orbital Elevators if it's close enough and the Nation is willing. This option is nothing special, and still cannot power GN weaponry by itself, but it's not a bad choice, in addition to having an infinite fuel supply if you're close enough to an Orbital Elevator.

Tier 3- GN Condenser (+/-100 CP): This is basically a fuel tank for GN Particles, as it's refueled using GN Drives. This system allows you the benefits of GN Particles (some radar masking, efficient fuel source) but you have no way of restoring GN Particles once you start to run dry. It lasts shorter than the Solar Battery but longer than a Tau Drive (stationary and not doing anything to waste more Particles, mind you, it'll eat through them if you spam costly weaponry), and this CAN power GN Weaponry using your own GN Particles, though you'd essentially be using your own fuel for this purpose.

Tier 4- GN Drive Tau (+/- 100 CP): This is basically a cheap forgery of a true solar furnace, aka a GN Drive, with a few drawbacks over the real deal. The first one you won't need to worry about, as your Tau Drive comes with an automatic starter to spin it up without requiring a specialized hangar to do so before launch. The second you'll have to run into anyways, as Tau Drives do *not* have the infinite Particle Generation of GN Drives, instead using electricity as a substitute, meaning they'll run out after a while. In addition, after a while of pitched combat they'll start to lose performance as the battle drags on, though for a good while they're just as effective as their true kin. They default to Red particles.

Tier 5- GN Drive (-100 CP): This right here is a Particle-generating machine known as a true solar furnace- the advantages of this power source are obvious, as although they don't provide an unlimited *amount* of power, they can provide power for a seemingly endless amount of time. Note that these are *very* rare in-universe- not even into the double digits were they made. This version is a stock and does NOT come with the preloaded data prepared for the Gundam Meisters to activate Trans-Am, but otherwise is exactly the same. They default to Green particles.

Vulcans (One Free All- 25 CP): These are linked 30mm Cannons mounted in pairs either in your MS's head or wrists. Though not strong, they are designed for 'spray and pray' firing as a stray shot could possibly injure a joint or destroy sensor equipment. They are also useful for destroying missiles and similar flying ordinance. However, against normal MS plating they are mostly inefficient, and especially against a unit with a GN Field spread. For **25 CP** more, you can instead get a set of GN Vulcans, which can be head or wrist mounted like the 30mm Cannons. They possess a little more firepower as well as the benefit of running off of GN Particles, but are still not effective against MS armor.

Sonic Blade (One Free All- 25 CP): This is what could be called a Vibroblade (or a High Frequency Blade for other people), which vibrates thousands, possibly millions of times a second, which when swung chips away at armor bit-by-bit, but to our eyes it appears to slice straight through. It is about the size of what could be called a large dagger to a Mobile Suit. It also has the ability to focus plasma into a sword shape around the blade, forming a pseudo-Beam Saber. It's able to burn into armor but loses the vibration-piercing ability of the edge itself. This mode lasts 3 minutes at normal power, and normal power provides a shortsword-size plasma blade. This can be increased at the cost of less operational time.

Décor Nanomachines (25 CP): Your MS gets a small machine installed, capable of generating incredibly-specialized micromachines. Their sole purpose is to recolor things and apply emblems, decals or other details. They can't do anything else, but their one purpose they do with excellence- though not instant a 'standard' MS from 00 will be recolored fully in a minute or so, and you could store enough to recolor a Ptolemaios-sized ship with a couple days of waiting. Also comes with an in-built design program for uploading images to be printed and for designating the repaint scheme.

Sensor Mask (25 CP): Well with offering you so many masks I thought why not give your giant robot one as well. Coming as a mostly pure-black plate, it will cover the face of a Mobile Suit entirely, forever obscuring that it does in fact have a Gundam face (for whatever reason you might want to hide it). This model is easily retractable, either integrating seamlessly or remaining on the head when retracted. It also acts as a decently-more effective sensor array and is strong enough to protect the actual face of the Mobile Suit, though it'll probably break after a good hit. Still, masks are cool even on giant robots.

