BEGINNING:
So you wish for an adventure that will take you to the stars? Or maybe you wish to meet different aliens and fight them to literally take down titans? Maybe those don't appeal, and you merely wish to let the world know of your heart through song. Regardless, I'm sure you can find something in this space opera of adventure, excitement, and culture.

You'll be given 1000CP to spend.

STORY:
The world of Macross is an interesting and strange place, rife with different technologies! The majority of the series is influenced by an ancient race called the Protoculture (who were in turn influenced by the hive race known as the Vajra), which had created various races to fight for them in times of war. Among them were the Zentraedi, a race of genetically engineered giant warrior clones, and the Protodeviln, an attempt to succeed the Zentraedi but were possessed by other beings and broke off. After the Zentraedi rebelled along with a great deal of infighting, it seemed like the Protoculture would be wiped out.

It would not be the case, as one of their ships landed on Earth and genetically altered the natural wildlife in an attempt of colonization that did not occur. When the Zentraedi arrived and the ship activated on its own to destroy the scout ship, it sparked the first war that would be fought between humans an alien threats.

OverTechnology, the technology derived from the Protoculture ship, assists the humans in defending themselves from the variety of alien threats. But it is not the only method of defense, as culture shock can be quite effective along with the power one's heart may possess...

Whether fighting in the original war, or defending the colonies that explore space to find new worlds to inhabit, your role in this story is up to you.

LOCATION:
We're not quite going to be dropping you off at a location itself, rather dropping you off during a certain era. I'm sure you know the rules by now. Roll 1d8 to decide when you arrive, or pay 50CP to decide for yourself.

1&2- SDF Macross: You'll start where it all began! The human and Zentraedi war is in full swing this era, albeit there are attempts at understanding the enemy on both sides. Will you fight with weapons, or words? Either way, you're on Macross Island, the day that the SDF-1 fired its main cannon. Have fun.

3&4- Macross Seven: Space is often known as the final frontier, and you're going to find out why. This takes place 35 years after the original Zentraedi conflict, and the fleet is split into two sections, where you land is up to you. The main enemy here is the Protodevlin, essentially space vampires... so I'd be careful and watch your back.

5&6- Macross Frontier: This takes place thirteen years after the events of Macross Seven, but is in a different location. The enemy isn't space vampires, but a race of creatures called the Vajra. Conspiracies are afoot in this world, and who you trust will dictate many things during your stay here.

7&8- Free Pick: Oh my. Lady Luck has decided you need to forge your own path during your stay here, this should be interesting. Go forth with all of your heart.

IDENTITY:
Eager to see what this world has to offer, then? Let's get you started with the basics and determine who you will be while you're here...

Roll 1d8+15 for your age, along with keeping your gender. You may choose to pay 50CP to change both of these.

-Singer (Free):
+Your memories are your own; you have no additional personality or instincts affecting you
-You have no contacts, information, or allies to assist you in the beginning
You wake up inside a hotel room, with a list of choices you can take for concert options. Not very good ones, but you gotta start somewhere, right? And if you do well, you can potentially make it further! ...or not, you could choose to do something else as well. Either way? It's time to make your mark on the world.

-Pilot (Free):
+Increased proficiency with Veritech fighters and knowledge of multiple tactics
+Support from allies and the army
-Required to take orders from a superior
-May sometimes be ordered to do some gruesome thing
You literally wake up inside the cockpit of your Veritech Fighter, after you got caught sleeping. You're part of a newly formed battle group, comprised of both newbies and veteran pilots alike. It'd be a shame if something plot-intensive happened! Speaking of which, the alarms are blaring all around you. Hopefully you're quick on the uptake.

-Bridge Crew (Free):
+Tactical expertise as well as superb strategic planning
+Excellent situational awareness of surroundings and the battlefield
-Not a lot of combat experience and at risk if the ship goes down
-Guess what most sensible people target first?
You wake up in your chair, having fallen asleep after a long night of crunching down simulation data that you have been collecting on various pilots. It's a boring job, but someone needs to keep those space jockeys in line and keep an eye out on them. Plus you get paid the big bucks for this. It's a bit lively on the ship, maybe something is happening soon?

-Technician (Free):
+Skilled in understanding and maintaining various forms of OverTechnology
+Can easily maintain and upgrade Variable fighters single-handedly

-Hope you you don't mind being a side character
-Nerd
You're poked awake by a fellow maintenance crew member after you had to do an emergency job for one of the pilots. Pilots are always breaking stuff, so it seems like everything is an 'emergency' lately. Good thing you were woken up though, the supervisor seemed pretty irritated with something. A new shipment? Something unscheduled? Whatever the case, it looks like you have a busy day ahead of you.

-Cyborg Soldier (Free):
+Significantly stronger than most others
+You've got a lot more utility
-You've also got a bigger repair bill if things go wrong
-You know what they say about a machine being more complex
This is peculiar, and I would hope you stay quiet about your own nature while you're here. You're not all 'natural' anymore, being designed as a cyborg to infiltrate and report back to your superiors, who are using the conflicts to push their own goals forward. Whether you wish to follow through with their plans, or hijack it for yourself... or even blow it wide open, just be careful in how you do it.

RACE:
Woah, settle down there. You didn't think I'd let you rush off just yet, did you? Before we can decide what you're good at, there's still the issue of what you'll be. Yes, there's different alien species in this world, and you get to decide which kind! Well, at least in regards to a (mostly) humanoid species. Letting you be a giant bug thing may be a bit much.

-Human (Free): The most common race around! Humans have a whole slew of different cultures and opinions and viewpoints, which make them very complicated folk! You'll have access to the majority of technology with this, but at the same time you might be overwhelmed by all the enemies that seem to live large around you. But then, that's what they made Veritechs for.

-Zentraedi (200CP): You want to be one of the large ones, hrm? Well we can accommodate that! Zendraeti are a race of giants, with all manners of skin colors and hair colors that don't have to fit the human standard. They're not terribly used to culture and personal expression depending when you arrive, so do try to play it careful. To help you out, you'll even get a free implant that lets you micronize yourself and back at will. Also be sure to roll 1d10+10 to determine your height in meters. Yes, meters.

-Protodeviln (400CP): ...what? Wait, when did this happen. What's going on, wh-... oh. Well might as well roll with it. You're a member of a very strange race called the 'Protodeviln', which are more or less giant vampires in space. They can take the appearance of monsters, demonic-like forms, or even just vampire-like space elves. You can also fortunately use a special implant that lets you micronize to a smaller form, but your true form is 1d10+10 meters tall. You're also capable of draining 'spiritia' from other living beings, a sort of life force... to say nothing of being able to fight in the vacuum of space. However, keep in mind you're one of the weaker ones, so don't expect to be taking on entire space fleets by yourself.

SKILLS AND ABILITIES:
Now to get to the bread and butter of this little adventure. You've decided who and what you are in this world, now it's time to decide what you're good at, and what you can do. Just... be sure to have a good explanation for why you can do what you do. Oh, maybe this will be a neat change in story direction!

-Serene Sinatra (Free): You're no slouch in the singing department, that's for sure. You may not be popular idol material, but no one's going to complain if you decide to sing along to a song or randomly bust out a tune with a voice like this. Who knows, maybe you could practice and get a little better?

-Basic Training (Free): Piloting a Variable Fighter can be pretty complex. There's all kinds of modes and maneuvers to worry about... with this, you won't have to worry so much. You'll know which button does what, and you won't end up turning into a mech when you need a jet. ...but I reserve the right to laugh if you mess up anyway.

-Lyrical Repository (100CP) (Free: Singer): You've got everything that you need, right in front of you! Nothing's stopping you, nothing that you can't do when the world's in front of you! You can turn ANYTHING into a song, and you'll never have any issues when it comes to figuring out how to word your lyrics. With this you can even start singing right in the middle of a crowd, and make it damned catchy based on simply what's around you. You'd be perfect for a musical, maybe you can try and revive the genre?

-Graceful Reflexes (100CP) (Free: Singer): Let the rhythm move your feet! You know that for a song, a dance can work wonders to amplify the effects. After all, humans are not stationary creatures... and you're going to prove it! Your movements and actions can become more graceful at the flick of a switch, moving with the rhythm of any song around you... especially if you're the one singing it. Expect to turn the heads of any watching.

-Voice of Gold (200CP) (50% off: Singer): You are GOOD. Seriously, your voice could sway just about anyone, and is something no one will ever tire of hearing. Any song you sing will be that much better as a result, and you'll find social events working in your favor. Sirens would be envious of you, as your songs could inspire entire groups of people to go along with your message... even if the message is to fight.

-Heart of Gold (200CP) (50% off: Singer): There are all manners of emotions a singer can play to when they voice their song. There are songs meant to make others happy, songs to sadden others... songs to make people angry. Any singer who does not understand emotions is a singer doomed to fail. You have a good idea of how to sing your songs to invoke certain emotions, but you also can pick up on how people around you are truly feeling quicker than most. Life may be a show, but the audience is never to be ignored.

-Music Meister (400CP) (50% off: Singer): So not only can you sing well, but you can play your instruments REALLY DAMNED GOOD. You have the coordination to keep your singing up and play any instrument with supernatural skill so long as you don't need to breathe into it. Seriously, whether

running or jumping or dancing, you can play your instrument flawlessly. You're also fairly certain that if you altered the controls for a vehicle, you could drive it around with the power of music.

