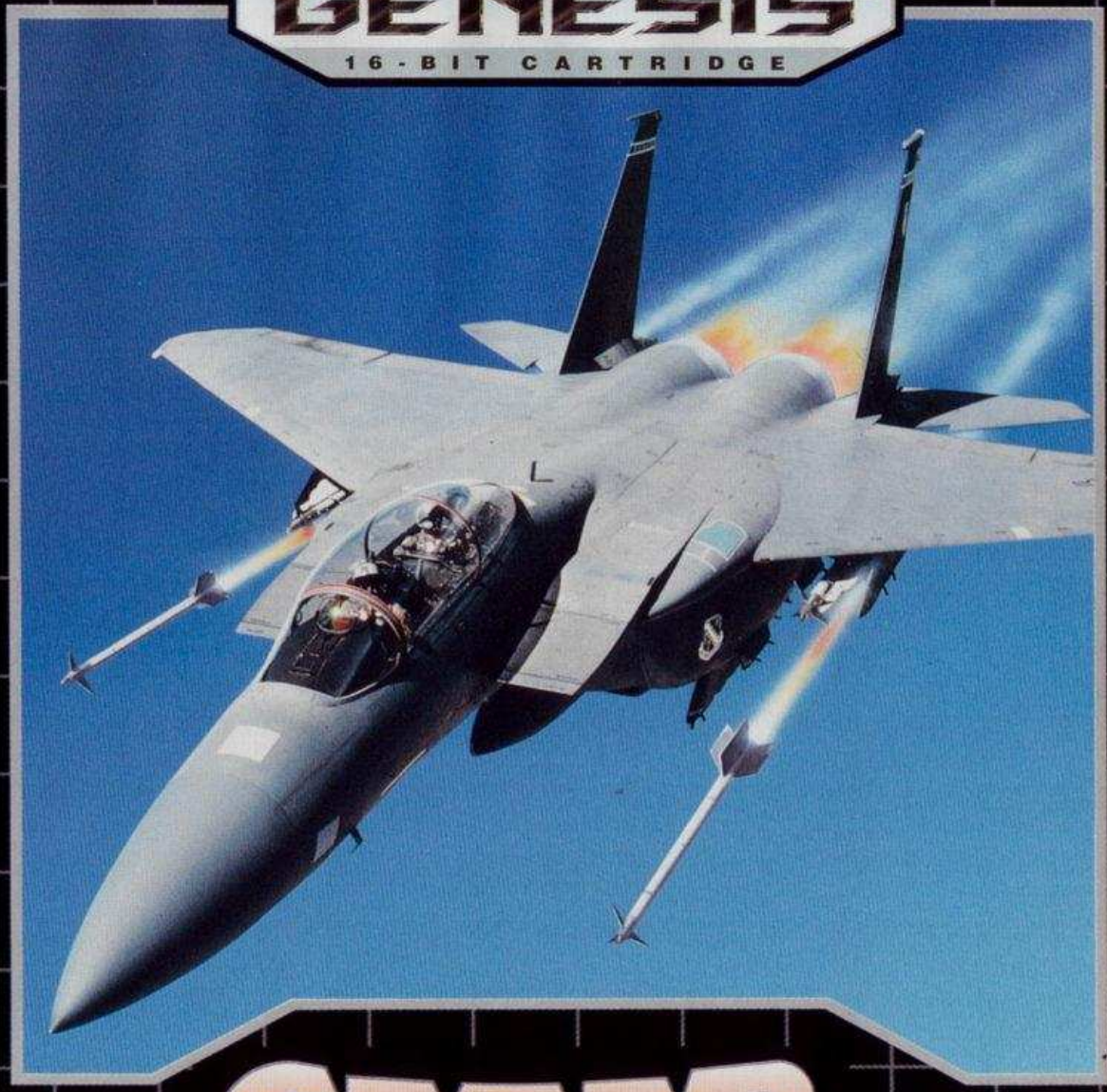
SEGA
GENESIS
16-BIT CARTRIDGE



AFTER BURNER II

After Burner 2 1.0 By Burkess

Welcome to After Burner 2.

A once-peaceful nation has been under siege by General Zorbia and his incredibly powerful armed forces from Halvary.
They've advanced relentlessly, and they've put the nation on the back foot, waiting for the inevitable final strike.

The Peaceful Nation has a plan. They'll send a pilot to destroy the microwave towers Zorbia's forces are using to communicate between them, leaving the scattered forces at their mercy.

The Pilot begins his mission with his whole nation's fate resting in his hands.

What's your role in this?

You'll need these.

1000 Pilot Points.

Locations:

1. The Sega Carrier in the Peaceful Nation.
2. Halvary.
3. Somewhere else on this planet.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Pilot Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

Soldier Training: Gives you the training you'd need as a member of a modern army. This includes upgrading your physique to the highest standards of training.

Skilled Pilot: You're an expert pilot and an ace at dog fights. You could win a battle royal between 10 opponents who are all using the same plane that you are.

Cool Under Fire: When toggled on, your panic response is suppressed, and you could feel perfectly calm even in the middle of a dog fight. Your heart rate won't even speed up unless you want it to.

