


**Aim For the Top 2!**
**DIE BUSTER**
*By Valeria*

## Introduction

In the far flung future year of 14292, mankind lives amongst the stars. Humanity has left the cradle of Earth to spread across the solar system, colonising each planet and taking great leaps in scientific advancement. Humanity has even begun to evolve as a species. But not all is good. Much of what humanity has achieved has been in the distant past now, as the species has been imprisoned within the solar system by a race of creatures known to humans only as the Space Monsters who have encircled the entire solar system, coming to form a Red Milky Way band around it. Even when imprisoned, humanity still manages to flourish.

Chief defenders against the Space Monsters that regularly attack what is left of humanity are the Topless. Teenage humans with the ability to produce an incredible source of energy, piloting epic weapons known as Buster Machines. With their great power and sense of duty, they are sent again and again against the Space Monster menace. Unfortunately there appears to be no end to the monsters nor a way out for humanity, as this cycle has gone on for hundreds of generations.

But perhaps there is hope after all. A young girl named Nono is about to leave her snowy village on the planet Mars, looking to become a space pilot like her hero Nonoriri, who starred in a now ancient legend as a heroine who fought back the Space Monsters over ten thousand years ago. Nono is quite the special girl and holds within her the hope for humanity to ascend to its rightful place amongst the stars.

It is in this world that you will be spending just over ten years, leaving the world at the epilogue of the Diebuster series. You have 1000 Choice Points (CP) to spend in the following document to gain advantages for yourself.

# Locations

Roll a 1d6 to decide your location in this world.

1- **Snow Town, Mars**

A cute little village way out in the Martian boonies. It's here that Nono lives with the scientist who discovered her ten years ago. Not much happens in this place but it remains quiet, comfy and safe even in the coming battles.

2- **Mars Bar**

A small but cosy bar run by a strict but kind woman just outside the Martian capital. Nono will come to work here in a few days and here is where a special young Topless known as Lal'C will be found around the same time.

3- **Fraternity Station**

The Martian base of the Topless, floating high in orbit around Mars. There are two Topless currently stationed here, keeping an eye out for any Space Monsters that sneak in to attack Mars. It's a comfortable station but there's not many people on it and you're not technically meant to be there unless you're a Topless or part of the military.

4- **Titan Moon**

The Moon Titan, where a secret excavation project has been ongoing for the past few years. Supposedly, the mysterious source of gravity on this world is hiding the most powerful Buster Machine anyone has ever seen but whether this is true or not is known only to the Twins, the leaders of the Topless. It's a top secret location that even the Topless aren't allowed to go down into, so thankfully you start on the outer edges where people can be.

5- **Lunar Tokyo**

The capital of the human race, Tokyo was long since relocated to be on the Moon as it grew uncontrollably large. Here's where all the important people in the solar system spend their time, from the high command of the army to the high council ultimately in charge of everything.

6- **Free Choice**

You get to choose any place in the Solar System to start off in or on. You're pretty lucky, you know?

# Origins

**Villager**

You are just the average village girl with dreams bigger than anyone around her will accept. It's a big world and a bigger solar system beyond it but for dreamers like you, maybe there is a chance after all. You've got a job in your village or city that pays okay, just waitressing really, but hopefully you'll get a shot at your goals soon enough. This origin may be used as a Drop In if wished, removing your history and memories of this world.

**Topless- 300**

You are a Topless, the heroic defenders of the solar system. A Topless is an evolved human being that has gained the ability to produce a mysterious energy known as Powder which can energise the physics warping war mecha known as Buster Machines. Topless only retain their powers during adolescence, so you've been recruited to fight against the Space Monsters while you have the power in you to do so. You're admired and feared in equal measure by normal people and have access to incredible power weapons when piloting, so you can really leave a mark on history. You are supported by the Fraternity, the organisation that is led by and made up of Topless in order to manage their ranks and maintain their machines.

**Space Force**

Only a few teenagers can be Topless. If you're too old or not the right sort but still want to defend the home and hearth, the Space Force is for you. The united military and scientific force of humanity, the Space Force stands guard over the solar system against the Space Monsters. You are a recent recruit to the Space Force, serving as a newly commissioned officer on one of the many warships of the great army.