Defense Rod (50 CP): This was the answer to having a shield that wouldn't weigh down a transformable/aerial Mobile Suit. It appears normally as a helicopter-like rotor on one of the MS's arms, but its properties come into play with a spinning action, which rotates the Defense Rod to catch blades aimed at it. It can do this very quickly, and is hard to wear down unless met with beam weaponry. It also comes with a plasma field generator- using this will spin the shield at high RPM, and though it'll deflect a fair few shots the field generator will short out afterwards and need to be replaced, though the assembly itself is cheap.

Linear Cannon (50 CP): This used to be the standard armaments before beam weapons came around, and it's still not a bad choice! It's actually more a railgun than any form of cannon, using electrical and magnetic fields to accelerate the round at supersonic speeds. Due to its rigorous usage, it has been improved over many periods of service and can basically keep up for an entire engagement so long as you have ammunition to fire from it. Carries 2 reloads on the gun itself.

GN Claws (50 CP): This is an upgrade suite for your MS, refitting and forming the hands into a different configuration to house the weapon. A small GN Condenser can be optionally mounted in each forearm to power the weapon- they'd run out of particles trying to power a suit in a second or two. The changes are a claw-like structure mounted atop the old hands of the MS, not impeding normal operations of handheld equipment. They have about the same strength as a GN Blade, but they don't have the leverage or weight behind them like blades do, thus they mostly serve as emergency weaponry- they do serve their purpose very well though. After all, you'd have to be literally disarmed to rid yourself of this weapon.

GN Beam Saber (50 CP): This is your bog-standard beam saber except in this setting they run off of everyone's sparkly green fairy things. They're pretty particle-efficient, but they still have a drain to them- a GN-powered suit can feed them through touch, but if you run out of particles in the condenser the blade will disappear in an instant once you let go. They can slice through E-Carbon given enough force. For **+50 CP more**, you may instead get a simple weapon with a beam emitter instead. Simple meaning a pike, axe, spear, hammer (beam spikes on the head), even a shield if you wanted to slice things while you defend.

GN Pistol (75 CP): This is exactly how it sounds- a pistol that uses GN Particle beams instead of physical projectiles. Compact, easy to use, light and maneuverable, it does suffer at anything beyond mid-range at best, though it's still good for close-range combat as it does pack a punch for its size- still a bit less than a proper GN Rifle though. One advantage *over* a GN Rifle is its rate of fire, which lets it put up a decent wall of fire, if not a very accurate one. You may pay **50 CP** to get a paired copy- the copy and the original have dual-wielding programs installed onto your OS, allowing for usage of the two with ease. For **25 CP** you may upgrade the Pistol(s) to a newer model, adding a GN Tomahawk/Axe mode to the pistol for sudden melee combat. They're about as strong as a GN Claw. (You may instead choose forearm-mounted **GN Handguns**. They operate the exact same as the GN Pistols, but hey some people like their mounted weaponry.)

Gundam Shield (75 CP): A basic, somewhat heavy shield. It covers a nice portion of your MS when held in front of it, and it's pretty sturdy- could take some decent beam punishment before it keeled over. The shield also includes a prototype GN Field emitter, which has its own Condenser as usual. This allows it to more effectively block from the front when switched on until it runs out, though due to being an earlier model the emitter makes the shield a bit heavier than it would normally be. It might slow you down a bit, but it's easy enough to remove in battle if you so need to.

Revolve Bazooka (100 CP): A very versatile, if somewhat odd weapon, it's a revolver-style Non-GN rifle-type weapon. The cylinder only holds 5 projectiles, but this weapon is special in that it can hold a wide variety of them. Most short missiles are easily converted to slip into this weapon to be fired, and it comes with 3 full (5 shots=full) reloads of high explosive and electromagnetic projectiles, as well as 2 full reloads of GN projectiles. Its low rate-of-fire and ammo capacity is compensated for by the underbarrel sensor- a prototype, but it works to make the Revolve Bazooka a very accurate weapon.

GN Beam Rifle (100 CP): Here's a good little workhorse for you. A rifle that fires pink beams- it's no replacement for a sniper rifle, but it's easy to handle nonetheless in that category. In short it's a nicely balanced weapon, but doesn't really have any quirks or special abilities to show for it. On the other hand, pay **+50 CP more** to instead receive the **GN Buster Rifle** (no relation to Wing's own), which adds both variability settings (minimum is a standard beam shot while maximum matches a GN Bazooka, though the damage won't be as widespread as it's coming from a rifle) and connectability directly to any GN Condensers or Drives you might have for a raw power boost.

