

Jump by dragonjek
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This is the tale of a man who has yet to realize his destiny.

Deep under the earth, humanity ekes out a meager existence in dispersed villages. The surface is often little more than a myth or legend to these pit dwellers—and perhaps that's safest, because the brutal armies of the Spiral King, made up of the Beastmen, slaughter any humans who dare to walk upon the planet's surface through the use of mecha called "Gunmen".

And yet, this cruelty is the closest thing to mercy the Spiral King can visit upon humanity, for if the population of humans on the surface were to ever breach a certain limit, the Antispiral would drive the entire human race extinct without hesitation or remorse.

Logic dictates that one should follow the path that keeps the most people alive. Logically, the Spiral King's tyranny keeps humanity from dying out. Logically, a pitiful life beneath the surface is better than extinction. Logically, the Spiral King lacks the power to defeat the Anti-Spirals and prevent the Spiral Nemesis, and is making the only decision he could to keep his people alive.

But this isn't a story about logical decisions. This is a story about kicking logic to the curb and going beyond the impossible.

In one month, Simon the Digger will find a curious relic, and a machine with a giant face.

In one month, Kamina will finally reach the sky he saw as a child.

In one month, the man will finally start walking on the path to his destiny.

Take **+1000 Spiral Points** to discover your own.

Do the impossible.
See the invisible.
Touch the untouchable.
Break the unbreakable.
Row! Row! ***FIGHT THE POWER!***

Location

You are in this world for ten years, but you need someplace to start—although you certainly aren't expected to stay there. This will also determine your last name if you aren't a drop-in; last names here are based on where you're from, not who you were born to. You may freely choose where you start off, or you can roll 1d8 to determine your location in order to receive a bonus **+100 SP**.

1 – Giha Village:
The home of Team Gurren (even if they'd love to leave it), this place is average-sized as far as pit villages go. It's fortunate enough to have a large supply of pig-moles, so as long as you put in the work, food is easy enough to come by. Electric lights are the highest level of technology here, and the people don't even know what "reading" is. The daily impact of landing Gunmen has resulted in a high frequency of earthquakes, which periodically cause cave-ins.

2 – Littner Village:
Yoko's hometown, it was built around an ancient weapons storehouse. Unfortunately, containment issues eventually resulted in a release of toxic gasses, forcing the village inhabitants to the surface. They came into contact with the Beastmen and their Gunmen, but with the use of clever tactics and taking advantage of their stored weapons, they've managed to hold out and survive. Admittedly, this is largely because the Human Eradication Forces of the Far-East theatre don't care enough to send more than the occasional Gunmen their way.

3 – Adai Village:
The home of Gimmy, Darry, and Rossiu. A village located beneath a desert, it is largely barren of resources, with only a small breeding population of fish. The village is so strapped for resources that they can only afford to feed 50 people at a time; any others are exiled. Of course, the village chief—or the priest, as he styles himself—doesn't phrase it like that, and he uses the phony religion he invented to convince people to banish those chosen to be "God's children" to the "Celestial Lands" above.

4 – Bachika Village:
Or, more accurately, the ruins of Bachika Village. This was once a town inhabited by Kittan, Kiyoh, Kinon, and Kiyal, but it was annihilated by Commander Viral of

the Human Eradication Force. Now, the Black Siblings wander around the surface, hunting down any Beastmen they find and bringing them down with a combination of explosives and mounted mobility.

5 – Capital Teppelin:
The capital city of the Beastmen, and the home of the Spiral King and Nia. Unlike the caverns humans are banished to, the capital city resembles an enormous inverted cone, only kept upright through advanced technology. Its conical structure is actually the result of a thousand years of construction around the core, a massive Gunmen known as Dekabutsu. This Gunmen—and the capital as a result—is so massive that it breaches the cloud layer. There is also a small population of humans hiding underground beneath the Capital, which King Lordgenome permits to exist so long as they don't come to the surface.

6 – Concubine Village:
A village that is permitted to be open to the surface, its only purpose is to collect human women from across the planet. These women are then trained to be playthings for the Spiral King, until he tires and gets rid of them in favor of newer ones.

7 – Korehana Island:
An island located some distance from the Capital, its small size means that it gets little attention from the Beastmen. In the future, there will be a small settlement upon its surface, but for now the land is pristine and barren of sapient life. Heck, the children that would define this island best haven't even been born yet.

8 – Free Choice:
Your destiny is your own to choose, so you may pick any location in this setting. You could select any of the above choices, or choose to start off on one of the other worlds bearing Spiral Lifeforms. You could even start in the Antispiral's Universe, if you liked.

Origins

Who you are can't be constrained by small and petty labels, but such labels can still be useful. As such, **you may select two origins**. It is up to you if your picks here describe your past in this world, depict who you will become in the future, both of these, or are just what options you receive discounts for.

You may be a drop-in if you so desire, or have a background in this setting. You may select your age, or roll from one of two options for it to receive **+100 SP**; you may be either 12 + 1d8 years of age, or you can be 20 + 2d8 years old.

Digger (Free):
There is perhaps no more important profession for those who live underground. You help to expand the caves so that the village can grow, unbury places that have collapsed from earthquakes (most frequently caused by the impact of Gunmen launched from a Dai-Gun), and find new sources of food or water. You can even find treasure!

Dreamer (Free):
On the surface, you don't have to huddle in darkness, waiting for the roof to inevitably collapse on you when the earthquakes grow too much to handle. On the surface, there's a bright blue sky as far as the eye can see. On the surface, there ain't no ceiling! You might not be the most reasonable person, but you are someone who knows what they want, and as long as you have someone you can believe in, nothing is able to stop you from reaching your dreams.

Gunslinger (Free):
Living underground was hard, but at least you didn't have giant mecha trying to kill you! But you've learned to adapt and survive, relying on your wits, weapons, and training to get you through tough situations, and allowing you to fell enemies many times your weight class.

Scientist (Free):
There's so much to learn, and so little time to do it! You're a little bit of everything—part researcher, part engineer, part mechanic, part programmer, part anything-else-that's-needed. Of course, there's only one human who truly understands science, and the Spiral King is hardly willing to share his secrets with

the race he oppresses. Still, even with your patchwork knowledge, you're still able to understand, repair, and operate complex machinery. Perhaps, if you could live openly and establish a community for studying, you could fill it all the gaps in your understanding.

Beastman (+200 SP):
You're one of the creations of the Spiral King, grown from specially-engineered DNA in gestation pods rather than being properly born—indeed, your entire species is infertile. You are made to be stronger, faster, and tougher than any human could hope to be, with a set of senses that put humanity's to shame.

Why does such a potent option give you points? Well, it comes with a number of downsides built into you by your creator. In exchange for functioning at a higher level, you must sleep every night (or day, if you're nocturnal) to allow your cells to regenerate, or else every cell in your body will die. You must take the **Deathlike Sleep** drawback, although you do receive points for it.

Furthermore, because your kind does not reproduce, they cannot produce evolutionary energy, and Spiral Power is beyond your reach; for the duration of this jump you will be unable to generate Spiral Power, although this limitation is lifted once the jump ends. That said, if someone else provides it, you can still *use* Spiral Power, just not generate your own. Should you be on board during the creation of Tengen Toppa Gurren Lagann, the exposure to such vast Spiral Power will awaken your own evolutionary power and allow you to use Spiral Power yourself.

By reducing the bonus by **-100 SP**, you can be a species of Beastmen that is capable of flight, rapid speed and water breathing, or that has an unusually powerful physique. Your appearance can range from the nearly human with some bestial features to resembling a bipedal animal. Beastmen are unaging once they achieve full growth, and if you rolled for your age, you may optionally increase that number by (1d8 -1) x [10 *or* 100] years.

Thinker (Free):
Logic and reason define your life—and because of this, you understand that sometimes sacrifices have to be made. If you only have enough food for fifty people, surpassing this population means some people need to be gotten rid of,

or everyone will starve to death. It isn't cruelty. It isn't a desire for power. It's the driving need to help everyone it's feasibly possible to help… no matter the cost to your own soul.

Royalty (Free):
It looks like Spiral King Lordgenome decided to play with two dolls at once this time. You are a sibling to Princess Nia, raised in perfect luxury in Teppelin. You have no exposure to politics or the realities of the world, and what knowledge and training you have had only been given because the Spiral King expects a certain degree of excellence from those whom he deigns to give his affections. But any display of human self-awareness or questioning your role in the world will inevitably cause him to close his heart to you, and you will be discarded. Or perhaps you already have?

If you start in any location except for Teppelin, you were drugged in your sleep, locked in a box, and left to die in your starting location. You begin the jump just as someone opens it, somehow managing to pry the thing open even without a core drill to work the spiral lock.

Leader (Free):
People depend on you, and it is your role to pave the path for them to follow. Whether you lead from above by inspiring everyone to follow your example, or if you lead from below to make sure no one is left behind and everyone keeps pushing forward, you are someone that no group can survive without.

Warrior (Free):
At heart, you are a fighter. Maybe you're a trained soldier, or maybe you're just someone who's a natural at fighting. Whatever the case may be, you're a top-notch combatant, be it on foot or in a mecha, and challenges make your blood boil and push you to fight even harder.

Messenger (-200 SP):
Nia should be the only one, and this knowledge and potential should be locked away from your consciousness, hidden in your DNA. But somehow, you've awoken to your nature as an Anti-Spiral Messenger. As the activation of the Humanity Extermination System is automated, you don't possess full control of local Anti-Spiral forces (and such control will be assumed by Nia should events proceed

down their canon path). Nonetheless, you possess potent abilities derived from the reality-warping technology integrated into the Anti-Spirals.

You look completely human, save for your eyes—your pupils are a strange color rather than black, and are shaped like a cross. For some reason, nobody will ever question this or consider it unusual.

Perks

Perks are discounted to their associated origin by 50%. Discounted 100 SP perks are free, while General perks don't receive any discounts. You receive **+200 SP** to spend on perks.

General Perks

So This Is the Power of the Spiral (Free):
The very force of evolution itself, Spiral Power is an energy source produced by all living beings capable of reproduction. But through fighting spirit, one can nurture and grow the ember of Spiral Power in your heart. And just as the process of evolution continually refines and improves life forms, so too does Spiral Power refine and improve its wielder. But that's only the most basic application of the power of the Spiral; it has a veritable infinitude of applications, from creating matter and energy from nothing, to propelling societal growth, to reshaping matter, to allowing one to linger as a spirit after death.

But you don't start off with access to the full breadth of Spiral Power. Instead, here are some examples of the power levels. You will be able to—eventually—reach up to the 600 SP price tier, but by paying now you can start off with that amount of ability.