Your age if you are a villager or Topless is 10+1d8. As a Space Force member your age is 18+1d8. Your gender remains the same as it was previously. Either of these may be changed for 50CP a piece.

# Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

**Busty Babe- 1200**

The Buster Machines have varied in power since their construction. The creations of the modern day are certainly more powerful than the very first Buster Machine but both pale in comparison to the later single digit Buster Machines. Created in the form of humans in order to both protect and understand the lives and hearts of mankind, you are one of these miraculous machines.

Externally you are indistinguishable from a normal human but internally you are a hyper advanced warrior machine. You have no need for sustenance, never tire and do not breathe, due to an unlimited energy generator from within your body containing two micro black holes. You are strong enough to shatter a planet with your blows and fast enough to move just shy of the speed of light with your natural body. You have enhanced sensors able to take in information from across whole worlds and are capable of quickly healing any damage done to your body.

Your body is able to emit powerful lasers, strong enough to slice planets in half, or powerful force fields to protect those around you, along with allowing you to fly through space as freely as you run on the ground. All these are just the basic attributes of your body and nothing compared to the immense physics warping powers you have access too. Space-time can be warped with few limits under your power, enabling you to do such feats as instantly summon hundreds of black holes, each tens of kilometres wide, or to create and shape matter with a thought or to warp instantly across entire solar systems and more to come. While you are unable to travel through time or warp physics on a level greater than a planetary scale as you are now, it is not impossible for you to find ways to boost your power here or in other worlds. However, you lack the innate connection with the Buster Legion that Buster Machine 7 has, though they will not see you as an enemy, and will be unable to create the Diebuster from the get go.

Post Jump, this becomes an Alt Form or may be mixed with your other Alt Forms to retain its' abilities in those forms.

**Villager**

**Gainax Bounce- 100**
When you come flip flopping down the halls, people can't help but blush and smile. You've got a smile that puts a bit of light into anyone's day and your other features can make all sorts of guys and girls pretty happy to see too! You're cute and your presence encourages people around you to be happier and to be nicer to you. If you're not allowed to do something or not good enough to qualify for something, this won't change that but it will ensure that people try and let you down gently and maybe give you a ride back home.

**I Want To Fly- 200**
There's no time to put in twenty years of education, training, gaining experience and getting to know the right sort of people. You wanna be a space pilot now and people need a good space pilot now, that's all that matters. You're able to get jobs, titles, responsibilities and other such positions so long as you have the skills to do the job and the employer trusts you. You'll skip those decades of required training just by having the raw reflexes and piloting talent to jump right into a space ship and fly away. No one will mind your lack of qualifications to do a job so long as you actually have the skill.

**Aim For The Top- 400**
Dreams are always possible, even the silliest sounding one isn't really out of reach. You might not believe it and neither might anyone else but in the end, anything is possible. Maybe not feasible but this could give you a little push to help out. Whenever you are genuinely putting your all into chasing your main dream or goal, you'll find that life helps you out quite a bit. You meet people that can help you out, you find yourself in the right place at the right time and maybe you even find out something new about yourself. It won't do everything for you though. Just because you met a famous space pilot, you'll still need to take that chance and find a way to convince them to take you on. Just because you happen upon an ancient war machine doesn't mean you'll be good enough to pilot it nor that it'll run without some repairs. But if you really do want that dream, you'll be able to find a way.

**Groovin Magic- 600**
The heart is important, even in this age of grand science and space monsters. It's the heart that keeps you going on in the face of fear and the heart that lets you bond with others. Maybe it's no wonder after all that the feelings inside of you make you that much stronger when you need it. Your skills and abilities become heightened and empowered the greater your emotions grow, with feelings of love, friendship and hope granting the greatest boosts in power and skill. There is little theoretical upper limit to your power in this form. An ace Topless pilot, filled to the brim with hope, determination and friendship could go from destroying mountains to throwing planets when they draw on the power of their heart.

**Topless**

**Ace Pilot- 100**
Racing across the sky, threading in between a thousand hungry space monsters before landing that critical blow. It might seem like an insane feat of skill to normal people but that's just the start for a Topless. While you are just as skilled at piloting a Buster Machine as any average Topless, you're also able to pilot any vehicle or ship with as much skill and crazy moves as you can a Topless. You won't be bending physics with them but any manoeuvre that's not going to break physics is something you've got a good shot of pulling off.