GN Sword (100 CP): Yes this *does* sound a bit familiar what with the GN Beam Saber a bit earlier on, but unlike that (which is a pure beam) the GN Sword uses a GN Field imposed on a physical blade- the blade gives it mass and cutting power to burn and melt through 2 Meters of E-Carbon- in layman's terms, the blade is stronger overall than a Beam Saber, but its length is not able to be varied. If the GN Field somehow fails, you can still use the physical blade for combat purposes. (A special offer! Buy the **GN Beam Rifle/Buster Rifle** and the **GN Sword**, and you can combine the two into a model similar to the Exia's GN Sword for **Free!** No loss of performance, just a gain in variability and not having to carry them separately.)

GN: GN Feathers (100 CP): A GN Drive system designed both for practicality and grace, this is of somewhat similar design to the GN Stealth Field below. However, its usage is different- when in use, the GN Drive produces excess particles, and these are funneled into angelic wing-like projections. They are controlled by *Clavicle Antennae*, 2 protrusions up from the chest armor. These wings suspended the 0 Gundam in the air in a very stable way, while also screwing up enemy radar. The appearance of the suit using the GN Feathers is incredibly majestic, and can leave a heck of an impression on viewers of the suit. However, this does put quite a bit of particle drain on the GN Drive, and so might be considered 'inefficient' by those seeking more practicality.

GN Beam Submachine Gun (150 CP): Hope you aren't tired of beam guns. This is exactly what you expect- the Beam Rifle is a rifle, this is a Submachine Gun (with 2 barrels, no less- double RPM over what it would have with a single barrel) that can switch between variable-size bursts or full-auto, and also comes with a forearm clamp for hands-free shooting (though it does limit the shooting angle). Individual shots are somewhat weaker, but you get many more of them than a standard Beam Rifle.

GN Missile Launchers (150 CP): Ah, gotta love missiles. They fly around, guide themselves and explode on contact. These mostly work the same, though obviously they use GN Particles because if we got them might as well use them. Small, self-contained weapon systems, they all come with their own tiny GN Condensers to provide the payload which also help improve its penetrative abilities- they only release their full payload once inside the enemy, using the foe's own armor against them to contain the rampant particles which warp the metal inside and explode, destroying it from within. They can also be used within an Anti-Beam field due to their construction. You gain 2 leg-mounted pods with 10 missiles each. For **+50 CP more**, you may upgrade this purchase to **GN Micro Missile Launchers**. Despite the name, improved compression technology allows for the same punch as regular missiles to be contained within a much smaller package. Each pod can now hold 25 missiles each, still with targeting and armor-piercing effectiveness.

GN Full Shield (150 CP): This is a semi-automatic shield system designed to not limit movement as much as possible. 2 large E-Carbon GN Shields on shoulder mounts, they can automatically switch between blocking the front, back and sides of the Mobile Suit from attacks. A Haro or the built-in system without one can handle the shield movement automatically, leaving the pilot free to attack and move. However, a manual override is included. GN Particles reduce the weight of the shields and allow it to deploy GN Fields on the shields for extra protection. Some maneuverability is discarded with use of these, but it is not that bad for how much defense this gives. (It's not called a 'Full Shield' for nothing, it's like a coat when blocking the front or back.)

GN Composite Armor (150 CP): An armor design originally used by the GNY-004 Gundam Plutone, it works by deploying GN Fields within small spaces inside the Mobile Suit's armor, increasing defensive capabilities without the outward signs of a GN Field (which wasn't stable at the time anyways). It is standard-usage for all of Celestial Being's succeeding Gundams, but this also comes with a GN Condenser as with all other GN weaponry here to allow for usage by non-GN powered Mobile Suits. In general, GN Fields can block more but GN Composite Armor is stealthier and doesn't waste as much particles.

