MOBILE JUMP GUNDAM

Good job making it out of Basic- you're heading straight for a battlefield one way or another. Welcome to the wonderfully schizophrenic universes of Gundam- get used to it, you're staying here for 10 years. Of course, you won't go without requisitions- but we can't have you ~~completely supplant the protagonist role~~ get yourself killed by inexperience, can we? (Of course we can, but that would make for a boring tale to have the main character die 14 minutes into his first skirmish, wouldn't it?) In order to have a decent chance to survive the many, many wars that happen over Gundam's many, many universes, you are now the proud owner of **1000 CP**, which will be spent on you & your Mobile Suit/Armor/Fighter. No, there is not a choice to go without one of these machines- if you didn't you'd have a lot less chance to make a difference/die horribly and alone.

Section 1: Century

This isn't the type of century as in 1000, 2000, 3000, etc. but instead dictates what series you're going to spend your time in for the next decade of your life. Roll 1d8, you may start from the beginning of any of the series that take place during that period. 100 CP to pick your poison.

1- **Universal Century**- (Series- *MS-IGLOO, Mobile Suit Gundam, 08th MS Team, Zeta Gundam, ZZ Gundam, Char's Counterattack*) Congrats, you're heading to the world of Amuro Ray, Char Aznable, and Shiro Amada- also home to the Newtypes, who can dominate the sphere of Mobile Suit combat with mental prowess. Expect a lot of silly designs, Zeon attacks and Acguys.

2- **Late Universal Century**- (Series- *Unicorn, F91, Crossbone, Victory*) Zeon's collapsing, and now a bunch of upstart warlords want to get a piece of the fallen force's territory. The Earth Federation isn't going to have any of that. Later a force called the Jupiter Empire will establish itself, and a counter-force called the Crossbone Vanguard will step up to oppose them. Technology has improved since the earlier events, but it's still a deadly battlefield.

3- **Future Century**- (Series- *G Gundam*) An alternate universe- the first in Gundam history- where war is staved off by using Earth as a simulated battlefield for a tournament by the ruling elites of Earth to decide who heads the council for 4 years. You will start close to the beginning of the 13th Gundam fight, with the previous 4 years being headed by Neo Hong Kong.

4- **After Colony**- (Series- *Mobile Suit Gundam Wing & Endless Waltz*) A time where Gundams are piloted as the primary arm of the colonial resistance effort- a bloody, bloody time in the history of this universe. At the end of this universe's timeline, all Mobile Suits are destroyed.

5- **After War**- (Series- *After War Gundam X+ Under The Moonlight*) Only 1% of Earth's population survived after a mass of colony drops decimates the planet. The New United Nations Earth Committee (New UNE) attempts to unite the planet after Nuclear Winter and bring a semblance of rebuilding to the 98 million survivors of Earth.

6- **Advanced Generation-** (Series- *Mobile Suit Gundam AGE)*- 3 eras, 3 protagonists, an overall feeling of bile covering a sometimes dark story. Pick Flit, Asemu or Kio for your starting era (those are in order), and know that the AGE device and the A it leaves on its Mobile Suits marks the spot. Death to Vagan/Vegan.
7- **Anno Domini**- (Series- *Mobile Suit Gundam 00 & derivatives*) The only timeline specifically stated to be in our timeline, about 300 years in the future. The Global Fuel Crisis ravages the world- a force called Celestial Being is formed by a ideologist's plan to end global conflict for good. The GN Drives are made to give Gundams an edge in combat. A whole mess of shit happens.
8- **Free Choice**- Lucky you, Jumper. You get to pick any of the different timelines that encompass the Gundam meta-canon. You can even pick something that wasn't listed here, like the Correct Century (*Turn A Gundam, Gaia Gear*) or other such.

Section 2- Identity

Well, you can't exactly just be shunted in without doing a bit of modification to fit. You know the drill- 50 CP for the purposes of shunting your age around or getting a gender swap. Roll 1d8+13 for age, Gundam Pilots tend to be kind of young for some reason.