-Ravishing Rogue (400CP) (50% off: Singer): The song is the most important thing. The music keeps you going, the beats keep you high. It is ecstasy in audio form, and you will not give out until you are READY to give out. So long as your passion is in the song, your body is with the groove... you can push past your physical endurance and continue with your show. They will wonder how you could sing and dance for twelve hours straight, and it could easily be the stuff of legend. Just be sure you find a comfy place afterwards because you're going to crash hard... you can't get something for nothing, after all.

-Listen To My Voice! (600CP) (50% off: Singer): Oh. Well. There's people who can project their emotions into their songs, and then there's YOU. Your song, your dance, your entire performance... when playing music or singing your heart out, you're capable of projecting your charismatic sway to those witnessing or hearing your live performances. Sing about how you're going to kick their ass? They may well believe you're going to kick their ass and back off. Do a dance to demonstrate the beauty of the human form? They'll be convinced humans are special from your work. Better yet, the more charismatic you get, the more powerful this becomes...

-Listen To My Song! (600CP) (50% off: Singer): Spiritia is within all things. It is a life force, an energy that permeates... and like energy, it can be taken and given to others. You specialize in the latter, your voice so powerful that your very songs can restore and bolster this Spiritia within those who hear it. Those who were weak and empty can become strong and revitalized... you could even use this singing to ward off effects that would attempt to drain your life or the life of others. Music is the heart of culture, and you will not let it be stolen.

-Macross Missile Massacre (100CP) (Free: Pilot): When you absolutely, positively have to explode every enemy in space. This perk will let your Variable Fighter possess an abnormal amount of missiles... and more importantly, being able to fire a great deal of them. As a bonus, your multitasking ability goes up, letting you target multiple enemies quickly before launching the missile shower with a snappy one-liner.

-Get A Feel For Her (100CP) (Free: Pilot): Most people think it's as easy as just getting into a vehicle and moving. Philistines. A vehicle is an extension of the self, and it shouldn't be treated with any less respect. When you sit in the driver's seat or pilot's seat of a vehicle, you can get an idea of how it should move... and any potential issues with movement and performance will be noted quite quickly. You're a cut above, after all.

-Mind of War (200CP) (50% off: Pilot): Most pilots are concerned with surviving and making the opponent hurt. But you? You're so capable of making strategies for facing the enemy on the fly, it's uncanny. Dodging and weaving is second nature, and your adaptability is so great you can practically come up with new maneuvers right in the middle of battle. As a bonus, your body is trained to handle the stunts you might pull off.

-Eyes of War (200CP) (50% off: Pilot): Be quick or be dead. That what it comes down to when you're in a Veritech, in the vastness that is space or the killing area that is the skies... and to be quick on action, you

need to be quick on the uptake. Details that might seem minor pop right out at you, and you can notice if something's wrong with a battle much sooner than others would. This can let you pick up on suspicious activity and potentially react to it faster than you normally would... and those few seconds could be the difference on whether your head is still attached to your neck or not.

-Killing Kaiser (400CP) (50% off: Pilot): There's fighting, then there's actually getting into a fight. Most 'pilots' think it's all about speed and strafing. It's time to show them how it's done. You can make a Variable Fighter move as easily as moving your own body with this. With time you can even move your Fighter in such a way that you could utilize normal Martial Arts with your mech, delivering a whole new style of fighting to the enemy.

-Deadly Desire (400CP) (50% off: Pilot): The battle. This beautiful, heart-pounding battle that gets your blood rushing and your adrenaline flowing. You live for it. It pushes you, lets you see how fast you can go, how high you can fly... how the enemy is left baffled before they meet their end. You find that you can push your vehicles harder than before, testing their limits... and the more you push your vehicles, the more likely your body will try to keep up. Be warned however, for it is a slow climb you must make... and attempting to take on too much at once will prove why momentum is a harsh mistress.

-Shounen Syndrome (600CP) (50% off: Pilot): You're at the end of your rope. It happens, sometimes you bite off more than you can chew. But there's one thing you have that they don't... and that's the power of INNER STRENGTH, and WILL. With this, you can muster that final, defiant strike to drive off or defeat the enemy. You might hear screams of how it's not possible... and they're right, for broken weapons or vehicles at the end of their rope will find they have a sudden surge of effectiveness for that one, final finisher before it finally bites the dust. If you have friends in the area, they too can join in to make that attack extra effective... just have a plan for when you're marooned and done afterwards. Or if the enemy no-sells your attack for kicks.

-Protagonist Syndrome (600CP) (50% off: Pilot): War can break people. It is capable of horrors and darkness, showing the worst in people when lives and ideals are on the line. It has taken mountains and brought them to ruin... but war is also capable of forging weaklings and uncertain people into leaders and fighters worthy of tale. You are now one such person, capable of inspiring others to see the best in each other and themselves even in the darkest of times. It can even improve their capability to fight and learn so long as you are there to encourage them and charge into battle alongside them as their leader. The war may try to break you, but it will only break the bindings that keeps your potential hidden away.

-Tactical Perspective (100CP) (Free: Bridge Crew): War requires a steady mind, and yours is one of the best. You keep your cool in battle, and have a keen eye for determining the odds in a skirmish that you can bear witness to. You will never underestimate a force regardless of its size, letting you plan accordingly. As an addition, your situational awareness is boosted a fair amount.

-Tactical Cool (100CP) (Free: Bridge Crew): Battle is a mind game as much as it is a physical contest. All the fighting in the world won't do shit if you can't even keep your cool in the middle of a fight... of course, that's why you got the job. You can keep calm even if an enemy was staring at you from the window of the bridge, or if your ship was on fire... which helps wonders with formulating plans.

-Eye of the Tiger (200CP) (50% off: Bridge Crew): Know your enemy! You have a knack of determine what are the capabilities of an enemy weapon are, as well as any weak points it may have just by looking at it. Whether that space ship has a fault engine port, or if that weapon has a tendency to overheat, you know. They may try to hide it, but look at it enough and you KNOW.

-Eye of the Hawk (200CP) (50% off: Bridge Crew): Know your friends! Little quirks and habits aren't problems, they're factors. Preferences are merely variables to consider in the grand puzzle that is your plans, turning squares into wheels. The more you understand a person, the more you can account for anything weird or odd they tend to do and involve them into your strategies. Someone has a penchant for backstabbing? You could arrange plans to ACCOUNT for it... just be wary they don't decide to shake things up in their life.

-Conducting Czar (400CP) (50% off: Bridge Crew): The battlefield is a play of sorts. Players moving about like puppets, tangled in their own strings. Strings you can pull to your advantage. Your tactical skills are preternatural, letting you create all manners of battle plans for your allies to follow to victory. Should there be unexpected variables that arrive, you could even recover from them rather quickly and decide a proper action to take. Provided you have competent people to execute said plans, you shall prevail in many fights.

-Calculating Choir (400CP) (50% off: Bridge Crew): What's better than one person working on a plan? Two people working on a plan. What's better than two people working on a plan? Three people. So on and so forth... naturally this can get ridiculous, but the more people you trust to help you with figuring out battle tactics and analyzing data, the more optimized and capable the results become. This whole thing is a group effort after all... and with everyone helping out, fights against the enemy could potentially become ironclad.

-We're Here For You! (600CP) (50% off: Bridge Crew): Sometimes... sometimes your forces are bummed. It's a facet of war, if a force does not have the will to fight, then they are as good as dead. Fortunately, you've got quite the encouraging personality and you often know just what to say to turn a battered and estranged fighting group into a death machine that will paint the stars in the blood of their enemies. Even better, the more you know about them and the closer you are, the more effective this encouragement will be... to the point where you could swear their equipment and weapons actually work BETTER when you're cheering them on.

-We're Going To Fight! (600CP) (50% off: Bridge Crew): The villain can be smug. The villain can sometimes be so confident in themselves that they think there's no way someone would defy them. This is where you tell them to screw themselves. You will not just roll over and act like scared cowards. The greater your defiance, the greater chance the enemy will be caught completely off-guard, completely flabbergasted by this turn of events... letting you make that push for the sake of your allies to turn the tide of war. You will NOT be intimidated.

-Wrench Wench (100CP) (Free: Technician): Lubricants, fluids, cramped spaces, a lot of things can make a techie experience problems. You're different, you have a job that NEEDS to be done. You keep your skills and fine motor control regardless of working conditions, whether you have to work in a tiny box or

if your hands are dripping wet in oil. On the plus side, claustrophobia is something you're immune to now, so no worries about sticking your head inside of a cramped fighter jet to do some gut work on the inside!

-Trading Tools (100CP) (Free: Technician): The amount of seconds that are wasted reaching for different tools can be infuriating. Sure you say, it's only a few seconds. But those seconds add up! Which is why you've got this knack for being really quick on grabbing other tools. Where a person might need to look around and waste five to ten seconds to put down a tool and pick another back up, you can do it in 2-3 seconds without even looking. When every second counts, you need to be on the uptake.

-Fingers of Silver (200CP) (50% off: Technician): While other kids were building tinker-toy creations, you were fiddling with your dad's car and doing a better job than him. By purchasing this, meddling with machines and OverTechnology is as easy as breathing for you. By getting your hands on something, you can easily figure out how it works and how to copy its inner workings, provided that it wasn't just bullshit magic. The more advanced something is, the harder it may be... but with time and effort, you just might succeed.