Core Fighter (150 CP): A module designed for a quick escape, it may result in the destruction of your Mobile Suit, but the ability to live to fight another day is useful to one who lost the fight of today. This particular unit acts as the backpack to a Mobile Suit (docking with any existing ones) connected to the cockpit module and the head of the Mobile Suit in question. It can provide extra thrust when not being used to escape or dock. It has no weapons, unfortunately, but it's not particularly designed to be one. However, for **+50 CP more** you can mount it with 2 GN beam weapons on-par with a GN Pistol each along with 10 GN Missiles. It's still not a frontline-combat unit, but now you're not helpless when you have to undock.

GN: Stealth Field (150 CP): The most noticeable modification to the suit using this is a series of vents across the MS, which are used to vent the GN Particles needed. Activation of this releases a massive amount of GN Particles over a several-mile radius (around 2-3), disabling military-grade communications and sensors and forcing them to rely on line-of-sight visual alone. Granted, they could see **you** easily because the effect of using them is like a red/green/particle-color assortment of 6+ wings and dust emitting from your suit, but your mobility is not hindered- they should worry more about the allies that aren't glowing winged robots and also can't be detected anymore. However, for **+200 CP** you may receive the only version of the Upgraded GN Stealth Field in existence- the suit to use this version was never built. In addition to the effects above, this version is able to disrupt MS communications, even GN-based ones. It also disrupts Fang/Bit control, leaving them just floating metal chunks, and can even disrupt beam composition, leaving them to fizzle out before they reach you. This leaves line-of-sight visuals and non-GN weaponry as the few options against it. Considering how many powerful MS rely on GN-based weaponry, this has a great deal of usage. (However, both Stealth Fields have the obvious downside of continuously draining particles and making you a massive visual target.)

GN Fang Pods (200 CP): Using a Bit Control System (which comes free with a purchase of this), you may use these 8 flying beam guns able to fire remotely to trap, contain or force an enemy to move the way you want them to, and can also close up to use piercing, stabbing attacks. Beam attacks are about on-par with a regular GN Beam Rifle (though they have much lower capacity) and melee on-par with a GN Beam Saber. They're stored on 2 pods mounted to the waist of your Mobile Suit, and due to their low capacity they must return to the pods every so often to recharge. They can pierce GN Fields. For **+100 CP more** you can instead get the **GN Fang Containers** which not only contain 4 more for a total of 12 GN Fangs but the Containers are fully armored to protect the Mobile Suit's waist and legs along with the Fangs. Finally, the Fangs themselves are upgraded to be faster, much more maneuverable, fire stronger beams and pierce through more armor than they did originally. From the Zwei to the Arche.

GN Buster Sword (200 CP): Oh look, an even larger GN Sword. Guy who made it must have been compensating for something I guess. Having to be mounted to the shoulder when not in use due to its great size, it actually manages to be a boon as the Sword itself and its coating is durable enough to be used as a pretty decent shield. Its main draw over a more 'normal' GN Sword is that you cannot deny its girth- the impact from the heavy blade is much greater and more able to tear through armor and GN Fields. For extra reach it can also generate a GN Beam Saber from its tip. For **+100 CP more** you can instead gain its upgraded form. It loses the shield ability but what it gains is firstly the ability to be mounted onto the arm instead of the shoulder (it slides into place when in use), and is now longer and lighter for a quicker close-combat style. It is now a GN-infused vibroblade, which lets it cut through just about any modern MS in *00*. It also possesses a Rifle Mode (about as strong as a GN Beam Rifle), which requires a handlebar (conventiently extending from the gun itself) to stabilize and handle effectively while the sword splits in half to reveal the gun barrel.

GN Sniper Rifle (200 CP): This is kind of exactly what it says on the tin. It's a sniper rifle for your Mobile Suit, bombs away. While having a low firing rate (higher than the GN Launcher, though), it comes with enhanced sensors for your Mobile Suit (you may choose whether you want them integrated seamlessly or have the Dynames' forehead-opening style mechanism) that allow to take out targets from long range. You could use this to take out a Mobile Suit from outside their sensor ranges. It comes with a bipod, but is by default secured to a rotating shoulder dock. It comes with a gun module that swings out of the ceiling of your cockpit to assist in aiming. For **+50 CP more** you can instead receive the **GN Sniper Rifle II**. It has improvements to all its basic functions- bit more accurate, bit more powerful, etc. However, first big thing is that this version is foldable into a smaller form, aiding in moving around. In addition, it now has a 'Vulcan Mode' where the barrel splits into 3 for rapid fire. This allows it to fight much better at mid and close range, making it a good weapon for all-ranges.