**I Can Save Everyone- 200**
The life of a Topless can be pretty stressful at times. All those hopes laid on your shoulders, the knowledge that you won't last forever and the likelihood of dying against monsters out in deep space, it can take a toll. But with an indomitable will like yours, it's a toll that is easily managed. You've never once in your life doubted yourself or slowed down because of fear or hesitation and you won't be doing it in the future either. While you can be broken, it would take a very long period of extended trauma, despair and pain to make you do so.

**Best Bitches- 400**
You've got your big sis by your side and a whole horde of big bros at your back. You don't feel like anything can stop you now and hell, you might even have a point there too. When you work together with others, you're capable of doing so on a level far beyond what is normally possible. You are able to freely share power and energy between any teammate close by to you, allowing you or them to strengthen each other's abilities while sharing. Even if the ability to be strengthened isn't normally one that could be made stronger with more energy or if the energy shouldn't normally be transferable without issue, you and your friends can manage it. If it's not normally possible, it's probably gonna be pretty tiring though.

**Eternal Topless- 600**
Topless are not quite the same, biological, as other normal humans. Their abilities to create and manipulate Powder might make this obvious but there is an aspect few are aware of. Topless are in fact closer to the true space monsters than they are to humans, not the fake beings that surround the solar system now but the original galactic predators. You are a fair bit closer to those beings than you are to a human, more so than a Topless normally is. From now on, you do not lose your Topless abilities with age and neither do you lose any abilities just by aging. You also have the ability to transform into one of the Gravity Wells, the original Space Monsters. At first you will be a mountain sized creature capable of minor warping of space around your body, flight, producing smaller Gravity Wells and firing off immense blasts off energy that can wipe out entire countries or continents at once. With time, you will grow stronger and bigger but you can also accelerate this by eating other Gravity Wells or similar biological beings, with no upper limit on how big or powerful you can become. You may swap in and out of this form as you will.

**Space Force**

**Captain in Command- 100**
The Space Force had to get used to being outshone by the Topless. The technology of the modern day can only go so far without the ability to bend physics and without a Topless, the few effective weapons against the Space Monsters must be mounted on the largest of ships only. A few captains are still desperate enough to think they can surpass the Topless but you're not so stupid. Even if you dislike them, you now have full and total control over your own emotions. So long as you do not wish to express them or let them influence you, your emotions will not have any signs or effect on you. You'll control your pride, swallow that anger and rise above your shame in order to carry out your duties as a man of the fleet.

**Pride of Humanity- 200**
Despite knowing that you're out of your depth, there comes a time when you can't do anything about that. When facing off against a Space Monster without any Topless support, you have to be ready to fight on till the end. You've become amazing at making use of every single resource at your disposal, knowing how to use them to battle against superior opponents. When you fight someone stronger than yourself, you more easily notice their weaknesses, realise how to use your existing weapons against them and even become more agile in action and word in making use of what you have more skilfully against them.

**Numbers Over Power- 400**
The armies of man may not be what they once were but what has been lost in quality might hopefully be made up for in quantity. The people, ships and factories under your command capable of producing materiel or objects will begin to do so faster the more of them that are under your command at once, though they will still need all the normal resources to create what you want them to make. Just a few hundred workers in a single factory you own might only see an increase in the single digits of percentages over their normal work rate but if you were a commander placed in charge of an entire military production base, with dozens or hundreds of individual factories, you could see as much as ten times the normal speed. An entire planet under your command and you might be churning out entire armies' worth of ships in just a month or two. Hopefully that wall of metal will stop the terrifyingly powerful Space monsters.

**New Age of Light- 600**
The dark age of mankind is no longer. The knowledge to recreate the great god machines of legend has been reborn in your mind. The entire technological base of humankind prior to its fall has been imprinted on your mind. You have the knowledge and skill to recreate the Buster Machines, from those the Topless make use of to the legendary single digit Buster Machines. Spaceships that can travel across the galaxy or technology able to warp physical, space and even time itself. Much of this technology may require an extreme amount of resources to create, advanced facilities or lengthy time schedules, but you will at least be aware of how to build the tools and facilities you will need to create such wondrous technology.

# Items

All 100CP items are free for their origins and other items are discounted for associated origins.