(Free)- **Drop In**to the cockpit: You appear out of nowhere on the Earth or other main living center of the series with nothing but a fully-paid flat, some cashmoney and apparently a license to a Mobile Suit on a nearby base. You have no memories of the world, but your mind is your own- no friends and no enemies. You're a flighty little bugger in combat- never staying on one tactic, never giving your opponents a chance to figure out what you're doing. You're the Fool of pilots- you don't think, you don't fight smarter OR harder- you feel.

(100 CP)- **Normal**: You are a completely average and normal pilot, faction is your choice. You have no enhancements or abilities but have put a whole hell of work into trying to match your universe's advancement of humanity. You may have failed in that regard, but your team appreciates the effort. You are liked, have a few friends among your faction (none that would give you special privileges, but decent enough buddies) and are very skilled at your job. You may not have the talents of an Abnormal, but you're basically a perfect soldier- drilled, composed, intelligent and pragmatic. You fight smarter, not harder. Training your skills comes natural.

(200 CP)- **Abnormal**: Newtypes, X-Rounders, Innovaters, whatever the universe calls it, you're something different from the norm. In general, you have a limited arsenal of what we might call 'psychic powers' such as telepathic communication with other Abnormals, increased intelligence and so on so forth. However, where you really shine is Mobile Suit piloting. You are a devil when it comes to maneuvering the humanoid machines, and it takes quite a bit for a Normal to compete. However, no matter your faction you are quite scrutinized and hated for your natural talents, and you might find yourself getting a big head if you let your natural finesse go to your head. You rely on your talents and fight smarter, not harder. You'll have to get past your own mind to actually begin to train your skills.

`-(+200 CP)- **Cyber-Abnormal**: Hey, congratulations kid- you get a fancy new set of powers for basically nothing! Oh sure, since you didn't develop them naturally you don't have as good a grasp on them as natural Abnormals, but I'm sure you'll get past that. Also the treatments may have damaged your brain in the 'made you a mentally and emotionally-unstable wreck that can't control his/her own powers sometimes' sense and may make you act a bit immature (or possibly more mature and cold then you actually are), but nothing's perfect! You're kind of a nut in combat. Like the Drop-In but more obviously insane. May or may not have clones of you running around. (NOTE- Cyber-Abnormals count as Abnormals for the sake of discounts and freebies.)

Section 3- Abilities

100 CP Section-

Commanding Presence (Discount Drop-In)- People sometimes are like animals, and like animals they tend to respond better when shouted at. Orders are something that just comes naturally to you- even an asshole will at least give you a slight ear to hear your words, and they'll be more inclined to follow you. Squads, ship crews, armies- all those and more can follow your orders as long as you know how to talk and push them along.

Surgical Skill (Free Normal)- When it comes to piloting you favor skill over brute force. You can dance around point defenses, parry and toss simpletons coming at you with great swords and simply dodge out of the way of the Giant Beam of the Week. This also somewhat extends to yourself- you become quite agile and, flexibility allowing, can pull off a few varieties of gymnastics. It may come in handy someday.

Natural (Free Abnormal)- You have the basic suite of Newtype-like power, psychic abilities and such. You take to your Mobile Suit like a second skin, and while most pilots would have to formulate a strategy you can fight simply playing by ear. If you are someone other than an Abnormal, then you also gain these effects- but at a lower effectiveness due to your fake/artificial/simply-not-a-Newtype nature.

Space Orchestra- Before you would have heard music playing anyways, but this gives you access to the track mixer so to speak. You can flip around the music playing; even switch image songs from character to character. (Granted, Char is going to be very pissed if you make 'Barbie Girl' his theme song.) As you can garner from that statement, music doesn't have to be from the series, or even from Gundam itself. Make '*Words As Weapons'* your theme for all I mind.