GN Launcher (200 CP): Another shoulder-mounted weapon for your love of big guns. High-power, high-precision and long-ranged, unfortunately the weapon suffers from a low fire rate compared to Beam Rifles and the like. The default mount on the shoulder also results in a more limited firing arc than a Beam Rifle or the Dynames' GN Sniper Rifle. However, the weapon itself can destroy a Mobile Suit with one good shot. Particle drain is a bit of a problem, but it'll serve well in its own field. However, **with purchase of a GN Beam Rifle**, you get access to the **GN Mega Launcher** for **Free**. The GN Mega Launcher is the combination of the (modified for this combo) Beam Rifle and the Launcher into one single giant gun. Comparable to the weapons of the Gundam Virtue, the power is greatly increased while the beam itself is narrower to give it a nice boost to penetration power. However, the Mega Launcher requires a lot of Particles. A stock Tau Drive will not be able to power it alone, but someone with another Tau Drive, a GN Condenser or a GN Drive can plug their own powerplant into the back of the Mega Launcher to help you power it. If you have a GN Drive yourself, you can fire it alone, but it has a noticeable charging time that leaves you vulnerable. (The Beam Rifle and Launcher can connect together and disconnect within a few seconds.)

GN: Trans-Am (200 CP): This upgrade is specifically for GN Condensers, Tau Drives and GN Drives. This upgrade allows your suit to initiate **Trans-Am**, a 3 minute burst of speed, strength and defense that turns the suit red with the GN Particles surrounding it. For a suit from this universe, Trans-Am will basically increase its speed, strength and defense by 3 times. (Char much?) However, after 3 minutes the suit and GN Drive will be weakened and must go into a low-power-like mode where the Drive spins up enough GN Particles for normal operating mode again. Pushing the Drive past its already-broken limits might result in damage or even self-destruction if you go past that point. Tau Drives upgraded with this will not destroy themselves, but will instead shut down. Tau Drive MS will still operate if there are particles in reserve, but they will not regenerate until the Tau Drive is manually spun-up.

Avalanche Equipment (250 CP): A suit of armor for your giant robot. Yes, there is a purpose to this. A suit of high-mobility equipment, the first obvious benefit is the GN Verniers all over the body, giving a good speed boost. It also can reduce air resistance by generating GN Fields on the surface of the armor and linking together the arm and shoulder parts during high-speed movement. However, the true ability of the equipment is a series of dedicated high-capacity GN Condensers, which siphon off the production of a GN Drive (a Tau Drive would work as well) to give the Avalanche-equipped robot a massive burst of speed for a full 10 minutes. It has one problem though. You need to let it charge for a full hour, so you can't use it on unplanned missions. Also, the 10 minute time limit is a safety concern. No normal human could withstand the acceleration for any longer. The burst of speed is unrelated to Trans-Am.

GN Shield Bits (250 CP): Kind of the opposite of the GN Fangs from earlier, these are designed for mobile cover. This purchase comes with **9 Bits** that can fly around and are controlled with either a Bit Control System or by a Haro. They can move in between you and an incoming beam to stop it, and link together for larger coverage. They also have close-ranged beam weaponry to dissuade enemy Mobile Suits from coming too close. Used with Trans-Am, they could theoretically block a beam shot from a battle cruiser, but even without it they're still greatly useful. You may choose how they mount on your robot when not in use.

Note: Specializations don't tend towards play too well with each other, but things like Speed and Armor would play less well than, say, Close Combat and Speed.

Specialization: Close Combat (300 CP): This is a set of modifications to your MS, specifically this one focusing on close combat as seen on the Exia and 00 Gundams. The E-Carbon your MS's armor is made out of is now denser and more durable, able to tank hits in close-combat. The mechanical servos and hydraulics that move the limbs of the suit also get a power boost with this, allowing you to swing heavier weapons and swing faster, though obviously it's also good for giving a swift hard kick or break out of restraints. The thrusters of your suit are able to put out more raw power- good to have momentum behind your attacks or to avoid a projectile at close range. Comes with the opportunity to add a blue paintjob to your MS- you can take it or not.