-Fingers of Slyness (200CP) (50% off: Technician): Some machines require brute force. Other machines require precise, expert precision. After all, too much strength and it could break. Your level of control has increased, letting you control your strength in exact, precise movements required for sensitive technologies. Whether it's engraving or moving a part the TEENSIEST way to the right, you will rarely, if ever, accidentally do too much when you are working.

-Savvy Sultan (400CP) (50% off: Technician): When people think of building things, they think of you. Provided you had the resources and the understanding of the technology, you could construct all manners of machines in a fourth of the time it would normally take. By yourself. You're no slouch with any of your tools either, wielding them with the precision of a machine with no loss of speed. Quality and a deadline? No problem.

-Ambrosial Artificer (400CP) (50% off: Technician): So many moving parts, so many pieces to the puzzle. It's so... needless. The other tech teams are complete morons. That's why you've learned how to figure out the optimization of your complex machines like Veritechs. What parts you don't need, you find a way to do away with. What parts you DO need, you can use the now-extra space to improve and bolster their performance. Some will call you mad. But the only madness that will come from your work is the rage of your enemies and rivals.

-Transform And Rise Up! (600CP) (50% off: Technician): Curious. Very curious. You, my friend, are an oddity in that you remember how the transformation technology of the SDF-1 'Macross' ship worked, and have taken its capabilities to heart. Most importantly, you're able to take the time and make anything up to the size of a semi-truck capable of transforming into a small mech to pilot! Like that helicopter? Make it into a mech! That motorbike of yours is a fond gig for you? Make it your power armor!

-Transform And Roll Out! (600CP) (50% off: Technician): Speed. War is all about speed. Quality is a major thing as well, but when it comes down to the wire, it's all about who can mobilize their stuff the fastest. You? You are the currently reigning king of that front. You know JUST how to make machines stay at the top of their game and endure the ravages of time for far longer than normal... which means they're VERY quick to power up and take off, to say nothing of transforming with very little delay. Maybe you'll make Employee of the Month with this!

-Sculpted Product (100CP) (Free: Cyborg Soldier): They helped rebuild you, and make you stronger. Is it any wonder that they would take the opportunity to remove other imperfections? By choosing this, your body proportions and skin color have changed more to your liking, with no loss in personal strength due to the power of technology. It's even designed in such a way that at first glance, no one would even be able to tell you're a cyborg to begin with! If you're not a cyborg, then you can still shape oneself as needed.

-Enhanced Product (100CP) (Free: Cyborg Soldier): The metal enhances the flesh. The metal reinforces the flesh. The flesh is weak, and the metal is strong. Your durability and strength have gained a slightly noticeable increase, allowing you to become a soldier in plain sight. The Galaxy Fleet prides itself on such advances, after all... also comes with an optional music player installed in your neck.

-Speed of the Machine (200CP) (50% off: Cyborg Soldier): Your machine parts have left you better. The pure of flesh have their own strengths, but you have yours. Your modifications let you process information considerably quicker, and allow you to act quicker as well. In the time it takes for an unmodified soldier to process the situation and make a decision, you're already engaging the best course of action.

-Might of the Machine (200CP) (50% off: Cyborg Soldier): The worst enemy of a fast-moving vehicle is the issue of G-forces and momentum. It is the bane of any organic. It's also for SUCKERS, because you've gotten over them to an extent. The modifications imparted on you have given you a significant resistance to G-forces and sudden momentum, letting you endure and perform maneuvers that would seriously injure the average human. Just be sure you have the reflexes for this...

-Mirthful Machinist (400CP) (50% off: Cyborg Soldier): Controls, joysticks, buttons... they take up so much space. They waste so much time. You could have done something in the time it takes to use those useless things. Your cybernetic parts have allowed you to bypass this fault of flesh, allowing you to essentially control a vehicle or Veritech with your thoughts. Naturally it's more efficient if you were sitting inside of it, but in a pinch you could control it from afar.

-Maniacal Monster (400CP) (50% off: Cyborg Soldier): Most people know how to optimize their rides. Others know how to optimize their equipment. You? You specialize in optimizing and improving your weapons. Your lust for seeing people bleed has encouraged this habit, this perverse thrill that keeps you going. Studying your own weapons lets you understand how to improve them... studying enemy weapons lets you know how to salvage and grab them for yourself. Who cares if it's organically attached? Taking the time to remove and study it is half the fun. The other half is their screams.

-Just Another Part (600CP) (50% off: Cyborg Soldier): If you really think about it, the flesh is just an organic machine. It has parts, and those parts have specific functions... those parts can also be replaced. Your ability to place cybernetic parts inside yourself is improved, with much less chance of rejection. You can also design cybernetic parts that require very little maintenance, and work just as well as their fleshy parts (if not better) while being powered by your own bio-electricity.

-Just Another Day (600CP) (50% off: Cyborg Soldier): At the end of the day, you are a machine. A machine of flesh along with metal, but a machine nonetheless. Every machine requires maintenance, and you are no exception. That's why you've been given something special... your machine parts are capable of slowly healing and regenerating just like organic flesh. It saves wonders, but it's also very slow just like flesh. You need to be careful, but... it's just another day in your line of work.

-Hot Off The Press (100CP): Who looks good? YOU look good. You could easily fit on a war-time poster if you weren't off and doing battle... or maybe you're on the poster because of a live performance. Either way, you look damned attractive and could put many models to absolute shame... or if that doesn't appeal, you can instead look so cute that it could make many a crowd gush at you and develop acute diabetes. As a bonus, you can have any hair color you want and even make it a bit expressive to a degree.

-Bling of War (100CP): It's one thing to have a weapon or vehicle of mass destruction, capable of rending an entire ground force or a squadron to shame. It's another to make it look so damn good your enemies would not dare get near it if they had a lick of sense. By purchasing this perk, you can design your equipment to look much more stylish and carry a 'theme' you prefer. This can range from the clothes you wear, to the weapons you wield, to even the vehicles you pilot into battle. It's all about style.

-Lovely Attention (100CP): It goes without saying that in these kinds of shows, love and emotion conquers all. But for love to bloom, there must be something to get it on the path. This will help you, should you choose it. By purchasing this perk, you'll find potential love interests noticing you more often, essentially getting your foot in the door. Keep in mind this isn't a guarantee; it only gets them to notice you more quickly. Love is not an easy path, and it is one you must walk with your own strength.

-Power of the Word (200CP): Culture is more than just a series of habits and significance to certain acts, my friend. It is more than just how to act and how to treat one another. It is a power. Culture is power, and he who possesses culture can sway many with invoking curiosity and awe. Your charismatic appeal increases significantly, able to present yourself as a leader or a representative to ideals you truly believe in. People can sense the passion in your voice, and that passion can be quite persuasive if you word it right...

-Spiritia Abundance (200CP) (Free: Protodeviln): Every living being generates Spiritia. It's like a life essence, and should one lose it then they could fall into a terrible coma... or in worst case scenarios, die. However, for you it will be unlikely, for you have an unnatural abundance of Spiritia to the point of being a beacon. You will be healthier, more physically fit, and even able to sense the life force of others. Your singing ability increases as well, but surely that wouldn't be a factor would it?

-Touched by the Protoculture* (500CP): The Protoculture were a powerful group, having been the creators of the Zentraedi, and having fought off the Protodeviln in their time. They could terraform entire worlds, traverse the galaxy in seconds, and were the first advanced humanoid civilization to exist... and now in some way, you carry their legacy. Along with the ability to understand a species' culture and the paths they could take for evolution, you now have an understanding of 'Space Fold' technology, which allows faster-than-light communication and the generation of micro-wormholes to traverse space in a much faster method.

COMPANION IMPORT:
What's that? You don't want to go in alone? Well good on you to want to share the fun all around! There's all kinds of options that you can take for this, so let's get started! If you choose, you can instead use one of the other companion options to import a single companion into it**.

**If you wish for these companion options to become Zentraedi, you may spend 100CP to make them Zentraedi versions. Protodeviln versions require an additional 50CP. This only applies to 'Canon Friendship' when you have left the jump.

-Travel Squadron (50+CP): Why should you be the only one to enjoy the ride? Bring your friends along! You can bring one in for 50CP each, going up to 200CP to let you bring eight companions at once. Each one will gain a human form if need be, with their own background and 400CP to spend on skills and abilities. They can also come with their own VF-1A Valkyrie Variable Fighter to use on the Vehicle Customization Table so you can all get in on the action.

> -Species Gig (Varies): ...oh. You don't want them to be human. Well... if you bought one of the other race choices, then I suppose that they can get that race choice for free as well. For example, if you became a Zentraedi, then the companions you imported with this all become Zentraedi too. ...just be careful, okay?

-Damsel in Duet (200CP): This bombshell of a rock star is quite the celebrity, her words influencing millions of people around the globe and space, her songs regularly hitting top spots. But it can be lonely at the top, and for one reason or another she has decided that joining with you would be really neat for a change! This companion comes with the freebies of the 'Singer' background, along with 'Voice of Gold', 'Heart of Gold', 'Music Meister', 'Sculpted Product', and 'Hot Off The Press'. Just be warned... she really likes to look classy.

-Space Cowboy (200CP): Maybe you want a friend by your side. Or maybe you want to stay back while they rush off to do the fighting instead with you as their support. Either way, this dashing rogue will don his pilot suit and gladly fly off into danger! Along with getting the freebies of the 'Pilot' background, they also get 'Mind of War', 'Eyes of Battle', 'Killing Kaiser', 'Tactical Perspective', and 'Lovely Attention'. Just might want to do something about those cigs he smokes...