300 CP Section-

Spammer's Delight (Discount Drop-In)- So, studied in the Yamato school of MS piloting did we? Firstly, you know to some extent how to disable enemy robots without killing their occupants (this doesn't fall under Flexible since this way of fighting can get you killed easier), but you really come into your own with ranged weaponry- you almost have a 6th sense for firing lasers, and to an extent can, in-fact, 'beamspam'. Unlike Jesus Christ, however, beamspamming will usually kill everyone you spam- sometimes people you didn't even mean to kill!

Flexible (Discount Normal)- You, unlike many other pilots, do not have a set technique. You can adapt to almost any pilot, even Abnormals given enough time and experience with their own technique. You can still be caught off-guard, but every subsequent attempt to catch you unaware will be less effective up until you can use the opportunity as a free shot at them. This also helps your fight if your Mobile Suit has swappable weaponry and functions of some kind.

Twinkle (Discount Abnormal)- Your abilities (or skills, if you aren't Abnormal and pick this) extend even to your Mobile Suit. Even if it's a Zaku I or a Big Zam, it can roll, flow and dodge to a much greater extent than what you would expect- it also can seemingly dodge anything if you actually have around a second to see it coming. That is dictated by a flash/twinkle coming off your Mobile Suit's forehead. (Or its eye(s), if it has a bare forehead. You don't get the effect if you're not an Abnormal.)

Why Doesn't Anybody Stay Dead Anymore?- Now they do. If you observe someone's supposed death, they will actually die without escape or reprieve of any kind. However, this is uncontrollable- the same details go for if you see a protagonist seemingly die. (Except for one- you get 3 guesses and none of them count.)

600 CP Section-

Beyond the Grave (Discount Drop-In)- Ghosts are a strangely common thing in Gundam, and can be linked to the powers of Newtypes and their AU-kin. You seem to be a supernatural magnet for these apparitions- anyone of Abnormal status your Era and anyone close to you that has died in past universes or will in future jumps, anyone that fits that you can (not reliably, but when you really need them) call upon to assist you- targeting assistance, emotional comfort, creating ghostly afterimages, those are some of the things they can do. In addition, they will do this on their own if you are in a terrible situation or about to die and try to help you survive. For some strange reason, if they were known for piloting a mech or vehicle they will show up in that craft.

Superior Genetics My Ass (Discount Normal)- Newtypes should fear you, for you are their worst enemy: someone they can't read, someone they can't simple power over. Against those that are supposed to be the advancement of humanity, you show that humanity still has a few natural-born heroes among them. After this jump, this also applies to anybody who is supposed to be more powerful than normal humanity could ever be, but at a slightly lower extent.

Mobile Engineer (Discount Abnormal)- Normally, a pilot would be expected to leave the manufacturing of their Mobile Suit to the engineers and focus on actually piloting the things, but you aren't a Normal anyways. You understand what has to be done in order to make a Mobile Suit combat-capable, and you can break the square-cube law to an extent to make a design functional. This also reduces the cost of all Mobile Suits by 200 CP.

Companion Import [Variable CP Cost]- This is the obligatory option to get your collected buddies in here with you. Pay 100 CP for 1 companion, or 300 for 8 of your choice. They will start out as Normals or Drop-Ins, but if you want something different pay a flat 100 CP to pick and choose any of your imports (up to all of them) to upgrade to Abnormal. All companions gain 600 CP to purchase things- they still receive discounts but cannot take complications. They still get free Prototypes, and do not have to purchase them.

Section 4- Gear

Freebies: Pilot Suit (In your choice of color), Hangar

HARO (Freebie Drop-In)50 CP: You now have a Haro in your choice of color. It can either be a full-sized unit (big enough to use as a very inefficient pillow or footrest) or a scaled-down version that can be held in two hands. Either way, it is very friendly and is capable of limited speech (tends to repeat sentences). It also can 'fly' in low/no-gravity zones by flapping its hatches and can walk- it also has hands. If it or a Mobile Suit was sufficiently modified, it could technically be used as an AI unit for the MS.

Sidearm (Discount Normal)100 CP: You may select a weapon, either an officer's sword or a high-power pistol to carry with you. You are authorized to carry the weapon and nobody can strip you of your weapon except under certain circumstances. You may also import any weapon to this; carry around an HF blade with no-one caring!