Specialization: Ranged (300 CP): This is a set of modifications to your MS, specifically this one focusing on ranged combat as seen on the Dynames and Cherudim Gundams. The sensors of your suit now accommodate a wide variety of ranges into the data they send to the battle computer, accommodating a wide variety of longer-ranged combat. Your suit can anchor its feet or knees into a surface, meaning a stray shot won't knock your aim off, and your suit can disrupt radar in a small area around it- maybe even covering an ally if they're close enough. Finally, you can activate Active Cloaking, which makes your suit nigh-invisible and very hard to detect- but at the cost of not being able to move beyond very small adjustments and decloaking after taking actions like shooting or sudden movements. Comes with the opportunity to add a green paintjob to your MS- you can take it or not.

Specialization: Speed/Blitz Assault (300 CP): This is a set of modifications to your MS, specifically this one focusing on high-speed twitch combat as seen on the Kyrios and Arios Gundams. The largest boon from this being transformation from your normal MS mode to a speedy, agile MA mode. Your suit's thrusters are able to cope with this strain, using less power to burn a bit harder and a lot longer. This comes with the option of a free scissor claw, mountable on a shield (or on your suit directly, if that's what you desire). It also comes with a 'universal port' near the 'back' of the MA mode- additional systems besides that allow for the use and quick attachment/detachment of optional equipment like Tail Boosters (which this comes with one of). Comes with the opportunity to add a yellow/orange paintjob to your MS.

Specialization: Armor/Heavy Support (300 CP): This is a set of modifications to your MS, specifically this one focusing on heavy armor and support as seen on the Virtue/Nadleeh and Seraphim/Seravee Gundams. The most obvious being the heavy armor mounted on your MS- able to more punishment than it used to, and thanks to GN Particles it doesn't impact your speed or acceleration. It also comes with built-in mounts for heavy weaponry to keep your manipulators free, and space for customization. The armor can also be purged, after which it can reform and be used as a drone with rudimentary AI to begin with. The systems of your suit also get an upgrade so you can power heavy weaponry and shielding with less strain to your energy reserves. Comes with the opportunity to add a purple paintjob. Frame under the added armor can be optionally modified to look more lithe or feminine like the Nadleeh.

GN: Twin Drive (350 CP): Oh boy, time for your multiplication tables, children. This option will give a Mobile Suit equipped with a GN Drive a partner- one synced near-100% to it. This is very important, as although this is able to be done in the universe itself, Drives with such high synchronicity aren't very common. For note, normally 2 GN Drives running at the same time produce 2x a normal GN Drive's power, obviously. However, with them synched together, they instead *square* their outputted power. This is a damn noticeable increase, but it does come with an immediate cost- at this time, you'll need a separate unit to dock to your back to pull 100% of this squared input, which is included with this purchase. It can either be human or AI/Haro-driven, and is lightly armored (and armed- comes with 2 GN Vulcans and a couple GN Missiles) as its main focus is to stabilize the Drives. Don't worry; this is a step able to be engineered out with time, as it is done in-universe. However, you can skip this step for **50 CP** more as a surcharge and get a Qan[T]-level Twin Drive immediately.

ELS Formed [600 CP]- Well, if you want metal, you've got it. Your Mobile Suit has been molded and reformed by the ELS, now partly made up of the liquid metal like they are. The most apparent change is obvious- you may choose to have it now be impeccably streamlined in appearance, closer to the humans it took its general shape from in the first place. Next concerns your weaponry and equipment- they're able to be absorbed into the Mobile Suit, storing away with no clutter or kibble, and able to be drawn very quickly, or even made to replace the hand or arm of your Mobile Suit. Finally, made out of the liquid metal it will seek to retain its shape- this means that damage to it will regenerate over time, noticeably so, though it's not near instantaneous. The liquid metal recognizes you as its 'Core' away from the main ELS hivemind, which means it won't abandon you to return to the horde- but it also will not be given any protection from the ELS's absorption when they arrive, as they don't see it as part of 'them'. (Through a somewhat long process, equipment and weaponry designed for a machine of this size may be 'recognized' and added to its absorption.)