-Bridge Bunny (200CP): You're not sure where this gorgeous young woman came from. Or why she's wearing fake bunny ears on top of her bright blonde hair. But she insists it's part of her job, and

considering how well she does it may not be a good idea to question it. This companion gets the freebies of the 'Bridge Crew' background she also comes along with 'Eye of the Tiger', 'Eye of the Hawk', 'Conducting Czar', 'Wrench Wench', and 'Bling of War'. Just be wary of her crippling weakness, squealing over any pictures of corgis you have.

-Grease Monkey (200CP): There's two things about this woman that stands out: Her robotic arm, and her skill with tools. Seriously, she is really good at what she does considering she made her arm herself. Granted she caused the accident that made her require said arm, but that's neither here nor there... what IS 'here or there' is that it's been modified to make a wicked cocktail. Along with the freebies of the 'Technician' background she comes with 'Fingers of Silver', 'Fingers of Slyness', 'Savvy Sultan', 'Eye of the Tiger', and 'Tactical Perspective'.

-Walking Trash Can (200CP): You knew some soldiers could be quirky, but this is ridiculous. He always wears a multicolored scarf when he can help it, and for fun he'll jump in some... weird looking can with a camera and drive around yelling at people with a text-to-speech device. At least he does his job well. Along with the freebies of 'Cyborg Soldier' he will also get 'Speed of the Machine', 'Might of the Machine', 'Mirthful Machinist', and 'Mind of War'. Just watch out; he's a nerd who's living the dream.

-Canon Friendship (300CP): Oh. ...you're going after the top prize, then. Alrighty, by choosing this you will be able to befriend a single canon companion of your choice, and bring them along on your journey! If they happen to die while in this jump, they'll be restored at the very end to come along with you. You only get one person, so choose carefully...

ITEMS AND EQUIPMENT:
You know what you're good at, and you know who you are. Now it's time to pick up the tools and additions that you'll be starting with.

-Space Suit (Free): A futuristic, spandex space suit that will let you survive for 20 minutes in deep space. It's really more in case your vehicle gets stranded, but otherwise it's pretty darn cool looking.

-Money (50CP) (Free: Singer): To be a pop culture icon, you need to be as rich as one... or maybe you just like to have money to spend to feel better than everyone else. Either way, have some spending funds on me. You have a decent amount of money, equating to $50,000 spending power accounting for inflation. Singers get triple the amount for free.

-Flight Suit (50CP) (Free: Pilot): You don't see people flying their mechs in just pajamas, do you? Of course not! These flight suits will ensure that should something go wrong you can still survive the vacuum of space... as long as you have air. Can't quite help you if you run out.

-Officer's Manual (50CP) (Free: Bridge Crew): There is a code of conduct when it comes to being on a ship. How to talk, how to walk, how to respond to those above and below your rank. It is not something everyone can adhere to, but that's why there's this little booklet to help you out! Military conduct and functions can be learned while reading, and this can assist in the training of fellow officers!

-Overalls (50CP) (Free: Technician): You don't do your work in your Sunday best, do you? That's just in poor taste. This simple set of overalls and t-shirt will never tear due to work and maintenance on machines, and better yet they won't get caught on any edges or machines either! Fun times!

-Harmonica (50CP) (Free: Cyborg Soldier): Curious. You're not sure where this instrument came from, but this simple harmonica won't possess any flaws or issues, and the tunes you play with it is always somber and heartfelt. It's almost like a lament or a dirge, but you're not sure what the songs are mourning...

-Promotion (50CP): If you don't feel like being a normal bridge bunny or a basic grunt, get yourself promoted! One purchase will let you become a flight leader or lieutenant on the bridge, while purchasing this option twice lets you become a squadron leader or a commander on the bridge.

-Concert Tickets (50CP): In your pocket, you found these... wait, are these tickets? They are! Front-row seats to any concert you happen to wish to see in the timeline you've shown up in. See all your favorite musicians with this wonderful piece of paper... you even get free concessions and backstage passes with this! Isn't that nice?

-Take To The Sky (50CP): The ground is a prison, and gravity is its warden. Keeping everyone on the same area, forced to travel only one way. But not you. You are a free soul, and no sky shall be untouched by your presence. By selecting this, you can convert 50CP into 'Vehicle Points' to be used in the Veritech Customzation Table later in this journey. This may be purchased multiple times.

-Flashy Clothing (100CP) (Free: Singer): Concerts, karaoke, even just going down a street... it matters now. To sing is to perform, and a performance is enhanced when you have the right outfit to wear. This purchase will grant you a small closet's worth of various fashions to assist in looking absolutely fantastical. The clothing will always fit and get people to notice you, and should they be destroyed they'll be restored in a day. Look trendy today!

-Targeting Upgrade (100CP) (Free: Pilot): Most shows will have people just firing off guns blazing and missiles firing without a care in the world. Most people will tell you that this is a good way to just waste ammo... guns and missiles don't just aim themselves you know! All variable fighters have computers to help them lock on, but with this you'll get a good lock much faster than usual so you can efficiently fly and fry. Or just look cool.

-Crisp Uniforms (100CP) (Free: Bridge Crew): A military is only as good as its soldiers. Its soldiers are only as good as their training... and sometimes training is only as good as the equipment given. It all starts somewhere, like a long chain that makes something amazing. These military outfits can be designed as you wish, and those who wear them will have an air of professionalism around them. Why, it might even help them get in a professional mindset and get better results with their job!

-Tool Kit (100CP) (Free: Technician): Woah now, Sonny Jim! You don't expect to fix that machine with your bare fingers, do you? Don't go anywhere without the equipment you need to make sure that tech keeps on trucking! A handy dandy set of tools to accommodate for maintaining Variable Fighters. This

will make things easier if you want to keep things in shape or just want to poke around and see what's inside!

-Design Kit (100CP) (Free: Cyborg Soldier): Being a cyborg is cool and all, but... there's no point if you just look ugly. It's about performance along with the power, you know? That's why there's this handy dandy kit that lets you make engraved marks, different colors, and even slightly alter the shape of cybernetics to some degree! You're transhuman, after all. You shouldn't have to suffer the indignity of a poor appearance.

-Macross Franchise Series (100CP): Wait, what's this? It's... huh. It's a whole collection of Macross games, Macross animation series, and even art books and commentary from the authors regarding the series. Whether you use this to freak some people out, have the mother of all advantages with knowing what's going on, or just want to lounge and giggle at it all, the choice is yours! Just be sure to have fun with it!

-Vajra Larva Pet (100CP): Well... this is unusual. For whatever reason a cat-sized Vajra has come into your possession. It's about the size of a squirrel and is pretty adorable, and will fortunately not end up growing into a monstrous killing machine. It WILL however grow to the size of a medium sized dog if you decide you want it to be bigger. Hope you two become good friends!

-Epicus Maximus (200CP) (50% off: Singer): Music is a duet most times; a duet of voice and noise. Beautiful noise, but noise nonetheless. Noise produced by an instrument. What you have here is an instrument of pure wonder. It is a masterpiece and looks just as good as well. Any note you wish to play upon it will play just as you want it to, and will never require tuning. Songs you wish to perform will become much more pleasant to listen to as a result.

-Tactical Helmet (200CP) (50% off: Pilot): You know what's annoying about being in battle? When you have to look at all the knobs and bells and whistles on your dashboard. Your attention needs to go to the enemy and your surroundings, after all! That's why you've got this handy dandy helmet that has a customizable HUD on its visor! It can be whatever color you like, and bring up any sort of status or numbers regarding your vehicle that you need it to bring up, letting you focus on what's important. With the right programming, it can even link to other computers...

-Scanning Computer (200CP) (50% off: Bridge Crew): It can be scary when new planes or technology end up arriving on the field. It's an unknown variable, and that could easily wreck your day. With this, you have a means to get battle data and specs of an enemy vehicle within seconds of seeing it so long as you point the device right at the enemy in question. That kind of data could save lives if you're fast enough with it.

-CAD Program (200CP) (50% off: Technician): Every machine starts somewhere, and that 'somewhere' is a design program. It's all got to go down on paper after all, or in this case a screen. Fortunately, this program lets you design various Veritech-like craft and aids in adjusting the parameters and variables to assist in ensuring your craft performs! It'll take a bit of tweaking but this could extend to other vehicles as well...

-Testing Unit (200CP) (50% off: Cyborg Soldier): There will be stressors and functions that need to be looked over when it comes to machines. Some way to ensure a product is not defective. Worry not, for this little tool will do the job. You will need to program it extensively for any REALLY advanced cybernetics, but you can use this to test the functions and viability of a cybernetic you would want to install in someone! ...just make sure you test it BEFORE putting it in a person. This machine doesn't do hot with organic material.

-Concert of Memories (300CP) (50% off: Singer): The best thing about a song is that it can be sung anywhere, at any time, at the whims of the singer. But when you really want to make it reach out... look no further. This concert hall attaches to the Warehouse for you to customize and tinker with as needed, but upon a command you can summon it to a location. Singing here amplifies the effects of your songs and lets you connect to different networks to broadcast the music, and will harmlessly collect the excess Spiritia from the live concert-goers that may be generated into containers for later use. What use could you have for life force? Oh I'm sure you can find something...