**Buster Machine- 300, Free for Topless**

The great defenders of mankind are the Buster Machines, humanoid vehicles that can warp physics and output immense amounts of destruction. Each mecha is intelligent and aware, as Buster Machines are sapient bio-mechanical creations. They do not age and many have protected humanity for thousands of years by now, giving them vast stores of battle experience. However, much as they might desire to protect mankind, they require a Topless wielder to move, drawing power from their wielder like a battery.

What can a Buster Machine do? While most of them have specialisations, all share certain abilities. All Buster Machines can move and fly, even in space, at relativistic speeds and have weapons, both their fists and their guns, which can destroy mountains and cities with relative ease. They're incredible tough and can keep fighting even after losing large sections of their own bodies. All Buster Machines possess a limited ability to warp physics that allows these high abilities and also gives them a special ability. Your Buster Machines special ability, called an Exotic Manoeuvre, can be almost anything, from merely having access to big laser guns of terrifying power to being able to fire beams of cold temperatures that reduce things to minus one trillion, two hundred million degrees to controlling all machines in range of your sight to even warping space-time to teleport across the solar system. When active, this special ability is likely to cause some strange warping of space around your Buster Machine.

As a Topless, you will gain one Buster Machine for free, likely one of the later models. It will have a good few decades of combat experience to help you pilot it and will communicate with you mentally when it or you feel the need to do so. If you are not a Topless, you may buy a Buster Machine for 300CP but you will not have the innate talent a Topless has with their Buster Machine. You will still be able to pilot the Buster Machine but will be unable to access its' special ability and will be significantly weaker.

You may import an existing mecha into this option for free, though it will only have the limited version of what a Buster Machine can do unless you are a Topless.

**Villager**

**Exo Machine- 100**
It won't be taking down any Space Monsters but this mecha suit is pretty good for factory work and light combat. The Exo Machine is about the size of a small truck, a humanoid robot suit that will allow you to lift heavy objects and fly at a few times the speed of sound. It's able to work in space and give you life support for a few days at a time but it has very limited weapons, with only a single gun and electric baton.

**Adult Work- 200**
Not everyone can be a space pilot. You've got a business of your own that supports you rather than leading some fantastic space adventure. A bar of some kind or maybe a café or florist shop. It's a sizeable store and brings in more than enough money for you to live a comfortable life and only requiring minimal work from you to continue running. It's got a comfortable if small apartment in the back or above the shop too, just in case you don't want to live too far away from the workplace. The shop, even if in the middle of a warzone between monsters and mecha, will never be destroyed nor lose out on business. Somehow.

**Interstellar Taximan- 400**
Just because you don't have a ride now doesn't mean you can't get where you need to be. When you find yourself lacking transportation, a friendly balding man will always somehow pull up with the right kind of vehicle, even if it's not the fastest. Stuck on a lonely road, many miles from the nearest town? He'll appear in a sturdy old truck to help you out. Stuck on a space station and need to get over to a moon, with the station set to explode soon? Your weird friend will be there with a middling space craft to cart you off just in time. Even if he gets hurt or killed, it won't stick for too long.

**Buster Legion- 600**
The Space Monsters that humanity battles against aren't really Space Monsters. They were originally a massive defence system created by ancient humanity to fight off the true Space Monsters, the beings known as Gravity Wells. Alas, the Fake Space Monsters eventually started to view humanity as a threat, due to the development of the Topless as mankind evolved to a new species, and began to attack them. Well, not all did. A few thousand Fake Space Monsters remained loyal to humans, somehow coming under your command recently. While none of them are cruiser class, a single one of these artificial creatures could wipe out a ground base human army with ease or even take on a Buster Machine and win. They'll produce more of themselves over time, so long as you provide them with resources to do so and keep them from being destroyed.

**Topless**

**Solar Slush- 100**
Humanity might be limited to just their native solar system but that doesn't mean there isn't a vast array of fantastic sights to see and delights to taste. Thrice a day, you are able to summon up a grand feast, complete with table and all needed utensils, that could feet a dozen people easily. This feast will be drawn from random ingredients and meals from across the solar system of this world, all expertly prepared and suited for each other. Each meal will be randomly selected, unless you choose to resummon something already experienced through this feast. In future worlds, your feasts will be drawn from the available setting of the current world instead.