Section 6- Drawbacks

You've got a long laid out on the table for you already, yeah- but is it enough? If not, that's what you look down here for. Do keep in mind that it's not a good idea to bite off more than you can chew, lest you risk choking to death here. Because of the larger influx of content above, I am considering it fit to offer a **+1000 CP** cap on Drawbacks. Besides, isn't that a nice round number? It's divisible by 2!

Just because you can take more doesn't make it a good decision to do so. Good luck.

Season Preview (+100 CP): Setsuna is literally a Gundam- he puts on a mask, transforms, spurts GN Particles and flies around. Lockon I's back from the dead, sorta-kinda, and nobody's impressed. Tieria's actually a robot with a Haro for a head (and may or may not be in a scandalous robot relationship with Setsuna). Allelujah spends most of his time on his hands and knees crying rivers about DVD sales, TV ratings and profit margins being low. Flying saucers will attack. (AMAZING) An industrial complex will explode (CRASH), and maids will be assaulted (MA-I-DO). There will be pandas (The pride of Russia!). Without a single dependable person left in Celestial Being, is there a future left for them? Or rather, can we even broadcast this crap? You're going to be in this fever dream-like world for 10 years. And everyone else not mentioned outside of CB itself is…just as smart as usual. Good luck not getting CB totally destroyed. Also, everything's in chibi and the effects are extremely low-budget. Does not cover

just Season 2- Season 1's affected as well, along with the movie. Through destruction, new destruction begins. (Anyone or anything you pod or buy (or just stuff in the warehouse) to bring along will revert back to normal. Nothing that doesn't exist in 00 canon will you be able to take with you.)

-Look Forward To It! (-100 CP): So as it turns out, no, everyone else ISN'T as smart as usual. In fact, they're about as competent as Celestial Being now. So you shouldn't have to worry about Celestial Being getting curb-stomped, just…very mangled. Like a child among spikes and chainsaws. That's the good news. The bad news- you just made the rest of the world unbearably stupid. Consider if that's a fair trade-off.

Traitor A13 (+100 CP): There's this guy. His name's Fon Spaak, and he's a criminal captured and then taken in by Celestial Being to be a captive Gundam Meister. (Not the nicest people ever, I know.) He's also a bit of an author's favorite when he's writing for Gundam (the dude upstaged a dimensional traveler in his own series. How…fitting), and now this has unfortunately stuck for you. Fon Spaak will be constantly following you and trying to upstage you and look better. Oh yeah, you can kill him if you wish, but he'll 'miraculously survive' and come back with his own Gundam again to try and take your thunder once again. This will happen for all the time you're here. He's not so much 'life-threateningly dangerous' as 'sanity-threateningly annoying' to deal with, but don't underestimate him.

Celestial Birth (+200 CP): You now start about 200 years before the normal start time of this jump, at the founding of Celestial Being. You are now a keystone, and you *must* make sure Celestial Being grows and survives to the series and throughout it. It can only fall once, and that is in the gap between S1 and S2 where it is taken down, but in that case you *must* make sure it comes back into vogue. Its enemies will be greater and more efficient, and you will not have near the same level of technology as you would normally. If you would not survive to the conclusion of this jump normally, you will be given experimental treatments to ensure you will live to see the end of this jump- not in your best condition, probably not even in a good condition, but you will live to see it if you don't die normally. Celestial Being looks up to and needs you. Don't abandon it, for if it falls outside of that one incident? Your chain's up.

-No Loss Run (+100 CP): If you take this, you cannot allow Celestial Being to fall at all, not even in-series when it is taken down by the world all together. It must survive- you must read, ride and hold back the tide and make sure Celestial Being can survive the onslaught. It will not be easy, simple or straightforward.

Tau Poisoning (+200 CP): Well, you seem to have met with a bad condition, haven't you? You now have poisoning from the toxic particles of original GN Drive Tau Particles. This condition is minor, but incurable, and you require regular and constant medical treatment to avoid the pain (no just popping a pill occasionally, though you might carry some around to stave it off if you can't get to your treatment at the moment)- if you don't treat it, the pain will just build up an up, and you will be unable to focus on anything else. Can't work, can't pilot, can't guide, can't sleep- you will go insane eventually. Finally, even GN Particle therapy can't cure you- in fact, it would make it worse. Things such as Trans-Am, where concentrated GN Particles are used, will worsen your condition if overused, to the point where you can make it become life-threatening. Be careful- one use every once in a while won't set it off too badly.