Enhancer (Discount Abnormal) 200 CP: You have some sort of device, whether it be a helmet, bracelet or other form of accessory, that enhances your powers to a good degree at the cost of causing chronic migraines, eye strain and nose/ear bleeding at minimum. Overuse could lead to a brain aneurysm or worse. This device also works for Normals (and Drop-Ins), giving them less powerful pseudo-Newtype powers, but at the same cost.

Fancy Dress 100 CP: You have a collection of both generic and faction-appropriate clothing that looks good on you no matter if you're a great big Armstrong, a lean teenager or a very good crossdresser.

Section 5- Mobile Suit

Here's the section you all came here for probably- now is time to see what giant robot you'll be tugging around for 10 years! (I'd suggest using the wiki for this, general jist is Mook='Mass-Production', Limited-Production is exactly as stated on the wiki, Prototype as well. Protagonist is any suit used by a main character.) If the suit is not from the universe you are in, add +100 CP to the price.

Free- Prototype Suit: The Astray Red Frame, the Gundam Dynames, and etc. These suits are few and far between, but they'll serve you very well. However, they're easy to pick out of a crowd and if you happen to pick a suit which only had one made you'll get a lot of weird looks as to why there's another one running around.

200 CP- Limited- Production Suit: The Gundam Ground Type and its ilk. Made in lower numbers than Mook Suits, they can actually do a few things out of the box and without modifications.

400 CP (Discount Abnormal)- Protagonist Suit: The Zeta Gundam, the Strike Gundam, the Victory Gundam. These were piloted by the main protagonists of the series, so you know they're good considering they aren't dead yet. You are going to get hell raining down upon you if you're mistaken for them though, and if they meet face-to-face it'll get awkward very quickly.

Or just cut the middleman out with this option below!

600 CP (Discount Drop-In & Normal)- One Of A Kind: There are no examples for this section, because this option grants you the ability to design your own completely original Mobile Suit for your romp here. Unlike the copies of the prototype or protagonist suits above, this will not make anyone bat an eye more than they would at a new Gundam showing up.

Section 5.5- Mobile Suit Upgrades

Mobile Engineer grants 2 upgrades of up to 400 CP free, while One Of A Kind suits get a 50% discount on every upgrade. (One Of a Kind suit discount does not apply with Build Fight!)

+100 CP- Civilian: As it turns out, your suit isn't exactly designed for combat-use first. Your suit has lighter armor, no guns and only a melee weapon if it fit its job. (Pickaxe for a miner, claw for construction, etc.) It's also a bit slower and painted in hazard stripes and emergency-orange.

+200 CP- Energizer: Usually Mobile Suits have some sort of reactor or similar device to keep them operating at peak efficiency until they get killed by the protagonist. Yours…doesn't. In fact, it runs off of batteries- prolong a battle any longer than nessecary and you could find your suit quickly goes from 'Mobile Suit' to 'Stiff Coffin'. (If taking FUKUDA, take for no points.)

100 CP- 3x Faster: Not exactly that much, but this nice coat of completely normal red paint will make your MS quite a bit faster. It has to be red though, it doesn't work if the paint doesn't show.

100 CP- New Armament: Now your suit's gone from bare-bones to totally tacticool- you may arm your MS with all sorts of weaponry. Please note that giving yourself a Buster Rifle will not ensure success- you are not Hiro, you are not going to be facing Leos all the time. Also note that while Beam Magnums and Super Destroyer Rifles are powerful they have shit for capacity, so you're going to want some form of old standard to fall back on.

200 CP- Armored: Your suit now has hardpoints to attach armor onto, like the Duel Gundam's Assault Jacket or the Gundam Alex. This armor slows your suit down but has more hardpoints for weaponry (good if you run out of charge mid-battle) and soaks some damage before it hits your suit's actual armor. It can either be more powerful but has to be taken on and off in a hangar by special equipment, or less powerful but able to be discharged and blown off in battle.