For free, you have enough Spiral Energy to pilot and power a Gunmen without electricity, but not enough to accomplish anything special. You also get the guarantee that, no matter how much Spiral Energy you generate, you will never cause the Spiral Nemesis by accident.

For **-200 SP**, you have enough Spiral Energy that, in a Gunmen, you could perform a limited amount of mecha-based reshaping and mass creation; for instance, to create drills from the mecha's body, fuse stolen enemy equipment to your Gunmen (including reshaping it and recoloring it to suit the aesthetics of your machine), temporarily repair the mecha's injuries, or turn a small weapon into a giant one.

For **-400 SP**, your power is comparable to the leader of Team Dai-Gurren's and Lordgenome's at the time of their battle. You are able to amplify your own physical powers to the point that you can rip a Gunmen apart with your bare

hands. You have some capacity to physically manifest Spiral Energy, shaping it into forms as you like or releasing giant blasts of energy through a focusing tool such as a core drill. If there's someone you know and focus on, an exertion of Spiral Power would allow you to observe them regardless of the distance between you or intervening objects.

For **-600 SP**, your Spiral Power is comparable to Lordgenome's at the height of his original campaign against the Antispiral. You produce enough Spiral Power to single handedly power and pilot a Gunmen the size of the Moon, and you can empower even a "normal"-sized Gunmen to the point that you could slaughter entire armies of trained Spiral Warriors on your lonesome. At this point, you can resist growing older simply by being opposed to aging, making you effectively immortal.

For **-1400 SP**, your fighting spirit has grown to the point that you are capable of manifesting a Tengen Toppa-class Gunmen created purely from your Spiral Power—a construct of unimaginable size that stands at roughly 10 million light years tall. To manifest this degree of power, the leader of Team Dai-Gurren needed to integrate with every version of himself throughout the multiverse. The laws of reality and fate are only suggestions to you at this point. Normally, a Tengen Toppa-class mecha would be impossible to manifest in the physical universe, and would only be possible in a realm such as the Antispiral's; however, "normal" doesn't apply to you, and you can do so… if you're willing to accept the consequences of destroying the universe, that is. You do still need a Super Galaxy Gurren Lagann-class Gunmen in order to pilot this vast mecha, however.

With 18 other people capable of generating this much Spiral Power, you would be able to generate a Super Tengen Toppa-class Gunmen, which is measured by how many times larger it is than the entire observable universe. Comes with a Tengen Toppa-class mecha to pilot it, should you decide to summon it.

For **-2000 SP**, you don't need them—you hold a bound infinitude of Spiral Power within you and could, on your own, create a mecha on that scale which is a full 11 times larger than the observable universe. Be warned that actually doing so outside of a pocket dimension such as the Antispiral's would be disastrous.

Rap Is a Man's Soul! (Free):

The world is now accompanied by a soundtrack, one that always seems to know what's most appropriate to the situation. This soundtrack covers a wide variety of genres, ranging from hip hop to orchestral choirs to electronic music, and more. Despite being clearly audible, it somehow never interferes with your hearing or anything that you're trying to do. It is up to you if other people can here this soundtrack or not, as well as whether they find anything strange about the sudden presence of music coming from nowhere.

What Do Those Symbols Mean? (Free):
The language the people of this world speak is up in the air, but their written language definitely isn't one that exists on your Earth. Besides which, most backgrounds probably wouldn't be literate in the first place. Fortunately for you, you have this; free fluency in the primary spoken and written languages of the location you begin every jump, as well as fluency in the main form of sign language.

You What? What Are You Talking About? (Free):
This is a world of badass heroes who give badass speeches, and it isn't right to interrupt someone just because they're leaving themselves open. As long as you aren't trying to use it for some tactical or strategic purpose, nobody will ever interrupt you when you are introducing yourself or giving a (short) speech, nor try to take advantage of the time you are spending talking. Self-aggrandize all you want, declare to the world that you've grown as a person, deny your enemy's logic, or inspire your allies—all of these are valid reasons for a speech.

Furthermore, if you leave space open for your allies to join in, they will be inspired to come up with lines of their own that complement your own speech as naturally as if they were rehearsed.

Also comes with the ability to come up with (short) speeches that convey your emotions and intent perfectly.

Kick Logic to the Curb (Free):
This is a setting of the strange and the ludicrous, even before Spiral Power is taken into consideration. Two herds of pig-moles charging into each other could create a tall and mighty living tower from the collision. A pair of enormous mecha might battle atop the galactic plane, standing on it as though it were a solid object; their

strikes may hit each other rapidly, ignoring how many times faster than light they'd need to be moving in order to do so; galaxies could be grabbed and thrown like shuriken. A man could absorb all of his alternate selves across an infinite multiverse and retain his personality and identity. A drill many times the size of the observable universe could be stopped, and even destroyed, by a Gunmen the size of the basic Gurren Lagann, who would moments later proceed to cross an immeasurably immense distance to punch the person on the other end of said drill in the face.

In this world, the impossible ceases to be impossible. With enough fighting spirit, absolutely anything can be achieved, if you only try hard enough. Any foe can be overcome, any challenge can be surmounted—the only limitation is your own determination. This perk is free for this jump, but remember that this is something that applies to the entire setting, not just you. That's why bringing this perk with you to future jumps only costs **-300 SP**, despite its power. You can toggle whether it comes into effect at the beginning of each jump, in case you go to a world where you would rather not enable everyone.

If you would like to keep this perk all to yourself, that is instead **-1000 SP**, which also includes the aforementioned setting-altering potential.

Cool Guys Don't Look at Explosions (Free):
There are a lot of explosions in this show, plenty of which would have killed Team Dai-Gurren if they had happened in a more realistic setting. Now, you can bring this protection with you into future jumps. You, and those who are allied with you, are immune to damage from explosions caused by the consequences of your actions. For instance, if you blew up a Gunmen and it exploded with enough force to create a mushroom cloud, you'd be left untouched. This doesn't apply to explosions that you cause directly; for instance, you aren't immune to self-destruct mechanisms. Nor does it protect you from explosions deliberately inflicted upon you by other people, even if they do so as a consequence of your actions.

Iron Stomach (-50 SP):
And maybe an iron tongue, too? As long as the food you eat is something intended to be eaten in the first place, it will taste good to you, and you will digest

it perfectly fine. Hell, your digestion seems to be jump-started, as you are able to get energy from any mouthful as soon as you swallow it.

I'm Not Heavy, Am I? (-50 SP):
You are able to comfortably fit into even the smallest cockpit alongside another person. Whether you're sitting on their lap, draped across the back of the chair, or they're the one sitting on you, having additional people in your cockpit will never be uncomfortable. You can also fit a bizarrely large amount of people into a cockpit, way more than should be able to fit.

Cooperative Piloting (-50 SP):
When operating a machine alongside someone else, the two (or more) of you will act in perfect synchronicity without even needing to talk to each other. With this, you could have multiple people piloting the same mecha, and it would be just as effective as piloting it solo (if not more so, due to the increased Spiral Power produced by two individuals). This also applies to larger vessels, ensuring that the crew of a ship can act as one.

When Not to Pierce (-50 SP):
The attacks in this world can be quite interesting. At one moment, a drill could rip straight through an entire mecha, and the next, that same drill might just be used to harmlessly push a different Gunmen, even if it's drilling at the same speed. You can control the direct consequences of your actions (the physical consequences, at least), such as whether or not someone suffers harm from your attacks, and can negate or limit how much damage they take.

Love Conservative (-50 SP):
Maybe you aren't suave, but you sure are charming! There's just something about you that people of your preferred gender(s). Sure, you're handsome, but it's more than that—your attitude, your approach to life, is something that other people find incredibly appealing, and it would be easy for you to find someone to partner up with.

Let's See You Grit Those Teeth! (-100 SP):
Despair can be a dark and terrible thing, blighting the soul and dragging your spirit into the depths. That's why we have comrades, friends, allies; people who will stand alongside you and bear the burdens of the world, who support you when

you can't stand on your own, and—most importantly—know when to sock you in the face if you're getting too caught up in yourself. This sort of "get ahold of yourself" strike will never cause real injury, and will always serve as the perfect shock to shake you out of despair, as long as some sort of hope exists to be felt. You can also provide this healing punch to other people who are drowning in hopelessness.

Transform the Dark (-200 SP):
Your friends' hopes and dreams are etched into its body, transforming the infinite darkness into light. It is a sad fact that great deeds are often accompanied by great loss. With this perk, you can guarantee that such loss will always result in great deeds.

When people close to your heart die in pursuit of a shared goal, or those that follow you fall in that pursuit, their hopes and dreams will carry on with you. This can manifest as luck, as bursts of willpower when it is desperately needed, extra Spiral Power, an outright boost to your strength or skill, or even a much-needed intervention by the spirit of the deceased. The closer you were emotionally to the dead, the stronger this becomes; the death of a dear friend would propel your cause forwards even more than they could have had they been alive.

You cannot intentionally cause their deaths, or this perk will fail to activate. These benefits only apply in pursuit of the goal you shared with the deceased.

The One and Only (-200 SP):
Throughout time and space, across realities and dimensions, there is one truth that holds true everywhere; there is only one of you. You have no counterparts in other universes; an attempt to use the Hyperdimensional Labyrinth on you would work… for maybe a single second, as you absorbed all the potential power that your multiversal counterparts *would* have had, if they had existed at all.

You can't acquire more perks in this manner. Even ignoring the Hyperdimensional Labyrinth (and to be more useful in future jumps), attempts at cloning or duplicating you without your permission will simply fail. At the beginning of each jump, you are free to decide if this perk applies, or you could disable it in order to meet with your alternates.

Passionate Combining (-200 SP):
Combining is all about one fighting spirit slamming into another, two souls forming a raging inferno! But sadly, not all Gunmen are made to combine. But why should that stop you? From now on, any mecha or vehicle you are in becomes capable of combining with another to create a new, better one that is capable of more than either of the original vehicles could have done on their own. All this requires is you, your vehicle, a second vehicle, and a pilot for that vehicle. As long as the two of you get along, and you can bring yourself to feel passionate feelings, you can merge your mecha together into one.