**Fast Food For Fighters- 200**
Buster Machines can really hog down all that ammunition, especially when fighting an entire horde of Space Monsters on their own. To combat this, the Fraternity has set up mobile resupply stations at various points to get any Buster Machine stocked back up. This network is quite expanded for you, ensuring one of these stations and a friendly operator is nearby for you whenever you run out of ammo for anything short of a super weapon. If your personal firearms or even the normal weapons on your mecha run out, a resupply station will be no more than five minutes away and be able to fill you back to full. But that one shot super weapon your machine carries around will have to wait till they're back at base.

**Fraternal Station- 400**
Across the Solar System, the Fraternity makes use of various giant space stations to provide separate living spaces for the Topless from the sometimes hostile humans and to maintain the Buster Machines. These space stations measure around five kilometres across and hold entire biomes such as forests or beaches within themselves. They also have large hangar bays that can easily store over two dozen Buster Machines and do both repair work and even upgrades, provided a person has the requisite technical skill and knowledge to do such things. The station is capable of moving at Faster Than Light speeds with a bit of preparation, allowing you to relocate across the solar system in a few days at most. Your own space station may not necessarily be part of the Fraternity but it will follow you to future worlds. Some small transport ships come with the base to allow for surface-to-orbit transferrals.

**Circle of Friends- 600**
The leaders of the Fraternity are a seemingly unaging pair of Topless known only as the Twins. Part of the reason the Topless hold the position they do despite the suspicions some have of them is the immense amount of pull the Twins have in the political and military circles of the solar system. Similar to those two, you are the head of a circle of friends, allies, spies and contacts that gives you an absurd amount of influence over politics and military matters within the solar system. At the limits of your influence, you could requisition the use of entire battle fleets or have terrible war criminals pardoned for their actions. In future worlds, you will have a similar level of influence over the largest governing body in your starting area, though this will not be less than influence over a single world.

## Space Force

**Bunny Suit- 100**
A cute suit designed for space operations when mecha are unavailable or unwieldy. This person size spacesuit has two bunny ears on top and despite the simple appearance, is highly advanced compared to modern works. The suit protects from all the ravages of space, can support its wearer for a full week if needed and travel at great speeds in an emergency, though it remains a little bulky and clumsy to use compared to moving around normally.

**Rank- 200/400**
Previously you were just a grunt in the Space Force. An ordinary bloke out to do right by his species. Now you've got a bit more power and a bit more responsibility. The first purchase will make you a Commander of the Space Force, entrusting you with your own ship and command, likely having you work as back up to the Topless or performing guard duty on one of the populated planets or ships in the solar system. The second purchase of this, also discounted, will instead put you as one of the top generals of the Space Force, at least in command of an entire battle fleet if not one of the chief decision makers of the entire military. Perhaps you could intercede on some of the more reactionary choices High Command can make. In future worlds, you will share a similar rank in the military of your birth country.

**Space Whales- 400**
Some of the most advanced ships to come out of the shipyards of humanity in recent years, the Space Whales are mechanical creations that move with the grace and fluidity of a living organism. Each Whale is hundreds of meters long and equipped with over a hundred powerful laser cannons and almost as many missile pod launchers. A single barrage from one of these could turn a city into a crater and the fleet you have access too might even be able to put down a big Space Monster. The Whales, of which you have eight, come with a veteran crew for each of them.

**Eltreum- 600**
One of the marvels of humanity's distant past, this 70 kilometre long ship is an achievement of science and military firepower. A similar ship is currently in the solar system, having been repurposed into a space-borne city home to millions of people. The Eltreum is powered by pure mathematics and piloted by a large number of psychic porpoises that live in aquariums within the ship. It has access to over ten thousand RX-7 machine warriors, the same model once used by the long lost hero Nonoriri. The ship also has powerful laser cannons and missile arrays spread across its frame, along with the ability to travel at speeds great enough to go from the Earth to the centre of the galaxy in just a few years. The ship already has a crew of several tens of thousands of expert members, more than enough to man the ship and who can live self-sufficiently with the ships systems.