-Simulator of Nightmares (300CP) (50% off: Pilot): A fighter can be compared to a knife; to be most effective they must always be sharp. This incredibly powerful simulation machine will help you with just that, being built for one purpose only: Combat. Whether you let it scan your mind for opponents or you program your own, this simulation will ensure you have the best and challenging opponents for your Veritech. If you tweak it a bit, you could potentially let it provide simulations to test your skills with other vehicles... or even configurations of vehicles you were planning to make.

-Tactician of Circuitry (300CP) (50% off: Bridge Crew): Trajectories. Simulated battle plans. Enemy data. Correlations. All these things and more are what this attached, hungry supercomputer craves. After all, people on the bridge are constantly in need of data, and so are their computers. The more about yourself and an enemy you feed into this machine, the more varied tactics and potential battle plans it can help formulate to assist in the war. It can even help work under certain limitations, such as if someone doesn't want to kill the enemy...

-Cylinder of Maintenance (300CP) (50% off: Technician): You know what sucks about giant mechs and jets? That's a lot of ground to cover with a lot of tiny pieces moving around inside. There's so much to even consider! That's why this Warehouse Attachment is there for you, supplying a large cylinder capable of supporting a single 30 meter mech or a fighter jet in the air. Multiple arms and machines assist in repairs and maintenance should you program in the machine you want them to look over, which can really save some time on the small stuff so you can personally focus on the important parts.

-Tube of Optimization (300CP) (50% off: Cyborg Soldier): The flesh has so many options and doctors for if you want to fix it, but what about the metal? The machine within flesh? Those are a lot more rare... and sometimes you have to do it yourself. This tube and computer inside its Warehouse Attachment has all manners of tools with which to assist you in maintaining, optimizing, and even replacing or installing new cybernetic parts. You'll have to program in the exact requirements and let it scan the technology in question, which could take time... but stay on top of things and this bad boy will never let you down.

-Fold Quartz Box (600CP): Do not let anyone find out you have this. Absolutely no one. If people found out, you would easily be targeted within seconds by anyone with half a brain. What is this wonder item? Well... it's a small hand-sized box, capable of slowly creating and refining a fist-sized chunk of Fold Quartz every few hundred years. Fold Quartz is how the Vajra communicate in their superdimensional hive network and travel through space folds naturally (which are basically wormholes for FTL travel), and it is normally only capable of being refined inside a Vajra Queen. You can guess why this is important.

VERITECH CUSTOMIZATION TABLE:
Machines make the world go around in this setting... right alongside the power of culture and song. Unfortunately there are enemies who need to be fended off before actually getting convinced of peace and proliferation of culture, which is where this part comes in. It's war, after all... and war requires the best you have to offer. It's time to decide what you are going to do here. But first... choose your chariot of war:

-Basic Variable Fighter (Free): Your good ol' Fisher Price Veritechs! They may be the beginning, but they're classics and were the groundwork for future generations. Editions like the VF-1A Valkyrie (or its other variants), the YF-4, VF-2SS or the VF-4 Lightning III are made available for your stay here. It can transform in the atmosphere and operate in space, but it cannot reach escape velocity on its own. Comes with basic armaments and like all Variable Fighters can transform into a Jet, a Mech, or a 'middle' form called Guardian Mode.

-Veritech Cyclone VR-052 (50CP): Not sure what this is doing here, but if you really want it, go ahead! This is a power armor that can let people survive in hostile atmospheres, but can also transform into a motorcycle for faster land speed while still protecting the pilot. It doesn't come with weapons, though for an additional 50CP you can import a power armor to gain the motorcycle mode!

-Advanced Variable Fighter (50CP): Don't want to start off with the basics? That's fine, I'm sure if you pony up the money we can ensure you have a better machine. Editions like the VF-19 Excalibur (or its variants), the SV-51, the VF-17 Nightmare, or the VF-22 Sturmvogel II are made available for your stay here. They're fairly better equipped, and can hit greater speeds unlike their earlier models. Using these fighters will give you an edge over any of the free stuff that you could obtain.

-Bring Your Own Plane (50CP): So you don't want a plane from this world? I understand. Provided you have a fighter airplane from before, you can convert it to a Variable Fighter version, gaining the specs of a VF-19 Excalibur if they aren't that high yet. You'll get questioned a fair bit, so be prepared for that. For an additional 50CP, this will cover the planes of any companions you bring along.

-Bring Your Own Mech (50CP): ...wait. A plane isn't enough for you? ...well. It sounds like you want a bit more control of your life. I'll be happy to oblige, naturally... for a price. By selecting this, you can import a mech who's default height is up to 30 meters tall (with an additional 50CP for every 10 meters above this limit) to be used as the 'Battle Mode' of your Veritech fighter, granting it quite a bit variety, a half-

way 'Guardian' mode, and space capabilities. Isn't that fun? For an additional 50CP, this will cover the mechs of any companions you bring along.

-Fighters of the Future (100CP): Technology marches forward, my friend. You either have to keep up or get left behind. You have elected to keep up, utilizing Veritechs from another time and place. Editions like the VF-25F Messiah (or its other variants) or RVF-171 Nightmare are made available to you during your stay here. These machines are more sleek and much quicker in combat, supplied with the latest technology to ensure speed and battle effectiveness. Many battles will be won with this.

-Power of Culture (100CP): Oh? What's this? This strange and unusual thing which I in no way am responsible for? ...oh fine, I am. But it seemed like the best place to put it, what with this world being all about the proliferation and acceptance of culture. By purchasing this, you can select one Veritech and one plane to merge into one... or one Veritech and one mech. By doing this, it will be a perfect blend, capable of performing with no loss in capabilities. However, the mass between each candidate must be somewhat similar, meaning you are limited to mechs that possess a default size of up to 30 meters in height (with an additional 50CP for every 10 meters above this limit). You can merge additional candidates together for an additional 50CP each, but remember capabilities will not add or multiply together; they will use the highest 'stat' among the bunch.

-By Fire, Be Cleansed (200CP): Really? Are you sure you wish to spend this kind of supply on these machines when you already risk so much? ...very well. You gain access to the YF-29 "Durandal" and the VF-27γ "Lucifer" units. These are the cream of the crop, the best of the best. Unique units in of themselves, with very high speeds and capabilities ranging from their extremely rare 'Fold Quartz' generators that supply tremendous energy and their own Space Fold engines, to processing speed and combat effectiveness that could take on an entire fleet singlehandedly. Prepare to be questioned immensely if it is ever discovered you possess this.

-Queadluun-Rhea Battle Armor (200CP) (50% off: Zentraedi): A power armor for the massive Zentraedi aliens, it could easily be confused for a mech. Due to its nature it is unable to transform, but it still possesses exceptional maneuverability along with a decent amount of firepower. Can choose between male or female armor. Replacement parts will be rare for it, but an additional 50CP will see you capable of importing a power armor to be sized up for this role.

-Officer's Battlepod (400CP) (50% off: Zentraedi): When you want to show off that you're the badass boss, this is the option to go with. The Battlepod is an effective fighting machine both on the ground and in space, being a mech of Zentraedi design. It's not as armored as a Destroid, but it has a decent amount of armaments with excellent mobility as well. How a human will be expected to pilot this is uncertain.

-Destroid Tomahawk (200CP) (50% off: Human): There's fancy and stylish Veritech fighter planes, and then there's this bad mech capable of wrecking about anyone's day. The legged equivalent to a battle tank, the Tomahawk is a walking engine of destruction. Destroids cannot transform normally being a straight-up Mech, but they make up for it with a disturbing amount of firepower, ranging from cannons to lasers to missiles. Let them fear your coming.

-Destroid Monster (400CP) (50% off: Human): If you want to eliminate everything on the battlefield and reduce it all to a quarter-inch height, look no further than this beast. It's a slow mech, and its cannons don't do too well on moving targets, but it's got incredibly damaging 430mm cannons that will ruin the day of anything it hits. Along with heavy armor, it's more of a walking artillery platform than anything.

When you have chosen your machine, you may then bring in one Power Armor, OR one Veritech to be utilized in the Customization Section. Your choice will be then granted 1000VP to be used in the customization and tinkering of this chosen machine, the only exception being if you choose 'Parts of the Whole'. Then both machines will be combined and their budgets will also be combined.

Veritech Section Only:
This section is for the express purpose of enhancing your Veritech fighter, whether it's in Jet Mode, Battle Mode, or the in-between Guardian Mode. You can always just go for the default option and skip this section, but where's the fun in that? Why not let your inner creationist out and stand above the rest?

-Extra Autocannon (50VP): To appreciate the big ones, you need to appreciate the small ones. You gain a single 55mm cannon somewhere on your Variable Fighter each time you purchase this option, as additional firepower in the event you need more weapons, or if you feel like having a back-up.

-Additional Thruster (50VP): There's already two thrusters or so on a Veritech fighter, you're saying you want MORE? Well, don't let me stop you. Each time you purchase this option, you gain an additional thruster unit to be installed upon your Veritech fighter. This can help get you places faster, or grand additional options for your maneuverability. Just be wary of the pilot inside...

-Make It Bigger (50VP): Wait. Your Veritech isn't big enough? You want it even bigger? ...guess it's true what they say. Fortunately I can enable your not-so-little fantasy to be larger than life, and engage the ability to size up your Veritech's default size by one meter every purchase you make up to a maximum of 30 meters tall. There's a lot of big things in this world after all... meet them eye-to-eye.