I Will Head Towards Tomorrow (-300 SP):
Mark my words, this drill will open a hole in the universe, and that hole will be a path for those behind you. The dreams of those who have fallen, the hopes of those who will follow… those two sets of dreams weave together into a double helix, drilling a path towards tomorrow! Where you tread, those behind you find it easy to follow. Not only does this apply to mundane travel, but also to breaking new ground in science, resulting in people rapidly gaining expertise in previously-unknown fields. If you stole Gunmen to rebel against the Spiral King, soon enough other people will do it, and find themselves succeeding against all odds. If you broke free from a Multiverse Labyrinth, your freedom would drag your fellows out of the trap alongside you. If you healed from a disease, others with that illness would find themselves recovering faster. Your progress will pave the path into a bright future!

You can disable this effect for specific actions, if you so desire.

> **Class Is in Session (-300 SP)**:
> Leaders aren't the only ones who show others the path to follow. Teachers do as well, and your ability to teach is superlative. You can come up with lessons to allow you to teach anything you know to someone else, no matter how esoteric or bizarre; you could even teach others how to use perks that you possess, although it would take a year of lessons to learn a single perk. These lessons will always be easy to understand, even for children, and you have a natural talent for all the mundane skills that go into tutoring.

Multiverse Labyrinth (-500 SP):

One of the greatest techniques of the Antispiral, this exposes someone's consciousness to the fullness of the multiverse. By virtue of perceiving a universe, it becomes true, and the target's mind is inserted into that reality. If they discover that it is a trapped reality and try to escape, the process of doing so will simply send them to a different reality. So long as something is capable of human-level (or higher) intellect, it is absolutely impossible to escape from the Multiverse Labyrinth on your own, for your own capacity to observe the universe will ensure that you are always ensnared into a new universe.

The only way to escape the Multiverse Labyrinth is to become aware of the "original" you, which is impossible to do without outside assistance. The lingering spirits of the dead are not so bound, however, and it is possible, if unlikely, that someone particularly close to a given soul may be assisted in remembering themselves. Even then, escaping would require them to merge with every one of their infinite selves across the multiverse while maintaining their own identity and individuality, a feat that would require Spiral Power or some equivalent method of achieving the impossible.

This ability comes with a safeguard to ensure that you cannot be captured by the observation of other universes from this perk, although someone else's Multiverse Labyrinth technique could be your doom.

Digger Perks

Tunnel Support (-100 SP):
The purpose of a drill is to open up a path for others to follow, and it would hardly be a worthwhile path if it collapsed on you, now would it? The holes and tunnels you dig (be it by hands, tools, or machinery) are preternaturally stable, requiring no form of support in order to be maintained, and being no more vulnerable to earthquakes than they would be with the proper structures in place. And if you had such supports, they'd be all but guaranteed to never collapse.

Furthermore, as you dig, the earth you displace seems to smoothly meld with the ground around you without clogging up the tunnel you're making, letting you drill your way through the earth without worrying about what to do with the displaced dirt or clean the tunnel to make it passable.

Dig Up Treasure (-200 SP):
You don't just dig for the village, you dig for fun, too! Well, the digging itself isn't the fun you're looking for. It's treasure! You have a peculiar luck for finding treasure. Most of the time, this is neat little trinkets or cool-looking rocks. But every once in a while, you'll come across something actually valuable. And in extreme situations, you might come across a priceless treasure; you might find the key to an ancient artifact, and then find that artifact a day later, or you might even find a princess. This applies across your entire life, not specifically to digging, although it is most notable when doing so.

Listen to the Earth (-400 SP):
When you dig, the rocks and soil seem to speak to you, telling you where to dig to get where you want to go, and pointing out faults to you. With the earth so eager to accept you, your digging ability has increased exponentially. With a small sharp object, you could dig your way through solid bedrock in a matter of minutes; with a drill, you could progress through earth and stone fast enough to dig a hole under an oncoming attack and hide. If you had a mecha that could turn parts of its body into a drill, you would travel through stone with the same ease as a bird flying through the sky.

Furthermore, your understanding of the earth has allowed you to dig on a bigger scale. Your ability to identify faults in the ground lets you amplify those flaws, and in the right terrain, and by drilling a few key locations to weaken the earth's

structure, you could shatter the earth to create a giant pit trap right under an enemy, even while you're being chased by them.

Pierce the Heavens (-600 SP):
If there's a wall in our way, then we smash it down! If there isn't a path, then we carve one ourselves! No longer will there be such a thing as an obstacle that can't be overcome. Your drill, your attacks, or your words—it makes no difference, as they will all pierce straight through any barrier. And if that barrier doesn't break… then just try harder. And if that doesn't work, try even harder. It WILL fall, and it WILL break.

If their defense is not being hit, then by your iron willpower you can bend space itself to ensure your strikes hit home. If they can turn incorporeal, your attacks might do so too in order to land. No manner of protection is enough. Your drill is the drill that will pierce the heavens!

Dreamer Perks

Who the Hell Do You Think I Am? (-100 SP):
If they don't already know you, they're going to before you're done. The great deeds you perform echo far and wide among other people, with your good reputation spreading like wildfire. Your actions linger in the hearts of others, too. Word of what you've done could inspire other people to imitate you, and over the course of interacting with them over a single night, you could become an irreplaceable figure in the minds of others.

Believe in the Me Who Believes in You (-200 SP):
Many people are shy, or scared. They may have social anxieties, or they could simply lack self-confidence. They could be genuine cowards, or hold themselves in such low esteem that they can't believe that they can succeed. But that's alright. If they can't believe in themselves, then for now all they need to do is believe in the you who believes in them. People are able to substitute their faith in you for faith in themselves, letting them draw upon courage and confidence that they might otherwise lack.

What's more, your own belief in others will always be vindicated; this won't make them any more capable of doing things they just can't do, but allies you are expecting to come to your aid will never arrive too late, and someone that you have faith can overcome their fear will always do so.

Believe in the You Who Believes in Me (-400 SP):
Maybe you are secretly frightened. Maybe, for all your bluster, you have no idea how you're going to live up to your big talk. But it doesn't matter if you don't have faith in your own abilities—there are other people out there who have faith in you, and whose faith in their own faith in you keeps them going forward. So you have to keep standing strong and facing the world with courage and bravado, so the people behind you can see your back and be inspired by you.

And they, in turn, inspire you; the more people who hold you in high esteem and believe in you, the better you perform. You think more clearly and swiftly, your plans become more effective, and you become more competent in battle.

Believe in the You Who Believes in Yourself (-600 SP):

Everything else is just a temporary measure, a way to help others keep going forwards when they have no faith in themselves. But that isn't the goal. That isn't healthy. That isn't what you want for them, and you have ways to make them know that.

Around you, others will grow as people. Cowards will find bravery, weak men will find strength, cold people will find warmth. Your mere presence inspires others to become better than the person they were yesterday. This progress isn't fast—but it's constant. What's more, it applies to more than just personalities. Their wits, their Spiral Power, their skills—everything about them ekes forwards, bit by bit, growing without limitations.

And once you've established a place in their hearts, they don't even need to be around you anymore. You live on as a part of them, and the simple memory of you is enough to prompt them to continue growing greater. Maybe they consider you to be amazing, but you know that the real greatness is what lies within their own souls.

Gunslinger Perks

Marksman (-100 SP):
Good weapons are hard to come by, so it's important to allocate them to the people who would make the best use of them. If that's the case, you're sure to wind up with some of the best weapons around, because you're a crack shot with any sort of ranged weapon, with impeccable accuracy. As long as you can see a target, you can hit it.

Vengeance (-200 SP):
Even if Heaven forgives their brutality, you promise you never will! When someone wrongs you, you are empowered in your pursuit of revenge proportional to how badly they hurt you. Something like a guy perving on you might just ensure that when you smack him, he'll feel it tomorrow. Turning a hot spring bath you were enjoying into a trap, well, that could empower you to become a one woman army. And more serious transgressions? You would be a veritable titan of combat.

Power Scaling (-400 SP):
It can be hard to stay relevant when everyone else is growing more powerful, and you're stuck firing weapons with pre-set ammunition strength. Fortunately, you never have to worry about being left behind. Your weapon attacks will always increase in power proportional to your own growth, in particular your fighting spirit. The mightier you become, the greater your weapons will be. Where you once might have spent many shots just to lightly injure a Gunmen, eventually you will reach the point of a single shot being enough to completely destroy one, even if you're using the same weapon.

Weak Points (-600 SP):
If you're smart about it, even a normal person with a gun can win a fight against a massive mecha. To do so, it is vital to target the weaknesses of your enemy—and fortunately, you are supernaturally good at identifying such weaknesses, whether that's weak points in the makeup of a mech, flaws in someone's argument, or any other manner of vulnerability. Your strikes against these weak points seem to be more powerful than they ought to have been.

What's more, your enemies always seem to have these weaknesses. Even a god-like being in complete control of an artificial universe might bring their one, single vulnerability into a fight with you instead of protecting it.

Scientist Perks

Top-Rate Mechanic (-100 SP):
You have the knowledge needed to repair and perform upkeep on any manner of machine, no matter how grand or complex. If you come across a device beyond your current understanding, then having a mere hour to study it will be enough to expand your knowledge sufficiently that you can fix it up, as well as understand the basics of how to operate it. What's more, your ability to repair, perform upkeep, and modify machines is vastly expanded beyond the realms of the physically possible; working with a team, you could strip two massive Gunmen for parts and use them to repair a badly-damaged third mecha in only a single night, or overhaul a mecha the size of a battleship to be seaworthy in less than a day.

Analysis Compete (-200 SP):
The universe holds so many secrets, and it's your purpose as a man of science to discover them. Any computer you use becomes capable of measuring phenomena and analyzing the resulting information. It doesn't matter if you're measuring mass from a distance, determining the nature of a foreign energy, or determining how a broken heart affects the pilot of a Gunmen, you will be able to gather and process information. Furthermore, your computers are capable of running complex simulations using gathered information; these simulations will somehow be accurate as long as you have at least half of the information that would normally be needed to create an accurate simulation

It doesn't matter if the computer wasn't designed for doing whatever you're using it for in the first place; by virtue of you using it, it is able to do so. In addition to this, you have a remarkable knack for phrasing even the most complex of information in a way that under-educated people can understand, letting you actually convey the info you gather to those people who would actually be able to do something about it.

Science-Engineering Synthesis (-400 SP):
Science is the pursuit of knowledge; engineering is the application of knowledge. They are by no means interchangeable fields of study, even if they are related ones… well, except when it comes to you. As long as you understand the physics or biology behind how a part of the world works, your Spiral Power fills in the gaps so that you know how to build a device that utilizes this knowledge. As long as you

know how to build a machine, your Spiral Power fills in the gaps so that you understand *why* and *how* it functions.