Realistic (+300 CP): I'll be blunt with you, Jumper. You pick this, and things are going to slow down. Slow in the bad way. Tech development? It's coming to a screeching halt. Not only GN Tech, but any improvements you bring in will not stick unless you *force* them to stick. You want to improve tech levels? You do it alone- you train the new minds of tomorrow, you innovate, you make the mistakes and you carve the new path. Without improvements in technology, the condition of the world can only deteriorate- more people will die, and there will always be more danger. Not to mention, the ELS? They're still coming, and they're not going to wait for you to upgrade to fight them. No, you'd better either make the Quantum System or figure out another way to defeat or stop them or else the world will be assimilated, and you will most likely go along with it. No 00 Raiser Seven Swords, no Reborns, no Arche Gundam. Not unless you make it.

Setsuna's Childhood (+300 CP): You lived it, just like he did- used by Ali-Al Saachez for terrorist actions in the name of 'God'. You were forced to murder your parents and have fought as a child soldier through various violent conflicts. You managed to escape finally, possibly alongside Setsuna before losing him somewhere. You managed to survive, but a part of you died back there. You find it hard to connect to anyone anymore (fully human or otherwise) and are generally emotionally stunted. You have a quiet but very, very large hatred for your childhood tormentor- he knows, and he *loves* to taunt you with it. You could probably be more likened to a machine in your personality- you've hardened to survive as a kid with a rifle against grown men with assault rifles and armor, but you never came out of that little shell you made, and now it's costing you. Reactions to you mostly consist of either being creeped out, annoyance or pity.

Time? (+600 CP): You don't have any. The ELS are here. At latest, they'll attack in 2 weeks, most likely less. Nobody will be prepared. The Ptolemaios will likely get assimilated early on if not saved. There is no way to communicate with them, at least not until something like the Quantum System comes along, and things like that will not come along for a long time- especially if nobody survives. You must prevent this. Humanity and Earth must survive to the extent that they can rebuild. If they do not, your chain is done. You will not have any time at all to prepare before they come, you must simply try and contain the damage as you can. If you are assimilated by the ELS, you are counted as dead. You can try to destroy them, you can try to race and build a way to communicate and stop them assimilating everything, but you cannot run. If you abandon humanity, that is the end of you. I wish you luck, Jumper.

Notes

Trailblazer Awakened*: Yes, this is a capstone booster. Here are the effects listed below.

-Played Like A Goddamn Fiddle: To complete your compendium of trickery, lies and bullshittery, you are able to assimilate people's voices- in a way. Listen to them talk, and soon you can pick up on their little subtle tones, the tiny changes that make even twins sound a bit different, and then mold your vocal cords to match their voice to beat even a voice-based lock. You may always shift your voice back to your default. This also lets you take on people's faces and body shapes- perfect to manipulate people by…say, taking the form of their lover?

-I Am Gundam: It's hard to tell where you end and the machine begins. You can fuse yourself with any vehicle, making reaction times as fast as your brain can process and as fast as the machine can physically handle them. Their sensors are your eyes, allowing you to make use of any sort of esoteric sensor as if it was your own biology, and you'll adapt to strange senses like being able to feel radar or seeing in the electromagnetic spectrum.

-One-Man Organization: Social assimilation. You are able to integrate you and your group seamlessly into other groups, working together a social mesh that lets you and your group even rise to leadership and power among your new mega-group. Integrate, use, and discard the chaff, right? Larger and more tight-knit or secretive groups will take longer to merge with and rise up above, but there's nothing like unity for the greater good. (Or your own sake, for that matter.)

-Make It Work: Assimilation of information. Laying your hands upon a contraption or other item, your ELS biology lets you see and feel all the nooks and crannies inside it- understanding how the technologies within mesh, combine and work together, and giving you a deep, innate understanding of how it works, and how to make more of it if possible. The larger and more complex the object, the longer it takes obviously, but it may just be worth it for such profound knowledge.

-Trust me, I know about going overboard with drawbacks.

-Also holy shit I am sorry for how long this took to get out everyone this did not have to take this long