200 CP- Mobile Armor Mode: Exactly what you think it means, from a zippy space fighter to a grinding tank to even a beastial form, your suit can now turn from a Mobile *Suit* to a Mobile *Armor* form. You may take more than 1, but every transformation beyond the first strains the design and performances of your systems, causing decreased performance and a noticeable drop in armor quality.

200 CP- Core Block System: Your MS is now built around the Core Block System- basically, instead of climbing into the suit and launching out, you get into a small fighter and fly out before 2 frames carried by other small ships combine with your Core Fighter. It makes for a very good way to quickly replace parts on the battlefield, and if things go to shit you can always ditch the frames and fly away to safety. The Core Fighter doesn't have any weapons, though- it CAN dock with the systems given by the Variable Weaponry perk, though why you would want to instead of putting it on your suit is beyond me.

300 CP- Melee Speccing: Your suit has taken a new step towards close-combat, a very effective step indeed- whether this be from a specially designed melee weapon (Red Astray's *Gerbera Straight*) or a technique of some sort (Gundam AGE-1's *Titus Wear Parts*), your suit is able to outclass any other non-specialized suit in melee combat. This comes at the cost of some of its ranged game, as slashing and punching are much different from shooting. (Free- Future Century)

300 CP- Ranged Speccing: Swords? Axes? *Meteor Hammers?* Absolutely barbaric- you on the other hand, know of a more civilized weapon, for a more civilized era. Well, you're missing the 'era' part but your suit is pretty much capable of pulling a Lockon Stratos and blasting anything

away that can't reach it. On the other hand, the targeting systems in use here tend to go haywire in melee combat and reduce its effectiveness. (+200 CP- Future Century)

[Melee Speccing + Ranged Speccing]= Combat Full-Tune: Through careful balancing, the suit is able to switch its systems from melee to ranged modes in order to deal with corresponding foes at corresponding ranges. Though it may come at the cost of a negligible decrease in overall performance, it's really just worth it to have such a wide berth of combat options.

300 CP- Bits & Pieces: Your suit is equipped with controllable pieces that fly off and shoot lasers/stab into things remotely before flying back. They can be mounted on a wing, on a specialized holding rack or just slap onto the suit's frame itself if you're lazy like that. They really work best with an Abnormal- Normals have to rely on a Battle Computer instead, which uses the Bits more clumsily, at least in combat. (They won't smack into you or anything, but they might be a bit slow at turning and firing.)

400 CP- System Startup: Well now, you have 3 choices of handy-dandy upgrades- all of which garner benefits. First, the EXAM system- powerful, gives anyone Newtype abilities for 300 seconds and better control over their suit, may cause uncontrollable rage and mental scarring due to the usage of a tortured Newtype soul in construction. Next, the HADES system- all the benefits of the EXAM system (lowered power of Newtype abilities but much longer operating time) and none of the drawbacks, because it's packing its own- prolonged usage may/will cause extensive memory loss/memory degradation. Finally, the NT-D/Newtype-Destroyer system- same abilities (not as powerful, doesn't provide as much help in controlling the suit but can run for a very long time), no drawbacks. Really, I mean it this time- well, besides the fact that it's kind of jumpy. As in, when it detects an Abnormal it's going to turn itself on unless you're a powerful enough Abnormal yourself.

400 CP- Variable Weaponry: SEED had one thing going for it- many of its MS could be fitted with interchangeable equipment and weaponry for any problem under the sun (and some under the moon). Yours doesn't have to be backpacks- swap out arms like Super-1, maybe even replace the entire top of your frame. Any way you slice it, you have at least 3 'Packs' that can be swapped in a reasonable time in-combat.