Take apart a device, and you understand how to put it together. By understanding how it's made, you understand how each piece functions, and the scientific principles behind why they function. By understanding these principles, you know how to build more devices that utilize them. These devices in turn will make use of more laws of science that you didn't already know, meaning that you will learn them in the process of creating these machines.

Continue to build, study, and tinker, and your growth will increase explosively, to the point that in a mere seven years, you could progress society from not even knowing that the Moon was a satellite in orbit around the planet, to building a spaceship capable of reaching its surface… and with proportional progress in all fields of study. You could uplift societies with this.

Harnessing the Spiral (-600 SP):
Electricity is fine and dandy, and works great as a power source… for ordinary people, and ordinary situations. But it doesn't possess the ability to grow, to change to suit any situation, to *evolve*… not like Spiral Power does. You've learned how to construct machines that can harness the Spiral Power produced by living beings in the vicinity of the machine. Although this alone won't provide you the knowledge needed to produce technology such as that demonstrated by the Cathedral Terra—you're making ordinary Gunmen at best at this stage—it does allow you to create Spiral Energy-powered technology in future jumps, and adapt your Spiral tech to different uses.

Do keep in mind that Spiral Power is conducted most efficiently in the near-human form, so the more humanoid traits you put on a machine powered by Spiral Energy, the better it will function. At the very least, you should include a face.

As a side consequence of this, you are also able to build megastructures and megavehicles without compromising their integrity, or having them collapse from their own mass.

Should you go to a world without Spiral Power, that's fine; the technology you create will still react as though Spiral Power had been created proportional to the

fighting spirit of those around it, but without the risk of eventually creating the Spiral Nemesis.

Beastman Perks

The Paths of Man and Beast Intersect (-100 SP):
In the aftermath of the war between humans and Beastmen, a curious peace came to grow between the two factions, allowing them to live side-by-side and forgive the wrongs of the past… although as prisons such as Lincarne demonstrate, they did not forget those who wouldn't dedicate themselves to the peace that followed.

You find that this forgiveness follows you now. Even if you've done terrible things, once a war or conflict is over, people are willing to let bygones be bygones, as long as you don't make more trouble.

All Warfare Is Based on Deception (-200 SP):
Sure, you could just go ahead and try to fight the uprising humans head-on, and you'd probably win. But why take the chance? Why give them the opportunity to grow their Spiral Power? Tricks and treachery are the best way to put down an upstart rebellion. You excel at both tactics and strategy, and any deception designed by you will always be carried out with perfect acting by everyone working for you… even if they're working under duress.

Reign of Terror (-400 SP):
Hidden from the Beastmen, the Spiral King's true purpose in slaughtering humans who come to the surface is to oppress the people, to force upon them enough fear that they could never muster the Spiral Power needed to overthrow him, which would lead to humanity's doom. You have a preternatural ability to inspire fear in others; not only are you very intimidating on your own, with a natural understanding of what words would inspire terror in others, but your actions have greater consequences in regards to how people react to them.

If you made a brutal enough example of someone, like killing entire villages who dared breach the surface, then everyone on the planet would instinctively realize that heading to the surface is dangerous. This would happen even if they had no way of getting information about what happened. Only those able to overcome this inherent fear, someone ignorant of the monstrous nature men can have, or someone who was truly in desperate need, would dare to come up in the face of this terror.

Immortal Body (-600 SP):
You exist to be a storyteller, to last until the end of time to perpetually tell the tale of the futility of trying to oppose the Spiral King. Your body has been modified by King Lordgenome—not to be something capable of defeating Spiral Warriors, but to be capable of surviving damn near anything. You no longer age or sleep, and any wound you suffer will heal in moments, regardless of severity. The only thing that could possibly kill you is the near-complete destruction of your body; as long as 1% of your biomass remains in one piece, you'll come back from anything. Damage to your brain will be repaired perfectly, leaving your mind untouched by brain injuries.

Thinker Perks

A Necessary Sacrifice (-100 SP):
The survival of the whole is of greater import than the survival of the individual. It is a tragic truth, and the deeds you must do have a terrible weight on your heart, but for the good of all, you must carry through. Well… sometimes. Not all sacrifices are truly necessary—and now, you'll always know when they are. You won't necessarily know what the correct solution *is*, but you will always know whether a sacrifice you are preparing to make is actually needed.

Healthy Suspicion (-200 SP):
You have a sixth sense for when something isn't what it appears to be. Although useful for illusions and disguises, where this really comes into play is in detecting traps and cons. When things seem safe and welcoming, but aren't, you are always aware of it, and can clearly see the warning signs in even the most carefully crafted deception.

Second-in-Command (-400 SP):
A lot of work and responsibility comes with being the head of an entire planet, but you're well-suited to it. You're able to read and comprehend pages near-instantly, and can progress your way through even massive stacks of paperwork in mere minutes. What's more, you comprehend paperwork and the bureaucracy, and can manage the needs of a government with ease, easily rooting out corruption and ensuring that the government works to serve the people, like it is supposed to. You could come up with an entire legal and governmental system on your own, solving the requirements for a worldwide society wholesale from a foundation of effectively-tribal villages.

What's more, you're effective at subverting loyalty to those you serve. By showing kindness and paying attention to others who are also subordinate to the actual leader, you bring them more in line with your own perspective of how things should be ruled, and can slowly devote their loyalty to yourself. You are also a masterful manipulator, and it would not be hard for you to trick your leader into passing laws that they never intended to with them being none the wiser.

Finally, you have a keen understanding of how the populace will react to any sort of change, and can flawlessly predict the public opinion… and because you understand how it works, you can easily manipulate it. This happens to be much

more effective when you use it to turn someone else into a scapegoat for the masses.

The Progress of Seven Years (-600 SP):
Spiral Power doesn't just improve the individual, or empower a machine; it can also propel society itself forward at unnatural speeds. In only seven years, your guidance would allow a planet-wide collection of individual villages with no communication to become a single civilization. Scientists under your command work faster to a degree that beggars belief, allowing those beneath you to expand a people who were illiterate more often than not into a high-tech society capable of reaching the moon. A sprawling city of skyscrapers could be built in less than a decade, and the animosity between humans and Beastmen could be cooled down to the point that they could happily live side by side. Under your guidance, society will positively progress in leaps and bounds.

Royalty Perks

Well Met (-100 SP):
The world would be better off if people were just nicer to each other, wouldn't it? As long as you are polite to other people, they will be polite to you in turn. This doesn't mean an enemy would stop attacking you, but they might introduce themselves and apologize for the inconvenience. This perk also provides you with impeccable, constantly-updating knowledge on how to behave in general manners, as well as how to behave in high society.

Are You Not Aware of Who I Am? (-200 SP):
Having rank has its privileges; you seem to be more valuable to your opponents. Your enemies are reluctant to outright kill you, and will prioritize capturing you above simply eliminating you. This might be to kill you later, or kill you more slowly, but it will keep you alive for a little while longer. If you're "lucky", they might even have a use for you that entails keeping you alive; at the very least, this ensures more opportunities to be rescued. This won't apply to enemies you are actively trying to fight, but if you aren't a warrior, this perk will make it very unlikely that you will simply be executed.

You're a Not-Pissing-Off Person (-400 SP):
Everybody has the potential to be wonderful, and you can see it in them. Even in the roughest person, as long as they have some good in the heart, you can clearly perceive it. And just by being around you, slowly this light in their soul will start to shine brighter and brighter, helping them to become better people. You are a very likeable person, charming and sweet without intentionally trying to be. It would be very easy for people to come to adore you.

End of Grief (-600 SP):
That is what happens when someone dies, people suffer. And yet here they are saying that two grieving parties should hurt each other! Don't you think there might be something wrong with that? Evidently you do, seeing as how you took this perk. With your words, you can make people reconsider violence as an option. You can get people to see past their grief, and understand the grief and grievances of others, and understand their validity. They receive empathy and understanding. You have no guarantee that they will choose peace, but conflict is all too often the result of misunderstanding and miscommunication, and when you speak such things simply fall apart. What's more, you can help people to *heal*. The pain of loss

can leave scars—and you can’t get rid of those. But you can help people cope with that loss, see that there is something beyond their own pain, and keep moving forward. With your help, they will head towards tomorrow.

Leader Perks

You're Gonna Do It (-100 SP):
A leader often receives their position due to their competence in their field, which can make it hard to leave the job up to other people when their leadership duties begin to interfere. You will never have this problem, as you have an excellent understanding of how to delegate. You can accurately gauge who under you can best perform what job, and you have the patience and capacity to trust to let them play their role.

Inspiring Figure (-200 SP):
An important duty of a leader is to keep up morale, and when it comes to cultivating morale and fighting spirit, there's no one better than you. You know when people need quiet talks, and when a grand speech would sway people's hearts. Your crew can always work at peak efficiency, and won't suffer any downsides from maintaining that level of effort.

Team Dai-Jumper (-400 SP):
Being a leader due to talent is one thing, but a great leader makes people *want* to follow them, even if they aren't the best. You have the potential to be an amazing leader; you might not be suave, you might not be charming, but what you *are* is charismatic. When you speak, people listen. When you march, people follow. When you present your flag, the people rise up. Your heroism can move nations, and your actions have a great impact on others simply because of who you are. It would be easy for someone like you to gather people willing to be a part of your team.

Just Who the Hell Do You Think We Are? (-600 SP):
Once you join a group, you no longer have to fight alone. The group works together, able to accomplish more as a whole than even the strongest individual could on their own. No matter how powerful you become, your allies are always capable of being relevant to your success.

They might rise to the occasion to demonstrate abilities beyond what they could normally achieve, or watching you might inspire them to such a degree of fighting spirit that they are able to utilize Spiral Power. They might have knowledge you don't have, provide a much-needed distraction, or even take over the fight for a time to let you rest. If need be, they'll just flat-out be empowered to be able to do

damage to an invulnerable enemy. Having allies doesn’t guarantee that you will win, but this perk does guarantee that they can stand proudly alongside you once you do.

Warrior Perks

Knows How to Fight (-100 SP):
Without an organized military, humanity is forced to rely on self-taught combat techniques. Fortunately, you're a fast learner; you have an innate understanding of how to fight, how to take advantage of terrain, and the differences between combat on foot and in a mecha. Furthermore, you can easily adapt the experience you get, such as allowing you to fight in a Gunmen with many arms with the same ease as piloting one with only two, or adjust to piloting a mecha inside of another mecha inside yet another mecha, which is also inside of a mecha which is inside of a mecha.