For The Mission: You're not affected by bloodshed and mass destruction, and trauma slides off you like water off a duck's back.

Killer Reputation: People become less confident when they see or hear about the destruction you're capable of. Witnessing it in person makes them feel even greater fear.

Three Chances: Three continues, 3 extra lives per jump. If your plane was destroyed, you get a new plane. You can spend any of these lives to restore the condition of a vehicle.

Score And Hit: You have a kill counter you can see that updates every time an opponent of yours has died. You're also given a score for each kill and a rating for it.

Mission Experience: Each purchase gives you a year worth of memories and the skills of successfully completing military operations of your choice.

Coal Creates Diamonds: The more pressure you're under to perform, the faster you'll learn to gain the skills you need to survive and thrive. The greater the danger for failure, both personally and for others, the more your capacity grows.

Thought To Reflexes: Your thoughts and reflexes are linked, and now operate at the same speed. Whichever is faster will be chosen.

Follow The Birdie: Predictive abilities that let you understand where enemies are most likely to move. Your mind tracks trajectories and informs you of their most likely next location based on past actions. You can also track a vast number of targets at once, focusing on each of them with the same attention you'd devote if you were only looking at one of them.

Gun Maker: Ability to create and repair guns. You're a top expert in the creation of firearms and military weapons.

Plane Maker And Fixer: You can fix any plane and know how to build them, too. You can reverse engineer any vehicle by examining it.

Military Strategy: Each purchase gives you 10 years of instruction in military strategy from the greatest minds in the world.

What They Least Expect: You can guess what people are expecting you to do next, and then guess what they aren't expecting you to do.

Catastrophe Averted: Unfortunate and negative events that would happen to you are instead broken up in a smaller group of misfortunes. This will protect you from a variety of horrible fates, but you'll pay the cost with a proportionate number of future bad events equal to what it saved you from. Having too many of these stack up could still kill you, though.

Sliding Scale Of Luck: Luck functions on a sliding scale for you, and unfortunate event are reduced by one level of severity. Deadly, catastrophic luck becomes bad luck. Bad luck becomes a mild misfortune.

Success Breeds More Success: Every success you have improves your chances of future successes, and every failure reduces this boost. Setting up a series of wins could let you sweep the opposition like dominoes.

Full Throttle!: Allows you to squeeze more speed out of any vehicle or thing you're riding in/on. You can gradually make things go faster and faster at the cost of them becoming more difficult to control.

Spin To Win: You're immune to things like g-force and motion sickness. You also can do sick tricks in midair and defy gravity a little to keep from crashing.

Warning System: You're alerted to attacks outside your field of vision or awareness as they're about to happen. You could track and dodge missiles you can't see but know are there.

Internal Battle Computer: Within you is a super-sophisticated battle computer, it guides you directly to your targets. It handles targeting for you and shows you streams of relevant data it has on your objectives. The computer allows you to offload a lot of your thinking to it, letting you focus on what's in front of you while it does calculations in the background.

Mission Control: Allows you to mark willing targets. You then can view them remotely and speak to them, regardless of the distance they get from you. You're able to pan your remote view around to see what's nearby and help guide them.

Pilot Factory: Can train soldiers in half the time it usually takes. Any skill you know can be imparted in record time to students who are willing and motivated to learn.

Attack To Save Face: Enemies are more likely to make tactical mistakes to save face and will over commit if they want to avenge a slight against them.

General Zorbia's Teachings: You've got the skills of an accomplished soldier and know how best to surround yourself with people who will help you get what you want. When leading a group of people, you get a feel for what they all want, and know what words to say to twist that desire into actions that benefit you.

The Hope Of The Nation: When people put their hopes in you, you're empowered. The more people need for you to succeed, the more determination, skill, and raw potential you'll gain. You can go from being an ordinary person to becoming a true hero as long as you can survive and have people keep believing in you.

Items:

Skycat: An F-14XX fighter. It has missiles and guns. It's a powerful plane that could defeat 100 similar planes without taking a scratch. Likewise, it has a computer on board that'll lead you directly to your objectives and targets.

Microwave Stations: These spread a signal using signal boosting technology. They can be used to greatly expand your communications network.

Missile Supply Plane: This plane will fly up during your battles to support you. It can also hook up to your plane/ships and resupply them.

Sega Carrier: This is a carrier where you can get maintenance done and land your planes.

Squadron Of Planes: This is a respawning squadron of planes. You have over 100 here, with pilots.

Your Workshop: This expanding workshop respawns with the materials to create firearms and vehicles.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Pilot tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! When Zorbia's beaten or the Pilot's mission fails, that's when you can leave. Unless a drawback says you can't.

Be The Main Character: You are the pilot! You have to do the mission and defeat Zorbia's forces.

Longer Stay: You'll spend 10 more years here.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Purchase Lockout: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Rhymes And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke comes up, you can speak normally to do that.

They Knew: The master plan for defeating the enemy will no longer work, as it was suggested by a spy of theirs. The towers are a decoy. They're waiting for anyone who comes here and will attack with their full power.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Pilot points as you spent. They don't like you and want to defeat you.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?