-Flying With Finesse (50VP): It's not just about speed or power, my friend. Sometimes it's all about the style as well. The way you look when you fly can make all the difference in the world, both for you and your enemy. By selecting this option, you can stylize your Veritech in any manner you wish so long as it still resembles its three modes... chassis shape, colors, emblems, even the colors of the boosters! Look amazing today when you take to the sky!

-Laser Weapon (100VP): Bullets and missiles are fun and all... but it can be so old-tech. Nothing wrong with moving on to the future to battle with the true power of technology! You gain a single beam cannon weapon that can be added to your Variable Fighter. It's fairly obvious on your plane, but the additional firepower cannot be denied in effectiveness.

-Drums of War (100VP): Well, this is an eccentric choice, but hardly the worst one. By choosing this you replace all the normal Variable Fighter controls with an instrument of your choice, and remove all

weapons normally on the plane. In exchange you gain a Sound Booster unit which converts music into a superdimensional 'sound energy' that can be heard (or felt) even in space. It is up to you how you weaponize this, but either way it is a powerful tool.

> -Amplifier (100VP): Wait. It's not loud enough for you? Are you for real? Well. Guess you're going to want this magnificent upgrade then! This installs minute traces of Fold Quartz into the Sound Booster unit, significantly amplifying the effects and volume of your songs. You might get complaints of loud music if anyone within half a light-year is around, but at ground zero they will FEEL the music as well as hear it.
>
> -Sweet Song Seduction (100VP): It's not enough to simply sing. It's not enough to have an audience in front of you. No, you want every blasted being on the battlefield to hear your song, damn it. Fortunately, the tech boys figured out this amazing little thing. It replaces your missile system with receivers and miniature Sound Booster units, allowing you to essentially fire off a multitude of speaker systems to drown the field of battle in glorious, lyrical chaos. It's time to HEAR THE SONG.
>
> -Speaker Pod Gamma (100VP): What... what is this. Why would you do this. WHY. This massive bazooka unit is large even for a Veritech, and it has a speaker capable of blasting people with the pressure of strong winds from the sheer volume it can pump out. That's right, volume. It's a massive sound speaker that when used properly, can blast through the hull of a warship and flood the corridors with your music. But it takes a special kind of crazy to want to do that....
>
> -Feel My Voice (100VP): Yeah, this whole gig works in space and can really make a lot of sci-fi folk angry at noises in space... but what about the atmosphere of a planet? You're not always going to be in space, after all. Fortunately for you there's a fix to this. By selecting this option, your superdimensional speaker systems get a bit of a tweak, allowing them to work rather effectively within an atmosphere. No one will escape your voice.

-Additional Missiles (100VP): It's not enough to have a couple of missile launch bays. No, you need more missiles. MORE. THE ENEMY SHALL BURN IN THEIR HUBRIS AS THE STARS ARE BATHED IN THEIR BLO- ...hum. Sorry about that, get carried away sometimes. But this upgrade will increase the missile capacity of your Veritech, which should let you handle greater threats should you encounter them. Just don't let it go to your head.

-Emergency Thrusters (200VP): These aren't like normal thrusters on the back of a jet, my friend. No, these are attached all over your Veritech, tastefully hidden away. Why is that? Well, this will allow you to pull off much more crazy maneuvers, as being able to suddenly blast your jet straight down to avoid an attack could really save your life. ...or you can just buy it to make your Mech mode have boosters for a rocket punch. Whatever floats your boat.

-Laser Emitter Pod (200VP): If you want to turn every battlefield into a rave, then this is for you. You can attach two pods to your Variable Fighter (or any other vehicle of similar size) and fire off a LOT of lasers at an enemy. Like, a lot. This is the laser version of a Macross Missile Massacre. You're going to be causing light shows with this, but watch your energy levels as it takes up a fair amount.

-Silent Running (200VP): Jets are flashy, jets are fast, and jets can also be LOUD. But what if you don't want that? What if you just want to cruise around as a nifty low-sound jet that strikes like a thief in the night? Well then you want to buy this wonderful little upgrade, severely dampening the sounds your craft makes when it moves for a short amount of time. For an extra 100VP, this also comes with a cloaking unit which bends light around the Veritech for near-invisibility for a short time.

-Booster Unit (300VP): Well well well, what do we have HERE. You've got yourself armor and additional armaments for your Veritech fighter! Granted you jettison it off when needed, but... think of it as a pack unit! You can either choose the Speed Unit which puts even more thrusters and intake units on the Veritech for greater speeds, or the Armored Pack which adds on plenty more weapons and even more armor to make you a juggernaut! Each Booster Pack comes with additional missiles as well... so have fun with that.

-Ghost Units (400VP): Well. It's no Funnel Units but this is kind of neat too! Slaved to your Veritech's main computer, this small squadron of unmanned planes will gladly rush in and do the fighting for you! They won't be as armed as you, and they may not be smart as you... but being unmanned drones, they can do maneuvers and actions that organics would never even consider. Which gives you an advantage all in itself.

-Fold Quartz Unit (500VP): This... you best hope absolutely no one finds out about this, because what you have here is worth more than a few warships. Fold Quartz is only harvested when it is refined inside a Vajra Queen, and its properties are quite impressive, allowing the Vajra to 'Space Fold' naturally. By purchasing this, your Veritech has the same sort of engine, allowing for natural travel without any time dilation... it even reduces the effects of inertia on the pilot!

Power Armor Section Only:
The fight is not always in space, friend. Despite the use of Veritechs and ships and the like, there is still always the threat of infantry battle to prepare for... or maybe you're just giant, a massive alien who can pilot power armor the size of most Veritechs. Either way, a nice power armor is something to consider.

-Extra Guns (50VP): Why settle for one gun... when you can have TWO guns? Or three? Or four? If you think you can handle it, you can pay to have extra machine guns installed onto your power armor to deliver righteous justice upon the enemy... or just deal death to anyone who you don't like. I'm not a judging person most times, I'm simply the enabler.

-Size Me Up (50VP): You want to go bigger, hrm? My oh my, it's true what they say... allow me to indulge your desire. Each purchase of this option will increase the size of your power armor by one meter, up to a maximum of 30 meters for an end result. How you'll pilot a larger power armor I leave to you, but it's sure to leave an impression!

-Slaughter In Style (50VP): Maybe you want your armor to be sleek and look like something out of a fashion show. Or you just want to look like the edgiest bastard this side of the galaxy. Or maybe you have a specific ideal your heart is fond of. Don't worry, for I can assist you! With this, you can shape the

chassis, change the colors, and even put emblems on your armor to have the armor of your dreams! ...it just still has to be power armor at the end of it is all.

-Improved Servos (100VP): If you just want to put the 'power' in 'power armor', you need to have some serious strength behind your creation. I've got you covered... for a price. See, it's the machine parts that augment the strength of power armor, and you can improve the quality and strength of those parts to increase the potential of those parts a significant amount. Punch them like you mean it!

-Improved Propulsion (100VP): You gotta go fast. REAL fast. You can't just go your average speeds, you need to feel the G-forces on you and to hit the enemy before they can even react. That look of shock and fear as they realize they can't keep up with you, that is your drug. These enhanced thrusters on your power armor should help you go much faster than usual... just need to figure out the 'stopping' part.

-Laser Cannon (100VP): It's not always about bullets and punches. After all, bullets run out and your hands can be used for other things. That's why people invented laser weapons, to reduce ammo issues and weight! This option grants a laser weapon that is rigged to your generator, ensuring you have plenty of 'ammo' to strike the enemy so long as you don't overtax the machine. Plus it looks pretty!

-Grapple Hooks (100VP): GET OVER HERE. These wrist-attached launchers can do you really well, launching hooks towards someone and using powerful winches to pull on the cable and yank someone back! Never let an enemy escape again with this wonderful little toy! ...or you could use them the boring, practical way and go with the original purpose of grappling up a surface when stealth is needed. But you should live dangerously! This product isn't responsibly for any injuries if you decide to live a dangerous life.

-Speaker Pauldrons (100VP): Does the quiet offend you, my friend? This silence a blasphemy upon culture and organic life everywhere? Worry not, for with this option the shoulder parts of your power armor will be outfitted with technology similar to 'Sound Booster' units, allowing you to utilize superdimensional energy to blast music in space! Worry not for those who do not possess culture, FOR THINGS SHALL GET LOUD NOW.

> -Bass Cannon (100VP): It's not enough for people to listen to your music. No, you need to have people FEEL it, to shake their bones like you were giving a full-body massage. What you need to buy is this large cannon, which is capable of syncing with your power armor and blasting music alongside your speaker units! This should make for an amazing sonic weapon, actually...
>
> -Hammer Time (100VP): You need to be louder. Your music needs to be BETTER. NO ONE WILL ESCAPE THE JOYS OF YOUR MUSIC. Purchasing this option will increase the power to your sound systems, blasting with greater efficiency and amplifying the effects of your songs to those who hear it. You shall MAKE them hear your song, damn it.
>
> -Echoes in the Air (100VP): Superdimensional energy is fun to blast loud noise in space... but what about the atmosphere? You're arguably going to spend a lot of time where there's breathable air in order to sing or work, after all. That's where this modification comes in. The superdimensional energy will work inside an atmosphere now, rendering those poor culture-less fools victim to your musical might. Let it begin.