Let's Settle This (-200 SP):
It may be expressed in odd ways, but this world isn't entirely devoid of honor. When you challenge someone to a one-on-one duel, they will always feel like they must accept the challenge. So long as you behave in an honorable manner in this duel, so will your opponent, forgoing any attempts at trickery, sneak attacks, or running away. This effect is broken once you behave without honor, or if someone else butts into your fight.

Combat Reflexes (-400 SP):
You might already know how to fight, but this ensures that you're *good* at it—really good, to the point that you'd be able to fight a physically-superior Beastman on an equal level even if you were just a human, which translates to skill fighting in a mecha. What's more, you gain a sort of specialized sensory ability, allowing you to perceive the killing intent of others as they prepare to attack.

That's How a Drill Works (-600 SP):
We evolve beyond the person we were a minute before. Little by little, we advance a little further with each turn. That's how a drill works, and that's how *you* work. Your capacity for growth is infinite, and will never stagnate. Growth in what, you might ask? Anything and everything. The only limits to your advancement are those you place upon yourself.

Messenger Perks

Highly Irregular (-100 SP):
Normally, the process of activating the code hidden in the DNA of a Spiral Lifeform to turn them into a Messenger would override their consciousness and personality with one designed by the Antispiral. However, sufficient exposure to Spiral Energy can cause flaws in this process, allowing the original personality of the Messenger to influence the Antispiral-created artificial consciousness, and eventually full regain control of the body.

You begin the jump having full consciousness and control over your body; what's more, the Antispiral (and any future authority figures) will never question when you demonstrate irregular behaviors or abilities, unless you actively draw their attention to that fact.

Furthermore, the existence of all Antispiral constructs is tied to the life of the Antispiral and the Anti-Spiral Lifeforms that created it. As such, their destruction would normally mean inevitable dissolution for all Messengers. However, it is impossible for your life to come to an end due to the death of anyone whose life you are bonded to or tied to.

Finally, if you have the Messenger Origin, then you gain access to Anti-Spiral Power. Anti-Spiral Power is the energy source discovered by the Anti-Spirals after they purged themselves of the ability to grow and evolve. In origin and purpose, it couldn't be more different from Spiral Power; in terms of what it can accomplish, it is basically the same. You can spend more SP on this as per the **So This Is the Power of the Spiral** perk to gain a greater starting level of Anti-Spiral Power. Such purchases are not discounted. Being a Messenger does not prohibit you from using Spiral Power, so it is possible for you to wield both types of energy.

Phantasmal Hope (-200 SP):
Despair is one of the few things capable of keeping Spiral Power suppressed, and the Antispiral has become an expert at invoking it. The most important thing is to allow the enemy to have hope; an overwhelming and unstoppable force simply inspires Spiral Lifeforms to struggle all the harder when faced with the inevitable. Despair can only come about when success appears to be within grasp, only for it to be stolen away. Limiting oneself is one of the most efficient ways of providing the illusion of hope. You are able to dial back the strength of any of your perks,

items, or powers, allowing you to limit yourself to any degree, even to the point of turning your powers off. If you only want to use part of an ability you have, you can also selectively disable portions of a perk/item/power, granting you fine control over your actions.

If you have the Messenger Origin, you are able to defy gravity to fly freely, and are additionally capable of remotely interfacing with technology on a planetary scale, letting you deliver your messages of doom to everyone in the world at once.

Physical Enhancements (-400 SP):
The Antispiral's Messengers would be pitiful indeed if they could be easily killed by the Spiral Lifeforms they visit despair upon. You are physically improved beyond the limits of your species; your strength is beyond what even Beastmen could hope for, and you are fast enough to dodge hypersonic bullets. Additionally, you no longer need to sleep, although you may do so if you so desire.

If you have the Messenger Origin, then you are also capable of healing your body should you ever suffer injury. As your body is designed to collect information, repairing your body is simply a matter of altering the information of your existence to be intact; however, this must be done intentionally, and it consumes energy.

Absolute Despair (-600 SP):
You are the End, and you bring with you the death of hope. For every advantage you gain over your foe—be it a single person or an entire civilization—their despair grows. Every time their hopes are dashed, it becomes harder for them to raise their spirits once more. If you keep pushing them down, entire species will eventually surrender, and succumb to whatever fate you wish for them. If you were in charge of the Antispiral's crusade against the Spiral races, there would be no need to kill off Spiral Lifeforms, because you could crush their dreams so perfectly that they could never bring themselves to generate Spiral Power ever again.

If you have the Messenger Origin, then you are possessed of an unstable molecular structure. This does not negatively impact you in any way, but it does mean that you can easily teleport via the warping of space-time, which is an uncomfortable sensation for anyone unfortunate enough to be near you when

you do it. Teleporting is as easy as thought; similarly, you can create portals to allow others to traverse through space, and can even travel to other dimensions with ease. If there is a downside of this molecular structure, it is that should you die, you will scatter explosively unstable matter all around you, resulting in terrible destruction.

Items

You can't fight against all the stars in the sky with your bare hands! Well, technically, you can. If you have enough Spiral Power, you might even win. But having good equipment is still the preferred option. You receive two discounts for each of the 100, 200, 400, and 600 SP price tiers, with the discounted 100 SP items being free. If any of your items are lost, destroyed, or stolen, then will be returned to your Warehouse in their previous condition after a week; any beneficial modifications are retained. If you already possess a similar item, you may import it into this new form, turning it into an alt-form and allowing imbuing the item with the new powers on top of that which it already possessed.

You have **+400 SP** to spend on items.

Gunmen (Free):
You receive a Gunmen of your own for free, allowing you access to the Gunmen Creation section of this document. Alternatively, you can gain **+400 SP** by giving up access to this item, and thus, the Gunmen Customization section. If you want more than one Gunmen, that's fine, but each one past the first costs **-200 SP**.

Don't worry about having to learn to pilot it; as soon as they put their hands on the controls of a Gunmen, pilots instilled with an instinctive knowledge of how to manipulate the Gunmen as naturally as they move their own body. Although ordinarily powered by Spiral Energy, it can also operate through electrical power.

> **Space Gunmen (Free)**:
> You don't receive this item at the beginning of the story; instead, you obtain it once the people of Earth have gone to space once more. The Space Gunman has all the features you purchased for your **Gunmen**, but scaled up, and with additional features exclusive to the Space Gunmen. Rather than piloting it directly, you pilot it while riding in your **Gunmen**. By giving up access to this item, you may gain **+400 SP**. If you want more than one Space Gunmen, you can purchase this multiple times; past the first, however, each one costs **-400 SP**.
>
> > **Flagship (-400 SP)**:

You don't receive this item at the beginning of the story; instead, you obtain it once the people of Earth have reclaimed the Cathedral Terra. This is a massive ship roughly the same size as the Moon, which is actually a Gunmen with the **Transformation** option. It has all the features that you purchased for you **Gunmen** and **Space Gunmen**, but scaled up, as well as access to additional features exclusive to the Flagship; it does *not* come with all of the weapons of the Super Galaxy Dai-Gurren, but it does have the sensors and other systems. It can be piloted from the Command Deck while a spaceship, but it can also be taken over by a **Space Gunmen** inside, and must be piloted by one while transformed into a Gunmen. If you want to purchase more than one Flagship, future purchases will instead cost **-600 SP**.

Gunmen Hangar (Free):
So, you have Gunmen. But where on earth are you going to put them? Here's the answer; a Warehouse attachment that can change size to account for any size or number of mecha, with all the tools and supplies needed to perform upkeep and repairs on them. Comes with a power source designed to charge mecha of all sorts. Your Gunmen (including the **Flagship**) that you obtain here start off in your Gunmen Hangar.

But it might be sort of hard to fit a Gunmen out through a door. That's why you now have the ability to insert your Warehouse Key into the air and twist it to create a portal. The size of this portal adjusts to fit whatever you're trying to take out of, or insert into, your Warehouse. This portal can be closed again simply by willing it to do so.

It's a Face! (Free):
This world has an aesthetic of its own. Because the human form is most suited to channeling Spiral Power, vehicles have legs instead of wheels, almost all vehicles and buildings have faces, and even the non-Mugann constructs of the Antispiral have faces of their own.

If you take this free purchase, you may provide any and/or all of your buildings with faces, vehicles with faces, replace the wheels of your vehicles with legs, and modify your weaponry with Spiral properties to enable them to pierce the defenses of the Antispiral's forces.

These changes become alt-forms for your properties/items once the jump is complete.

Badass Gear (-50 SP):
Everything you need to be the awesome leader you know you can be. You have an iconic outfit that perfectly suits you, a set of amazing glasses (or perhaps goggles, or a visor, or some other manner of eyegear), and a flag bearing either your personal symbol, or the symbol of your "team". Hm? You think you need more stuff to be an awesome leader? All you need to get started is the outfit, the attitude of a badass, and fighting spirit!

Blade (-50 SP):
Sure, it may not be too useful in a mecha fight, but not all combat is resolved by Gunmen! You have a melee weapon of some sort—perhaps a katana, perhaps a lengthy cleaver, or anything else, really. It's low-tech, but well-made, and you always seem to have it on your person whenever you need it.

Basic Drill (-100 SP):
This is a seemingly ordinary drill that functions via cranking it by hand. But its digging speed is top notch, allowing you to move travel through the earth at the same speed you can walk. If you had perks that allowed you to dig faster, it would just improve your digging speed even more, perhaps to the point where you dig faster than you can run. It leaves behind tunnels just large enough for an adult male to crawl through without being too cramped.

Convenient Pistol (-100 SP):
A simple handgun which has but one special property—it is always on your person. You can draw it out whenever you need a gun, even if you're completely naked. It's just there when you need it.

Not-So-Wild Beast (-100 SP):
You receive an animal such as those seen in this world. It could be a pigmole, or a white sands gator-bunny. Maybe a flying raccoon, or a slime grape hippo. You could also have a warble runner, which is a mount-sized, long-furred, dog-like creature that runs backwards at high speeds. Or any other animal that appears in the anime, manga, or novels.

Pigmole Herd (-200 SP):
You have an entire herd of pigmoles, which can grow large enough for people to ride on. Pigmole rumps can be pulled right off of the animal without resulting in bleeding (although it is moderately painful), and regrows in a matter of days. This provides a steady supply of food; it is a little cruel, but less so than outright killing them for food. They can survive fine underground, with an omnivorous diet and a tendency to grow more than the food they intake would suggest, and are comfortable in both open and enclosed places. They taste pretty good, to boot.

Core Drill (-200 SP):
This is a small drill, not even as long as your finger. Although usable as a tool for digging, it's true purpose is to interface with Spiral technology, and to serve as a focusing device for Spiral Power, allowing you to channel more than your body can normally handle. Furthermore, having a Core Drill allows you to select the **Core Machine** option in the Gunmen Customization section.