# Companions

**Import- 50 per**

For every 50CP you spend on this option, you gain the chance to import one existing companion or to create a new original companion to take along. Each companion gains one of the free origins, all associated freebies and discounts and 600CP to spend on perks and items here. They may also spend their points on getting the Topless origin instead of a free origin. You may transfer CP to companions on a 1:1 basis though this is done separately for each individual.

**Canon- 50 per**

Each purchase of this option will give you the chance to gain one canon character from Diebuster as a companion. Each character you choose will be ensured of meeting you several times in this world, each time in a way that puts you in a favourable light. You must still convince them to come with you but you will find it easier with this.

# Drawbacks

You may take up to 600CP from the following list.

**Dodo Head- +100**

Dah dah dah dah, dah dah dah dah. Oh, what was going on? It looks like you lost track. Silly girl, aren't you? You're not much in the intellectual department anymore now that you have this. You might still be capable of great empathy and surprising insights into the hearts of other people but attempts to make complicated plans, figure out common sense stuff or just do more than basic math problems? Eh, you should probably get a friend to help you out.

**Space is for Assholes- +100**

Why is that girl acting like such an enormous prick to you when you just saved her and let her achieved her dream? Probably because not a single damn person here has any respect for you. Everyone looks down on you and while they'll accept your help if they need it, don't expect them to ever thank you or treat you better for it. People will be mean bullies and even your friends will turn into total dickheads, though they'll still protect you if you get into danger. Who knew space was filled with so many cunts?

**Bottomless Fear- +200**

There are many among humanity who suspect that the Topless are not as good for humanity as they are touted to be. In fact, they believe that the Space Monsters only attack humanity because of the presence of the Topless. In a way, they are right, as the slow evolution of Homo sapiens into the topless are causing the Space Monsters to see humanity as a target. While this isn't known, the hatred some have for the Topless is. Topless or not, you feel a much wider spread version of that fear and suspicion as all of your peers, wherever you go, feel that you are not to be trusted and that you ultimately bring nothing but harm to those you are allied with. At best you will be an outcast able to get by on virtue of the sheer power you might bring to the aid of others and at worst, you may be treated as a criminal and hunted.

**Onee-Sama!- +200**

Like Nono and Noriko before her, you have found your Onee-Sama. An older girl who appears to naturally excel at everything she tries her hand at, you've become obsessed with being that girl's friend and joining her on her adventures. Sadly for the both of you, those adventures will guarantee that the two of you get into one dangerous situation after another. From climactic battles against Space monsters to dangerous missions of political intrigue within the solar system, you'll be pitted against many foes. On the upside, your Onee-Sama is genuinely skilled at most things and will quickly bond with you. You do need to keep her alive throughout your stay here to successfully leave as failure to do so will result in an end for good for you.

**Expiration Date- +300**

Topless don't remain topless forever. Most lose their powers as they become adults, usually joining the Space Force afterwards or becoming part of the support teams for currently active Topless. This is called expiring, as in hitting one's expiration date, and it appears you've hit your expiration date very hard. You've lost access to any special powers you have and cannot even use special technology that would break the laws of physics of this world, be it Topless tech or something from another world. You'll still have access to any skills, knowledge or physics-compliant technology to this world that you already have but you'll need to really use it well to contribute to the fight now.

**Space Fly Wire- +300**

If you thought the Topless got themselves into trouble, you'll soon learn what trouble can really be. Similar to those people, you draw Space Monsters towards you as they aim to destroy you. Unlike the Topless, you extend this effect across a much, much wider area. You'll almost constantly have at least one Space Monster present, if not hundreds or thousands of them. During any events like the Jupiter Run, where tens of thousands of Space Monsters collect together, they'll instead aim to come after you. And god forbid if anyone successfully manages to awaken the True Space Monsters sleeping in the Solar System, as they'll make a beeline for you.

# Ending

Your time in this world has come to a close and with that time ending comes a new choice to make.

Will you Go Home to your original world?
Will you Stay Here in the world of Diebuster?
Will you Continue On to a new world and new adventures with it?

## Notes

Special thanks to my darling NuBee. I'd call you Onii-Sama but while fitting to the series, that'd be just terribly embarrassing to say. Wahahaha!

Post Jump, you will regain any Topless powers lost if you took that origin and will no longer lose your Topless powers because of age.

You may take your Onee-Sama as a companion at the end of the jump if you took the drawback.