-Light Show (100VP): Musical quality can dictate the difference between a good musician and a bad one. But the thing that dictates music stars from superstars? PRESENTATION. Your armor is equipped with a projector and smoke system that allows you to flood your immediate area in smoke and use it to show images while you do what you do best: Rock Out. Of course, a bit of tweaking might let you turn this into laser systems that key off your musical chords... but who would do that?

-Alternate Mode (200VP): Maybe that motorcycle is not what you're hoping for, or maybe you want to have some additional options for your sick armor. I've got you covered, just need to pony up the points. This adds a bit of mass to your power armor, but you can dictate one single other 'form' that your power armor can take! Whether it's a hover board, a jet ski, or up to a four-seat car (provided the armor was say, seven feet tall), you can take off without anyone suspecting a thing! For an additional 200VP, you can import a single physical vehicle to be used as this.

-Kinetic Impact Enhancers (200VP): Now I know what you're thinking, 'but isn't this just another strength boost, you tried to sell me one already!'. I assure you this is no such thing; it is something much more dangerous. Every step you take, every hit you endure, this armor stores the kinetic energy until it reaches a certain point. Whether you wait for that or take advantage immediately is up to you, but your stomps and punches you'll find have greater effectiveness with the energy... returned, shall we say.

-Microboosters (200VP): Boosters are natural for transportation. They help you go a direction and they can make you faster. But suppose you're in a zero-g environment, or you need to dodge a missile at the last second. What do you do? Well for starters you buy these sets of microboosters installed in your power armor so you can change course or stabilize yourself. Or you could just tank the missile, but between you and me that's a waste of power armor.

-Like A Wrecking Ball (300VP): Sometimes you just need to bounce some ideas around... or some body parts. Either way, the joints of your armor are altered and there are additional plates installed, for the single purpose of allowing you to curl into a ball. Yes, you heard me right. A giant metal ball, able to move around by the force of gravity or by the force of thrusters that might be installed. Depending if you're a fan of music, you too could now be rollin' around at the speed of sound. Places to go, friend? There could be a rainbow you could follow...

-Autonomous Unit (300VP): Sometimes you need to be in two places at once. Sometimes you want to look badass by having the armor next to you. Can I interest you in a rudimentary A.I. function to be installed in the armor, then? It can understand basic commands like 'attack this person' or 'defend me', but the more tactical data you feed into it the more capable it will become. I'm sure nothing will go wrong if you do this.

-Variable Size (700VP): I won't lie. This option is pretty expensive for a reason; it's because no power armor in this setting can even do this. By syncing with your implant if you're a Zentraedi/Protodeviln, or some other manner of method you use to regulate your height... you can make it so your power armor is capable of changing size with you, ensuring it will be useful to you regardless of how you look. A word

of warning, however: Different sizes have drawbacks in of themselves. I don't think I need to tell you what they are.

Shared Section:
Power Armor and Veritechs are two entirely different beasts. Machines for different purposes, machines for different scales. After all, for every task there is a tool... and yet, they both share a common fact. The fact that they are both machines. Machines that run on somewhat similar ideas, which means some parts are interchangeable.

-Parts of the Whole (300VP): Sometimes you want to do amazing things. Sometimes you want your cake AND to eat it as well. That is why you choose this nifty little piece, allowing you to make both your Power Armor and your Veritech pieces of the same machine. In the event it's a human-sized Power Armor, the Armor will be made a custom section of the cockpit able to transform into your chair. If it is a Zentraedi-sized armor, it will be made an alt-form of your Veritech so you may use it both in Miclone size and Zentraedi size. Variety is wonderful, isn't it? Naturally, this allows you to have upgrades affect both sides...

-Tune-Up (100VP): You can buy boosters, you can buy parts... but all the speed in the world won't matter if you can't turn on a dime, or be articulate with said speed. That's why you can purchase this, and give your machine a significantly improved turn capability... along with much greater dexterity with your machine's hands. Surprise everyone by painting with it!

-Improved Scanners (100VP): To fight the enemy, you really should try to find them first... and line of sight can only do so much to help you attack the enemy, to say nothing of finding any objective you need. You can fix that however, by purchasing this option to improve the power and quality of your scanner systems. It's better than getting caught flatfooted, after all... it won't detect EVERYTHING, but you'll catch a lot more than you normally would.

-Additional Armor (100VP): The thing you might have noticed when it comes to the Veritechs or the power armor of this series is that it's better to be able to dodge than it is to be able to tank. You will also notice that people who only rely on this are SCREWED if they ever get hit. Don't be like them, buy this and have your chassis/armor improved to be able to take harder hits today! Just be wary, you need to buy this multiple times if you want to take a missile without a scratch.

-Melee Weapon (100VP): Every Veritech or armor is equipped with a combat knife, in the event they are caught with absolutely no ammunition whatsoever or are in a precarious situation. I ask you, why settle for ONLY a knife? Why not buy a huge hammer to smash people with? Or a giant sword you can connect to your generator to zap people? Or chainsaw tonfas? Don't those sound cool? You'll be the talk of the military with something like that! That and more options available, buy today!

-Cybernetic Link (200VP): Controls. They can be joysticks, sleeves, buttons, wheels, all manners of toggles and sticks to move and pilot a machine. It could even be your own arms and feet. Screw that noise, you can do better. By purchasing this option, you can replace the usual controls with a special

mental interface while planting an implant inside your skull, allowing you to mentally control the machine while you're inside it. React as fast as you think, pilot.

-Aquatic Mode (200VP): The sky has always been seen as a place of freedom. Space has been seen as a sea of infinite potential. But there are darker places one can tread, traveler. The dark might of the ocean can be more terrifying than any empty void among the stars. This modification can fortunately fix that, modifying your machine to be able to function inside water. I only insist you take care how far you go down. Pressure can crack a person, after all.

-Sniper Rifle (200VP): Missiles, guns, lasers, knives, music... all have their uses, all are deadly. All also require you to be relatively close to the target you're going after. Fix that today. Treat yourself to this anti-material sniper rifle, capable of dealing tremendous damage to an enemy from afar. Let them fear what they can't see. Reach out and touch someone today.

-Improved Generator (200VP): A ship is only as good as its power core. A machine is only as good as the amount of energy is available to it. Isn't it only fair for you to stack the deck then? Not really, but that's because your enemies will bitch about it when you outpace them. This improved power source will ensure your machine will rarely run out of power on a day-to-day basis. Now if you regularly go maximum output every time, you might strain it... but at least you'll have the opportunity!

-Extra Appendages (200VP): Maybe you just need some extra hands to assist in your work. Maybe you have an aesthetic you desire and it involves more limbs. Go ahead, pick this option up. Indulge yourself. By purchasing this, you may gain extra arms up up four additional arms, or a large tail (or multiple smaller ones) at the end of your machine, or even a large set of mechanical wings to assist in flight! Surprise everyone today! ...just be prepared to be called a snowflake by detractors.

-Thunderstruck (300VP): YEAH YEAH YEAH, THUNDERSTRUUUUUUCK! You want to shock the enemy, equip this electricity unit! It'll electrify your melee weapons and your physical attacks, delivering a jolt of electricity to the enemy and knocking them on their ass! ...if they have an ass. Just saying. The point is, this deadly addition will do a nasty job. If you let it charge enough, it could even shoot a bolt of lightning in a direction of your choice!

-The Gift of Fire (300VP): Become the god of hellfire. Bring them the gift of fire. For the fire will burn. Two flamethrowers, the ability to superheat your hands and feet for flaming attacks, and if you felt like risking the integrity of your systems (to an extent, the armor is protected against an extra level of heat), you could dump fuel to cause a wave of fire to explode around you! It'll require a recharge, but think of how cool it will look! Better yet, it's self-oxidizing, so no worries about it being a dud in space.

-Cold Shoulder (300VP): Speaking of cool choices... sometimes you need to tell the enemy to chill and use some cold logic for once, so why not be an example and stay frosty? Along with your internals being supercooled and masking your thermal image, your melee attacks risk freezing the section you strike thanks to the liquid coolant in your suit. You also have a spray system to just coat the enemy in ice or superchill them to mess them up. It's time to put an enemy on ice, for you are the winter of their discontent.

-Flesh of the Vajra (700VP): This modification to your vehicle is... what have you done. What monstrosity have you unleashed with this. You've partially turned your vehicle into some mix between technology and the techno-organic nature of the Vajra creatures, granting it massive energy reservoirs and instant communication along superdimensional wavelengths. It can also slowly self-repair itself, and provided it does not get destroyed in an attack it might slowly start gaining a measure of resistance to what harmed it before. It is a very slow process as a being of one... but surely the power is worth the patience, right?

DRAWBACKS:
Not enough for you, then? I can offer you more points, for a price. You may take up to a maximum of 1000CP worth of drawbacks. You COULD take more, but you wouldn't get any more points... not that I wouldn't like to see you try and survive it all anyway.

-Could You Repeat That? (+100CP): You're going to choose "that"? Are you sure? ...if that was annoying, you might not want to pick this. You end up repeating every new revelation you're told, regardless if you're familiar with it. You also can't stop yourself from doing it. This is going to get annoying for everyone involved, including you.

-Can't Sing Shit, Captain (+100CP): Wow. I thought I knew some bad singers, but you have just blown my mind with your performance. In a very bad way. Your singing is... terrible. Regardless of perks, you sound like a toad whenever you try to sing, and you're ALWAYS off key. Don't expect to gain any friends if you keep it up.