Superconducting Rifle (-200 SP):
This is a weapon capable of inflicting damage to Gunmen, functionally serving as a railgun that uses electricity to fire rounds at hypersonic velocity. It's a quite versatile weapon, of accepting virtually anything as ammunition, such as arrows—which makes hunting a lot easier, because full-powered railgun shots tend to just make potential food explode. Arrows are much neater, especially considering that you can adjust the force with which your gun fires. It has a scope that allows you to zoom in at even extreme ranges, and is capable of firing rather rapidly.

Bomb Slinger (-200 SP):
To be frank, it's just a slingshot. That said, it launches projectiles with preternatural speed and force, even if they're large enough to seem unwieldy. Comes with a bag with a seemingly-endless supply of bombs filled with fire water. A coordinated attack with these explosives would be enough to send a Gunmen to its knees, and was the preferred tactic of the Black Siblings when they were wandering Beastmen hunters.

Where's a Rocket When You Need It? (-200 SP):
This is a space rocket. It doesn't actually physically exist most of the time, and just becomes conveniently available whenever it is that you need to go to space. It's

fully fueled, and ready to launch at any time; it is also fully automated, so you don't even need ground control in order to launch it.

Levi-Sphere (-200 SP):
This mechanical orb glows with a blue light, and when attached to an object, enables it to fly, even in space. The bigger the object, though, the bigger the Levi-Sphere will become once attached to it. Although normally large objects would require multiple Levi-Spheres to get airborne, yours seems to work fine with only one. You have a requisition form that, if filled out, allows you to order a new Levi-Sphere once per month.

Surface Vehicles (-400 SP):
This is a set of vehicles for you. First is a Gunspinner, the local equivalent to a car; it, of course, has a face, and moves around on legs instead of wheels. It can get to a pretty high speed, though. The second is a significantly larger Gunspinner, large enough to haul around a pair of Gunmen. The third is a hoverbike, which is exactly what it sounds like, although it's capable of genuine flight rather than simply hovering due to the levi-sphere installed in it.

The Leeron Set (-400 SP):
This is a set of four disc-shaped bots, vaguely spider-like in appearance, that can sprout six legs to walk around and climb on surfaces. They're extremely complex machines, capable of analyzing just about anything this universe has to offer, projecting holograms, and can repair even objects as large as the average Gunmen in just a single night. They have a limited AI, allowing them to go about their tasks automatically.

You can also interface with them through the use of special gloves, provided with this purchase, that not only allows you to directly control the bots, but also interact with holograms—any holograms, not just those created by the bots. With these gloves, you can interact with holograms as easily as if you were directly using a computer.

Finally, you have a small scanning device, intended to give you a readout of the measurements taken by the spider drones, but it is also capable of compiling any information gathered from nearby electronic devices and organizing it into an easy-to-understand format.

Comes with instructions on how to create more.

Barrier Missiles (-400 SP):
Although normal weapons are just fine for most enemies, the forces of the Antispiral require something a little different. This missile launcher fires Spiral-type Barrier Missiles, which pierce through any manner of force field, while simultaneously creating a second barrier around the target to contain the explosion—both the explosion of the missiles, and to contain any manner of death-activated retributive ability, such as post-death explosions or a dying curse or what-have-you. Alternatively, you could have the Spiral Bomber, which fires a beam with the same piercing effect, and a Tornado Shield, which deploys the previously-mentioned enclosing barrier, as separate items. You may purchase this twice to get both the missiles and the bomber/shield combo. All of these purchases make use of Spiral Energy, allowing them to defeat the protections of the Antispiral's constructs.

Regardless of which you buy, they will always scale to the size of that which is holding them; if you're a human, they're human-sized. If you're in a mecha, they're the right size for that mecha.

Tell Me the Secrets of This World (-400 SP):
This computer serves as a repository for all the scientific and technological knowledge this world has acquired… well, *will* acquire. This doesn't include the technology of Lordgenome and the ancient Spiral civilization, instead only containing the degree of progress humanity achieved after the timeskip, but before the appearance of the Anti-Spiral forces. However, for **-600 SP**, you also have full access to the technology of the ancient Spiral civilization that Lordgenome destroyed. For **-1000 SP**, you not only have the above, but also complete access to the knowledge base of the Anti-Spiral race, who were so advanced that they successfully oppressed all Spiral Lifeforms in the entire universe, until Team Dai-Gurren defeated them—and that was due to superior Spiral Power and determination, not due to superior technology.

However, unless you have **Harnessing the Spiral**, much of this technology will be impossible to reproduce in future jumps

Biocomputer (-600 SP):
This is the head of Lordgenome. Well, technically it's a duplicate of his head, attached to a computer system and reanimated via technology. Unlike the original Lordgenome biocomputer, this one has no personality, simply serving as a repository for knowledge. It is capable of speaking to inform you of information it believes you would find relevant, or you can search through its neatly-organized databanks of information… although curiously enough, it does not contain the blueprints on how to create Spiral technology. In every future jump you go to, you can choose to have a copy of the head of any living or dead character in the setting become an "alt-form" of this biocomputer, which you can switch to in order to access the information that they possessed.

Jumper's Universe (-600 SP):
This is an isolated plane located between the 10^{th} and 11^{th} dimensions, an infinitely large realm filled with stars and galaxies, but containing no life. This universe exists as an oscillating space-time on a different set of dimensional axes, meaning that it is extremely improbable that any normal multiverse traveler would be able to find it without something from their own universe being present within it, to serve as a "homing beacon" of sorts. You can freely and instantly travel to, from, and within this universe; similarly, you have a perfect awareness of everything within your infinite universe, without this in any way straining your mind or distracting you. You can bring people or objects with you into this universe, if you so desire, and can summon them forth from it at will. You do not, however, receive the absolute control over your universe that the Antispiral possessed over its own.

Death Spiral Machine (-600 SP):
The massive device utilized by the Antispiral has been modified for your use, capable of shrinking from its full size to the volume of a human fist, and projecting its Death Spiral Field a meter away from it, to a maximum diameter of 1 kilometer (while fist-sized). This Death Spiral Field takes any form of esoteric energy within its radius—be it Spiral Energy or some power source from another jump—and converts it into matter, specifically by condensing the fabric of space-time into an ultra-dense, material state, which functions similarly to water.

And because it has mass now, it also has weight—a lot of weight—so if exposed to enough esoteric energies, it could eventually reach the point that it could crush

people and machines from the sheer pressure. It's fine if you're someplace without gravity; the Death Spiral Machine attracts the fluid space to itself, pulling along and crushing anything caught within its space. A short distance away from the machine, matter—with a preference for fluid space—is slowly converted into energy and used to fuel the device, as well as to project a protective barrier around it. If you can bypass this barrier and breach into the area close to the machine, there is an "eye of the storm" sort of effect where esoteric energies can be used normally, making the machine vulnerable to those able to approach it.

At your discretion, you and those you designate can be made completely immune to the effects of the Death Spiral Machine, including the crushing pressure of the fluid space.

Probability-Manipulating Missile Launcher (-600 SP):
This is a missile launcher that is always the correct size for you to hold it, regardless of whether you're standing on your own or in a mecha. The missiles it launches are special, using Anti-Spiral technology to adjust probability to make it so that the probability of avoiding or protecting against the explosions becomes zero percent. The only way to defy this manner of probability manipulation is through counter-manipulation, or by someone who has the capacity to accomplish the impossible.

Gunmen Customization

This is where you can personalize your Gunmen to your own specifications. To start off with, every Gunman has one thing in common; a face. Indeed, they could easily be described as faces with limbs, and it wouldn't be too inaccurate. But while that's the case, they come in a vast variety of appearances, and can be personalized in many ways. If you have the **Gunmen** item, you receive **+1000 Gunmen Points** with which to build your mecha. If you took the **Space Gunmen** item, and perhaps the **Flagship** item, you receive an additional **+1000 Gunmen Points** for each. These points do not need to be spent on their respective sections.

Many of these features are something that one might be able to temporarily imbue into their mecha via the use of sufficiently large volumes of Spiral Power; however, doing so consumes energy, and energy conservation is vital in long-term battles. To help you build your Gunmen, you may **convert SP to GP at a 1:2 ratio**. Gunmen Points cannot be converted into Spiral Points.

Gunmen

These are purchases meant for the basic **Gunmen** item.

Size:
What size category does your Gunmen fit into? You can increase or decrease the height of your Gunmen by 20%, as you may feel appropriate.

> **Lagann-Class (+200 GP)**:
> Your mecha is small, standing at around 1.5 meters in height.
>
> **Gurren-Class (Free):**
> Your mecha is of average size, standing around 9 meters tall.
>
> **Gurren Lagann-Class (-200 GP)**:
> In combining, Gurren and Lagann grow taller than their individual heights, and stand at nearly 13 meters.
>
> **Dai-Gurren-Class (-600 GP)**:
> Mobile Fortress Dai-Gurren is somewhere in the vicinity of 300 meters tall, although it has an even greater length. A Gunmen of this size gets living

quarters, kitchens, bathrooms, repair bays—the works, and is operated from the bridge rather than piloted from a cockpit.

Weapons:
Your Gunmen is likely to come with some sort of weaponry, although this isn't guaranteed. You may freely choose as many options below as you like. Instead of purchasing each weapon upgrade more than once, a single purchase may optionally provide you with as many weapons as your Gunmen has grasping appendages. The power of these weapons scales according to how large your Gunmen is.

Ranged Weapon (-100 GP):
Your Gunmen is equipped with an effective ranged weapon of some sort. Perhaps a Gunmen-sized pistol, or a rifle. You could even choose to integrate it into your mecha's body. For another **-100 GP**, you can increase this to a heavily damaging ranged weapon, such as grenade launchers, energy beams, or a large cannon. By adding **-100 GP** to the price (separate from the previous purchase), you can give your weapon homing properties.

If you choose the **Dai-Gurren-Class**, or have a **Space Gunmen** or **Flagship**, then you may, either instead of or in addition to having a held weapon, possess a set of weapons batteries across your surface. A **Dai-Gurren-Class** has 35 batteries of weaponry across its surface, with main cannon-class batteries being worth 5 lesser batteries. A **Space Gunmen** or **Flagship** has a vastly larger number of batteries due to its greater size, in sufficient volumes to fire upon an enemy from any direction they may approach and of sufficient size to be relevant at the magnitude of battles such a large Gunmen would engage in.