500 CP- Trans-Am: To put it simply, these drives (that you fit onto your MS) contain green sparkly fairies. When shit hits the fan, these fairies get really mad, create a red-shift and make your suit go to plaid while crapping out green dust. For a 200 CP price reduction, you've got knockoff GN drives that crap *red* dust and aren't as good or as fast as the real deal. (Discount for Anno Domini)

500 CP- ZERO: This is a system, why isn't it with the other 3 down there? Simply put, this one has much, much greater consequences for things going wrong. The ZERO System takes visual

information out of the equation for the pilot by directly uploading battle data to the pilot- what to do, what will happen when he does that maneuver, upcoming attacks, things he should watch out for, the complete works. However, the direct-to-brain interface it uses tends to cause anyone without an utter stone-like will to start hallucinating the various actions and paths one can take, overloading the brain with math and causing temporary violent insanity. Also, don't start thinking of people you care about when you start using this thing. It goes badly. (Discount for After Colony)

500 CP- All-AGE: Yet another computer. This one isn't crazy-inducing though, it actually fits in the palm of your hand. Yes, you get to have a knock-off AGE Device (it defaults to the JUMP device). Basically, it's a handheld quantum computer and communications device in the vague shape of a smartphone, and it's used to activate the AGE System and Builder (the System itself collects battle data and logs it, the Builder is to an extent a self-learning constructor that builds inventions made from the collected battle data- mostly weaponry.) Research and Development Easy Mode. While not as powerful as the ones in-canon, in most cases the Builder can construct things faster than other methods, and with the System helping it with data it's able to improve objects to suit the data.(Discount Advanced Generation)

500 CP- Psyc(h)o: Finally, something other than a computer. This option outfits your MS with a Psycoframe (note the lack of an 'h'), like what the Nu or Unicorn has. This basically allows anyone with Abnormal powers to control their MS like it was almost their own body. Don't worry if you're not a Newtype, this comes with an Enhancer specifically designed to interface with the Psycoframe. Earlier systems required large psycommu systems, but yours is a Late-UC version scaled down to fit in a regular MS. Strange things happen when two of these come in close proximity to one another- the least strangest being the sharing of emotions. Synergizes really well with any of the System Startup-given systems. (Discount Late Universal Century)

500 CP- The Moon Will Always Be There: Finally, a gun- something simple to understand, right? Well, not really. You see, this gun is mounted on the back of your MS- when not in use, it adds to your boosters' power and makes you more maneuverable. When you actually want to use it like a gun, the Satellite Cannon is going to require a signal from the Moon to actually fire anything, and although it's capable of blasting an entire fleet to pieces with sustained fire its quite finicky when the transmitter on the Moon actually wants to send the signal. For convenience, you can ask it yourself instead of having to rely on a Newtype girl to do it for you. (Discount After War)

Section Final- Complications & Future

Bystander Syndrome- 100 CP: If you're a Normal, you suddenly find that you tend to somehow NOT kill the pilots of the MSs that you clearly blew up or end up swamped while the Newtypes clean-up easy. If you're an Abnormal, you find everybody that isn't one of you really, really hates your guts simply for being 'better' for them. Yes, even if you suffer catastrophic failure they're going to complain.

The 'Guy' in Acguy- 200 CP: Hope you like Mook suits, because you can't purchase anything better for yourself. Good luck trying to acquire one in-jump.

Jumper's Counterattack- 300 CP: Congratulations, no matter where you start in Gundam's tangled universe you're on the side of the bad guys- you know, against the guys who have plot armor, plot Suits and basically survive in order to keep the plot moving? Good luck.

Screams of a Million- **300 CP**: Hooray, your Newtype empathy now extends to everyone in a 75 mile radius! Even if you're not an Abnormal, you gain a Newtype-style empathy! At the cost that all you can feel is people's pain and suffering. Which means that every time you destroy a mobile suit you'll feel the pilot's pain, and if there's a colony drop that happens the general area there's a not-120% chance you might have severe psychic scarring.