-Jerk (+100CP): You're a jerk, plain and simple. You're rude, obnoxious, and generally mean to plenty of people you meet. It's going to take a lot to overcome this, and even then some abrasiveness will remain... after all, people tend to remember the worst moments more than the happy moments. Not sure why.

-Androgynous (+100CP): Well this... hum. There's a bit of a mix-up. With you. As in your body's been shaped that you look more like the opposite gender... and people will mock you mercilessly. Guys will affectionately be referred to as something like a 'princess', with girls confusing everyone that they're actually... well, a girl. No amount of action will change this.

-Genetic Defect (+100CP) (Zentraedi Only): Normally when a Zentraedi is micronized, they look like the form they had when they were large. You... not so much due to an unfortunate defect in your system. Your micronized form is tiny and childlike. Expect people to assume you're a kid without their parents a lot. Hope you have a good excuse.

-Technical Difficulties (+200CP): In a world of technology and machines to do a lot of things... are you sure about this? Alright... anything you pilot tends to malfunction in some way, and if you're reading scanners they can occasionally give faulty information. This can be quite a problem if it happens at an inconvenient time, such as in the middle of a fight.

-Public Opinion (+200CP): Whenever something goes wrong on the field, people tend to blame you. If you were there, you should have done better. If someone died, you should have kept them from dying. Even if there was no way you could have been there, they'll say you SHOULD have been. Expect to be frowned upon a fair amount, and for people to expect far too much of you.

-Rival (+200CP): It's one thing for someone to try and upstage you. It's another when they do so in an incompetent manner. No matter what happens, one person will always be trying to do better than you. Often times they'll bungle it up and cause severe problems for you as a result, forcing you to pick up the slack. No matter what happens they'll always somehow be there to hound you a little bit later.

-Xenophobe (+200CP): So... different, they are. They're different from you. Difference is bad, difference has only caused problems. Difference is the problem. They need to be dealt with. Your mind is plagued with such thoughts constantly, urging you to lash out to those freaks and prove who the better lifeform is... turning you into a xenophobe for anyone who's not your own species. In a world where there's a few different species and love solves all, this is definitely something of an issue for you.

-Spiritia Deficiency (+200CP) (Protodeviln Only): Normally you would be a special kind of Protodeviln, able to generate your own Spiritia. Not so much with this; by choosing this you can no longer generate Spiritia on your own and must sustain your terrible hunger by feeding on others to survive... and make no mistake, you WILL hunger whether you like it or not. You can see how this would not endear you to the locals.

-Big Red Target (+300CP): Uh-oh. Any time you're near a battlefield, for whatever reason enemy forces will target YOU. Whether killing you would be a morale booster, whether you're just tasty to them, or if they think you're an abomination, it doesn't matter. With conflict comes people and monsters who want you dead and will stop at absolutely nothing to see it through. Prepare for the skies to darken under the number of their forces.

-Living MacGuffin (+300CP): Everyone will rely on you. EVERYONE. You'll be expected to morale boost, or be the front liner, or the one viewing the field, SOMETHING. You'll barely get a break from this due to everyone wanting you to essentially coddle them every waking hour, and it's going to be taxing as hell regardless of how good you are. Even if you're on the verge of collapse, people will still insist you do your part.

-Deaf (+300CP): Oh dear. Normally this wouldn't be so bad, but in a world where music is capable of ending wars? You have the mother of all handicaps. You will not be able to hear a damn thing, only able to use your other senses. You will never hear the melodies of others, or the soothing effects of the songs... which means you'll never be able to recover Spiritia should you lose it, or receive fold waves, or understand the true beauty of life itself. In space, it will truly be silent and quiet as a void. It is almost as if you are dead to the world... and in here, that could easily happen.

-Logical Mind (+300CP): Culture is something you simply don't deal with. Why bother? It gets in the way of battle, it gets in the way of war. There's no point in it if it doesn't help you with your goals. Your mind is altered, unable to truly understand the significance of culture and sentimental values... if it is not

useful to your goals, you discard them. Music is simply noise, festivals are wastes of money. There is no such thing as friends or loved ones; only pawns to use and abuse and spend. If you had it your way, you would do away with them. Given the right nudge, you just might try...

-Song of Hate (+600CP): What have you done. WHAT ARE YOU DOING. You've perverted this place... the hate will never stop growing now. The human race is xenocidal and indoctrinated with a culture of conquest, the Zentraedi are even worse in their military ways, the Protodeviln are gorging themselves at a rate which risks the extinction of life... and the Vajra no longer wish for peace, being a hive mind purely focused on purification by fire. No one cares for love anymore. There is only death. There is only war... and should it remain this way or see a species become unsustainable when you leave in fifty years, it will count as a failure. You must restore peace and show them the error of their ways, and attempts to alter their minds to it will make it worse.

END CHOICE:
So you managed to make it, and hopefully not any worse for the wear. But hey, you've got a lot of combat experience now... or singing experience. I'm sure you've gotten enough experience with either one. You have a choice now:

-Go Home: You're tired of the conflict, the struggle, the fight against the unknown. You go back to the comforts of your home, with all you have gained on your journey. As a bonus, I will grant you your own SDF-1 Macross in orbit, with all the secrets of the Protoculture technology ready for you to use as you see fit. I hope the world is ready for you.

-Stay Here: Something about this place meshes well with you, and you feel you wish to continue your life. You will spend the rest of your days here, and your affairs back home are taken care of to ensure there is nothing holding you back. As a bonus, you will be given an additional 1000CP to spend as a parting gift. I hope you are satisfied with your new life.

-Move On: You have done your part, and feel the sky is too small. You continue your journey, off into the vastness of the unknown. Spread your wings and soar to another world.

NOTES:
-Variable Fighters and other vehicles you purchase will respawn in a week should they be destroyed in battle. This includes any modifications you may have made to them.

-You can't use this to gain infinite resources, sorry.

-Perks that increase your skill with Variable Fighters may apply to other fighter planes or mechs.

-'Calculating Choir' requires you use people you trust, and it relies on information the people involved know. If there's an event or weapon no one is aware of, then it will naturally be a bit difficult to plan for that. Be wary.

-If you bought 'Hot Off The Press', the expressive hair can also go to fluffy tails or fur if you wish... or even scales or metal parts. I'm not going to judge.

-Bringing 3+ companions to this jump allows you to form your own squad and become flight leader for free.

-The Warehouse Attachments only allow storage of specific things relating to their functions; 'Concert of Memories' for music-related items only, for example.

-'Bring Your Own Plane' and 'Bring Your Own Mech' are specifically to import a plane or mech respectively into the world, essentially the 'plug and play' option. Grant them a battle mode/fighter mode, and you're off. If their default size is higher than 30 meters then they do not qualify.

-If you wanted to merge them with each other or merge them with other Veritech planes you had a penchant for, you will need to use 'Power of Culture'.

-If you paid the limit increase in ‘Bring Your Own Mech’, or ‘Power of Culture’, you do not need to pay it a second time. Once is enough.

-'Alternate Mode' for Power Armor still follows the same size limitation; if it was seven feet tall, it requires a default maximum of an average four-seater car. It must have started as a physical vehicle; it cannot be manifested, or made of energy/magic, and it must have enough moving/physical parts to be sufficiently mechanical.

*'Touched by the Protoculture' is a Capstone Booster, and provides the following boons:
-'Spiritia Abundance' is improved to allow you to possess Anima Spiritia, a much more pure life force that is very difficult for vampiric beings to feed upon and is capable of affecting extradimensional beings... to an extent. Don't expect a one-hit wonder.
-'Listen To My Voice!' grants you a V-Type infection... in other words, you're infected with Vajra Cells. It's stabilized, and lets you sing through fold waves to reach extradimensional entities. You can also sing to bring creatures with animal-like intellect under your sway so long as they hear you. Put on your dress, Snow White.
-'Listen To My Song' can grant resistance to mind control so long as they can hear you sing, and can even grant a small healing factor to allies who hear your powerful music. Just be sure they don't think they're invincible, the dead (or undead) don't benefit from this gig.
-'Shounen Syndrome' has a chance to break through difficult defenses, and can also temporarily restore energy levels of yourself and Companions to make your final strike perform that much more effectively.
-'Protagonist Syndrome' can improve the willpower of those you lead, and will bring out hidden mundane-level yet important talents needed to ensure those you help will not be helpless when you leave.
-'We're Here For You!' has tales of victories under your supervision spread far and wide if you choose, capable of boosting morale in those allied to you or demoralizing the enemy to turn the tide of war or ensure more effective participation.

-'We're Going To Fight!' has a chance for the enemy's attacks to be less effective than they normally would or for their defenses to be weakened somewhat, granting a small window of opportunity if you keep them off-balance.
-'Transform And Rise Up!' will now have an effectiveness of up to warships the size of the SDF-1 Macross, albeit this will take a much longer time and much larger resources to accomplish.
-'Transform And Roll Out!' grants greater energy efficiency and output in your technology, along with the ability to streamline your technology-producing ability.
-'Just Another Part' lets you turn weapons or other equipment into cybernetic parts with very little loss in efficiency, and your ability to install cybernetics is extended to your allies.
-'Just Another Day' improves the healing ability of your cybernetic parts, and to a small extent improves your own biological healing factor through symbiosis of flesh and machine.