Thrown Weapon (-100 GP):
You have a weapon that's designed to be tossed at the enemy. Normally, this is a bad idea in a fight, but you are able to either create duplicates of your weapon to keep throwing more, your weapon is guaranteed to return to you when you throw it, or your weapon somehow hinders the mobility of those you use it on. For **-100 GP** more, you purchase an additional benefit, or even both of them for **-200 GP**.

Melee Weapon (-100 GP):
You have a Gunmen-sized melee of some sort, such as a katana or a spear. This gives you a sizable advantage in close combat. Alternatively, your Gunmen could be equipped with "natural" weapons, such as powerful claws, damaging spikes, or the capacity to bite. For **-100 GP**, you may combine your Melee Weapon with the **Ranged Weapon** option to create a hybrid weapon, such as Thymilph's Alkaid Glaive.

Hidden Weapons (-100 GP):
Not all weapons are openly carried. You have some manner of device inside your Gunmen that conceals weaponry; perhaps you have guns that fold out of the arm, missiles concealed in the chest, or a dart launcher hidden away somewhere. Regardless, this weapon is both a part of your mecha, and concealed so that people can't guess that you have it. You must combine this with another weapon's purchase. A single purchase is sufficient to hide any weapons it may possess. This also removes the limitation that the number of weapons you can hold is based on your grasping limbs.

Design (Free):
Gunmen come in a wide variety of appearances, and as such you can make your Gunmen look however you want. Unless you take the **Grapearl** option, in which case you are restricted to personalizing your color and head crest, as they are the mass-production models designed after Gurren Lagann.

Cushioning (Free):
They might not look very comfortable, but Gunmen have a good track record of keeping the people inside them alive and largely uninjured from long falls.

Grapearl (+300 GP): [Requires **Gurren Lagann-Class**]
The Grapearls were designed to be superior and more reliable versions of Gunmen, specifically Gurren Lagann. They were mass produced to provide a military and policing force for the New Government… or, they *would* be thusly created, in the canon future. However, while their basic stats are superior to that of Gurren Lagann, they have the critical failure of not using Spiral Energy at all, making them all but useless against the Antispiral's forces until they were modified with Spiral tech weaponry. They are similarly incapable of increasing in strength or reshaping themselves in response to Spiral Power, as proper Gunmen

can. As such, while an extremely potent tool while fighting against anyone short of the Four Supreme Generals' Gunmen, it will become much less useful as time progresses.

Augmented Power (-100 GP):
Some mecha are just stronger than others, and yours is one of them. When compared to other Gunmen in the same size category as yours, your Gunmen is clearly the strongest; a Gurren Lagann-class Gunmen might be able to hold back the foot of a Dai-Gurren-class Mobile Fortress. You may purchase this multiple times, each time increasing the power of your Gunmen.

A Dai-Gurren-class with two purchases of Augmented Power would be able to grab a Gurren-class and fling it hundreds of miles; thanks to **Cushioning**, the impact would be perfectly safe… for the Gunmen and the pilot, at least.

Augmented Armor (-100 GP):
Your Gunmen is more heavily armored than its compatriots, enabling it to survive more devastating attacks. For instance, a Dai-Gurren-class Gunmen with this upgrade might be able to survive having another Dai-Gurren-class vessel crash into it from a mile in the sky. You may purchase this multiple times to further increase your resilience.

Inbuilt Shield (-100 GP):
There is an unfolding shield built into a part of your Gunmen, such as a limb; this shield is powerful, capable of dispersing ranged attacks and blocking powerful melee blows with ease, regardless of the durability of the rest of your mecha.

Environment Proofing (-100 GP):
This provides modifications to make your Gunmen more suitable to all environments. It becomes incredibly resistant to heat and cold; it becomes airtight when closed; finally, it is capable of infinitely converting exhaled carbon dioxide into an equal amount of oxygen, ensuring that you can keep breathing even if you're spending an extensive amount of time in space.

Combining (-200 GP):
Your Gunmen is capable of fusing with other mecha in some fashion. The new whole becomes worth more than the sum of its parts, with the resulting mecha

created by the fusion having some significant advantage over its original components, along with having higher stats.

Transformation (-200 GP):
A number of Gunmen are able to take on different forms, and yours numbers among them. You may design an alternate appearance for your mecha that it can transform into; this could be a vehicle, it could be a (clearly mechanical) animal, or perhaps a weapon to be used by someone else. Your Gunmen is still able to access all its abilities in this form, but they will be weakened due to the lesser ability to channel Spiral Power in a non-humanoid form.

Multi-Limbed (-200 GP):
Not all Gunmen are limited to only two arms and two legs. Your Gunmen has two additional limbs of a type you choose. You may purchase this additional times, gaining more limbs each time.

Spontaneous Repairs (-300 GP):
By focusing your fighting spirit, you are able to make your damaged Gunmen repair itself on the spot; normally Spiral Energy would take the place of components that are damaged or missing, but thanks to fiat-backing, this will function just as long as you have fighting spirit, without needing full-fledged Spiral Energy. This is only a temporary fix, though; as soon as your fighting spirit runs dry, the injuries will return.

Energy Absorption (-300 GP):
Your mecha is capable of absorbing energy-based attacks directed at it, taking their power and using it to fuel its own abilities.

Levi-Sphere Integration (-300 GP):
A levi-sphere has been integrated into your Gunmen, letting it fly. This flight functions in space, but not under the sea, and does not rely on any form of combustion.

Factory (-400 GP):
Your Gunmen contains an internal factory. For a smaller Gunmen, this would only be able to create plates of armor, ammunition, and small parts needed for repairs. For a Dai-Gurren-class, however, this would be capable of producing entire

Gunmen. This internal factory is capable of producing virtually anything appropriate for its size, and functions by creating matter directly from energy, be it electricity or the much-more-effective Spiral Energy.

Elementalism (-400 GP):
Where does it come from? You don't know, but when you use your Gunmen in combat, you are capable of summoning forth a great well of a single element (chosen from one of the four classical elements), as well as control it in a limited fashion. This can, for instance, create enough water to form a wall around a Gunmen of comparable size to your own, or a wave to wash them away.

Core Machine (-1000 GP): [Requires **Core Drill** item]
Your Gunmen is a Core Machine, giving it special powers. It is capable of producing and spinning drills from nothing, each connected to the Gunmen in some fashion… at least to start. Drills can be fired off as projectiles, and the type and style of drill can be adjusted according to your desires, such as to create a spring-like shape or a drill that resembles a motor for traveling underwater. You have limited ability to shapeshift the mecha, mainly in regards to fusing limbs together, fusing drills, or transforming parts of its chassis into more drills.

The Gunmen is also capable of converting some of its mass into energy to provide thrust, letting it fly through the air, as long as you continue to provide it power; this is less effective than **Levi-Sphere Integration**, but can also be used to provide a speed boost in combat or improve the power of a finishing move. It can also create more mass from nothing--primarily for more drills.

Although your Gunmen is not capable of actual thought, it does have a pseudo-awareness of when you need it, and it is capable of traveling on its own to come to you as long as you possess the **Core Drill**.

Finally, its most notable ability is its capacity to fuse with larger mecha and vehicles, allowing it to take control of the functions of that machine (although control over it can be returned back to the other mecha if desired). It is capable of integrating parts of other mecha into itself, a flight pack; such integrations can cause parts that don't fit the shape or color scheme of your Gunmen to transform to be more "appropriate".

If taken with **Combination**, then you can properly combine with any mecha it has taken control of, improving the functioning of both of them. A Core Machine is capable of “memorizing” combinations with specific mecha, and parts that you have integrated into those combinations. For instance, if you combined a Lagann-class with a Gurren-class, and the resulting Gunmen stole and integrated a helmet from another Gunmen, that helmet would be “memorized” as part of the Gurren Lagann-class mecha rather than existing on its own. The helmet would appear only when the Lagann-class was combined with that specific Gurren-class, and disappear when they separate. If you’d prefer not to use this “memorizing”, you can just integrate the part into either the Core Machine, or the vehicle/mecha that the Core Machine is currently combined with.

If you combine with a mecha, that mecha gains all of the properties of being a Core Machine for the duration of your combination. Piloting a mecha inside of another mecha is considered to be “combining” for this purpose.

If you use the option to purchase an additional **Gunmen** and combine it with this one, then you can treat them as a single Gunmen for purposes of what size the **Space Gunmen** and **Flagship** are.

Space Gunmen

These are purchases meant for the **Space Gunmen** item. Your **Space Gunmen** possesses all of the features that you purchased for your basic **Gunmen**, but upgraded to account for their new size. If you have not purchased **Environment Proofing** already, you are required to spend some of your GP on buying it. You may additionally spend GP on purchases in the prior section, which will apply to your Space Gunmen, rather than your regular Gunmen.

Arc-Gurren Lagann-Class (Free):
As the basic Gunmen sits in the cockpit of a Space Gunmen, it only makes sense for your new mecha to be proportionally larger. This mecha is roughly 380 times the size of your original **Gunmen**.

Aura of Destruction (-200 GP):
Your mecha is amazing. So amazing, in fact, that its pure awesomeness becomes a force of ruin for your enemies. Posing, making powerful declarations, transforming, or combining can deliver a low-strength pulse (well, strength-power comparable to your size) in a great radius, capable of eliminating entire armies of weaker enemies such as the basic Mugann while leaving your allies untouched.

Space-Time Shattering (-400 GP):
This grants you a special attack, letting you strike a foe so hard that they break a hole in both time and space, banishing them from existence unless they possess an independent method of traversing through space and time, as well as dimensions. This hole will quickly close as the fabric of space-time repairs itself.

Flagship

These are purchases meant for the **Flagship** item. Your **Flagship** possesses all of the features that you purchased for your basic **Gunmen** and your **Space Gunmen**, but upgraded to account for their new size. If you have not purchased **Transformation**, you are required to spend some of your GP on buying it. You may additionally spend GP on choices in the prior sections, which will apply to your **Flagship**, rather than your **Space Gunmen** or regular **Gunmen**. If you possess **Ranged Weapon**, then you may freely apply the batteries to your vessel in addition to the weapon itself.

Super Galaxy Gurren Lagann-Class (Free):
As a Gunmen of this size is piloted by an already-titanic Space Gunman, it only makes sense for your Gunmen to be appropriately enormous. However, it isn't quite proportional to the size of your original **Gunmen**. While in the form of a Gunmen, your **Flagship** is a bit less than 6,400 kilometers tall. If you have the **Lagann-Class** for your original **Gunmen**, then it is 20% smaller than this. If you have the **Dai-Gurren-Class**, then you are 20% larger.