Eternal Rival- 300 CP: Congratulations, you seem to have a particularly violent form of stalker after your head. You have a Char to your Amuro, an Ali Al Sarshes to your Setsuna, etc. For +100 CP more, actually choose one of the characters from your Century to be your rival. The Original Generation Rival will be a very difficult foe and will probably keep you on your toes for the entire decade. The In-Universe Rival will probably hand out defeats and similar like candy until around the 9th year or so. Either one will never give up trying to take you down; though with effort on your part the rivalry can go from hatred to 'friendly' so to speak. It'll take the good part of 5 years though.

Stand Up To The Victory…- 500 CP: …everyone around me is dying, holy shit! Tomino seems to be in another one of his moods, because people around you are going to drop like mayflies- even more than in Victory. Friends will die, friendly rivals will die, enemies you just made peace with will die, and anyone you attempt to waifu will probably die as well. You might be able to prevent said deaths for a few people by protecting them constantly, but they don't know that the universe is out to get them and may eventually think you're being possessive.

F.U.K.U.D.A- 600 CP (Takes 2 Drawbacks): Why is everyone's eyes huge and mouths so tiny? Why is the main character being held up as a non-lethal Second Coming of Mecha-Christ? Why is there an Idol here, you aren't in Macross? …oh, that's why. Yes, now you're stuck in the *SEED* universe, and events here are strangely a lot harder to change- it's almost as if there's an active force against you in this world. In addition, you will always be in Kira Yamato's shadow unless you manage to somehow kill him, in which case then everybody in the universe will hate you. Good luck staying sane, Jumper.

Extreme Dream- 600 CP (Takes 2 Drawbacks): You seem to have another stalker, Jumper. Around twice every year you'll be approached by a strange white-blue suit and attacked- it never seems to die even if you swore you killed it. That, my friend, is the Extreme Gundam, piloted by –ex. (And voiced by GACKT.) He's an AI, and every time you fight him he collects data about you- and right before you leave, he appears once again and drags you into his personal nanomachine-constructed arena. To leave, you must defeat him while he's using a Phase (giant armor suit that he slots into with gimmicks) based on everything he's learned about you. He will exploit your every weakness and cannot be reasoned with.

Space Runaway- 900 CP (Takes All Drawbacks): 2 years into your stay in any universe, a very strange discovery will be made in an asteroid- an extremely large Mobile Suit, in red and white! Oddly enough made up out of separate vehicles, whatever faction opposite to yours will gain control of it. If nothing is done, by year 5 it will be put into service- its sabers are able to extend to a near infinite length, its beams can core straight through a Side and it can punch a battleship to pieces. However, the Ide inside already has judged humanity, and if you cannot stop it by your last year, it will rain down the apocalypse on Earth- if still nothing is done by now, then every able Mobile Suit will be mobilized against it, and the combined forces of all factions will defeat it. However, if this is allowed to happen, then the explosion will start to grow- first consuming Earth, then the Solar System, then the entire universe. You will obviously lose if this happens and be sent back to your world- pray that the ***Space Runaway Ideon's*** explosion doesn't reach your universe.

NOTES-

No, you cannot take the Ideon for your own- the Ide will simply not allow it to happen, and would rather explode and destroy the universe. Granted, it wants to do that anyways.

The JUMP device also acts as a glorified car key for your MS.

All-AGE also gives you the JUMP system in your MS and the JUMP builder in your warehouse. As stated in the equipment, they're not as powerful as the main ones in-series, and it would take a very familiar knowledge of computers and technology to begin trying to modify them.

The AGE Builder works better if it has data to work off of- you *can* just give it a blueprint and 'Improve', for instance, and it will attempt to do so (seeing if ammo seems to be too low, power maybe isn't as efficient as it could be), but it works best in combination with the System as it bases improvements and new inventions off of the System's battle data.

Changelog- In order:

-Reconstructed Mobile Suit Upgrades section, redid Drop-In perks, added more drawbacks

-Various small things, added discounts on Mobile Suits

-Re-added companion import option, redid All-AGE descriptions to sound less shit

~~-Completely redid Build Fighters universe junk. Hopefully this doesn't cause the thread to erupt in a hurricrap.~~ Exised Build Fighters for the purpose of moving to a dedicated Jump.