Spiral Perceptual Teleportation System (Free):
As long as a destination can be perceived by anyone aboard your **Flagship** (including places the computers can scan, which automatically includes all locations on the **Flagship** itself), teleportation can be performed from one location to another. This effect has a range approximately equal to 1 astronomical unit, and by default only allows teleportation within the ship, or to and from the ship. If you spend an additional **-100 GP**, then this allows any friendly entity within the range of this effect to teleport to any other observed location within that range with a minor application of Spiral Power. However, the **Flagship** itself is capable of teleporting absolutely anywhere that can be observed, even if you haven't purchased the upgrade.

Dimensional Anchors (-100 GP):
Drill-like anchors capable of piercing between dimensions and into imaginary space, they can also be used in conventional space. This could be used to drag objects as large as the Moon through space, or pull it out of an imaginary space pocket dimension. It can also be used for grappling a sufficiently large opponent at range.

Primary Cannon (-200 GP):
A ship as large as this needs a main weapon, and this is that weapon. Perhaps you have a Maelstrom Cannon, or maybe a Mega Vortex Cannon. Regardless, it's firing capacity is limited in that it only shoots straight ahead, and lacks any of the fancy qualities of other options in this section, but it makes up for it in pure, undiluted damage potential. May be purchased multiple times; if you do so, you may optionally have your other Primary Cannons aim in other directions.

Probability-Manipulating Missiles (-400 GP):
These missiles twist probability to turn the percentage chance of the enemy avoiding or defending against the missile into a flat zero. Only through probability manipulation, or the ability to accomplish the impossible, can this be defended against.

Spatio-Temporal Axis Simultaneous Shooting (-400 GP):
Not all of your enemies are located on the same space-time axis as you, and hiding out of space and time while launching attacks through space and time is a favored tactic of the Antispiral's warriors. With this, you can foil such attacks. It produces drills across the entirety of the vessel's chassis; in between the grooves of the drills, it produces more drills, and then again in the grooves between those. This attack can fire omnidirectionally at every point in space and time, yet only targets your enemies—it is able to hit them even if they're hiding in probability space. If you also possess a **Primary Cannon**, then it will also be able to fire along the space-time axis.

Companions

Team Dai-Jumper (Free):
Neither Kamina nor Simon could ever have succeeded had they been on their own. With this in mind, you may import as many companions as you like into this jump, with each one gaining two origins, all relevant item discounts, and 1000 SP to spend on perks and items. If you want to give a companion more points, you may sacrifice your own points to increase theirs; every **-100 SP** you spend on this option will increase the points all of your companions receive by 50 SP.

Canon Companion (Free):
If you can convince them to come, you can bring any canon character along with you on your jumpchain. If you feel like investing in them, you can even spend your own SP on buying perks specifically for a companion you want (which is not discounted), but this still doesn't guarantee that they'll come with you. Still, perhaps the advantage of giving a specific companion-to-be (hopefully) a perk will be beneficial enough for you to do it anyways.

Pet Critter (Free):
You have a small pet creature, such as an armadillo-crocodile or a miniature pigmole. This creature is startlingly smart, and will slowly absorb Spiral Energy over time. Eventually they'll develop enough Spiral Power that they'll be able to convert their personal growth energy into evolutionary energy, allowing them to transform into a more humanoid shape. Unlike Boota, this won't be a temporary transformation, and they'll be able to change back and forth from their cute animal form to their humanoid form at will.

Captain Fishbones (Free):
This Beastman isn't actually a fish-type; they're a dog-type who got the nickname from an embarrassing accident when they were young. They are assigned to the Human Eradication Force, but the first and only time they encountered a human on the surface, it was just a couple of human cubs. They just pretended that they didn't see them… at least, until their partner on the patrol stepped on them. The memory haunts them to this day, and they increasingly wonder whether or not the Beastmen are doing the right thing.

Passionate Spitfire (Free):

This human hates living beneath the ground. The food is awful, the smell is awful, the dirt is awful—and they aren't shy about making their opinion heard, either. Still, they have no useful skills to help them escape, and wouldn't know where to go even if they did get out. Even so, they have an incredible love for life and are full of verve and vigor. If someone ever shoved them in a Gunmen, they'd make an incredible Spiral Warrior one day, even if not one equal to the leader of Team Dai-Gurren.

One Who Dreams of Peace (Free):
A human who has but recently come to the surface, they managed to find their way to one of the few surface settlements without encountering Gunmen, only to find themselves embroiled in conflict as the village desperately tries to survive the periodic attacks from Gunmen. They've tried to use their words to persuade the Gunmen to stop, but even though they were quite the peacekeeper in their home village (now crushed from an earthquake), they were unable to convince the Beastmen to stop attacking. Most of the villagers their her dreams of peace are trite, but they sincerely believe in a world where humans and Beastmen can live side by side without hating one another. And what's more, they have the drive to make that happen and the administrative skill to do so, if only they could put a halt to this war.

Drawbacks

Of course, the Spiral Points you have probably aren't enough for you. To correct that, you can make your stay here more difficult in order to get more points.

A Series of Universes (0 CP):
There are many different versions of this setting that your jump could take place in. It could be the universe of the anime, the movie, the manga, or the light novel. Hell, it could even take place in a TTGL fanfiction if you want, as long as it's still recognizably the same universe and not something like a high school AU.

It's Taken 20 Years (+50 SP):
Rather than leaving after 10 years are over, you'll be here until a little more than 27 years have passed. Specifically, you'll leave on the same day that the Galactic Spiral Peace Conference took place in canon.

Walk With Your Head Held High (+100 SP):
You're probably going to be hearing that a lot, but it will never make a difference. You have a tendency to look down as you walk, unless there's something that specifically needs your attention. This doesn't interfere in combat—that's certainly something that would need your attention—but outside of it? You have problems looking people in the eye, tend to keep your gaze focused on the ground, and generally present yourself as someone shy.

A Woman Has No Place Meddling in a Fight Between Men (+100 SP):
No, this isn't a sexism drawback. Instead, you can't bear to have other people meddling in your duels. Armies on armies is fine, but when you've engaged an opponent in single combat, you absolutely will not stand for other people interfering in the fight. Note that someone else's Gunmen combining with yours doesn't count as "interfering" for the purposes of this drawback, as long as you are still the one piloting the resulting mecha.

Sneak Attacks Only Work Once (+100 SP):
It's like the name says. Any attempt at using deception in combat against any given opponent will only ever work a single time. No matter how tricky or sneaky you are, they will always be on guard for your next dirty trick.

FIRE FIRE FIRE! (+100 SP):
Your accuracy in ranged attacks doesn't just suck, it basically doesn't exist. Unless you can spray out so many bullets that it's impossible NOT to hit something, or if you have homing attacks, ranged combat is going to be a complete failure for you. Unfortunately, ranged attacks are also your favored form of combat.

These Children Have No Parents (+100 SP):
You have hang-ups regarding the death of your parents. The precise details are up to you, but you either saw them die, or saw them abandon you (and then they died, even if you don't actually know that yet). This has left some trauma for you; while you may be able to sort it out over the course of the jump, no mental perks will help you deal with it. You'll have to learn to overcome it the old-fashioned way.

If you're a drop-in, you'll be provided with memories of dead parents, but they won't actually exist, nor will anyone else know of them.

So Hungry (+200 SP):
It's hard to muster fighting spirit when you've got an aching belly. But you seem to have an even worse problem than that. If you're hungry, it isn't just your fighting spirit that is crippled, but your ability to use any form of technology at all.

Don't Ask Questions (+200 SP):
When people tell you that you're going to do something, or even just ask you for help, you will always agree unless you have a pressing reason not to do so. You won't even ask for clarification for the whys and hows of what you're going to be doing—or at least, if you ask, you won't get any straight answers.

Never Give Up, Never Surrender, Never Look Back (+200 SP):
You don't understand the meaning of strategic withdrawals, retreat, or running away. You will always face everything head-on… everything, always. Even a superior enemy that is certain to destroy you, you won't run. Maybe you're stupid. Maybe you're secretly afraid that if you run once, you'll never stop. Maybe you just can't bear the thought of running away after you've already done so before. The only time you *might* consider running would be when other people are depending on you to survive, and even that would take a hell of a lot of convincing on the parts of the people who need you.

Let's Run Away (+200 SP):
The opposite of the previous perk. You might simply be overly cautious, or you could be a coward. Regardless, unless you are heavily emotionally invested in victory, your response to any fight where you don't have a significant advantage of your enemy will be to flee. You can eventually overcome this… but it's going to take a lot of time and effort, and will probably be pretty traumatizing.

It's None of My Business (+200 SP):
You have issues with your negative emotions. Jealousy, fear, despair… They flare up at the worst of times, and interfere with your ability to use Spiral Power. You can still use it, and you can still snap out of your funk, but it will always be a struggle.

[Character] Has Totally Changed, Too (+200 SP):
The people you know change over time. This is an inevitability in life, as no one is truly stagnant, save for entities like the Antispiral. However, often that change is beneficial… but in your experience, that is rarely going to be the case. Yeah, sometimes people change for the better, but for the most part people that you know will wind up being colder and more callous people as the years go by. This won't make them more evil, per se, but definitely less nice than they were.

Don't Fit in With All This Government Stuff (+200 SP):
You and organizations will never mesh well. Oh, it's fine with small groups, but once you get into a large one, such as a government? They never go in directions you approve of. If you're a leader, then your subordinates will undermine your will and direct the organization in ways that you would object to, if you knew about it. If you're just another member of the group, then the leaders will always act in ways you just can't put your support behind.

What, Exactly, Is a Human? (+300 SP):
Were you isolated growing up, an amnesiac, or are you just stupid? It doesn't really matter why, but the fact is that you don't understand basic things about the world. This includes figures of speech, and you tend to take things literally until the meaning of what someone said is explained to you.

This Is What My Fighting Has Caused? (+300 SP):

The public opinion is a fickle beast, but it is quite consistent when it comes to you… just in the worst fashion. All of your actions are always interpreted in a bad light by the people as a whole. Individuals might think well of you and your actions, but the populace? They're going to hate you. By default, this won't result in rioting against you… but if any of your actions actually do have negative consequences for the people, even if it is only indirectly or incidentally? They're probably going to try to lynch you.

You Don't Know Anything (+300 SP):
Maybe they don't, but you do. You understand the sacrifices that have to be made to keep surviving. In short, you always put your duty to other people first… but with a solid emphasis on what guarantees survival, rather than what has the potential to help the most people. Perhaps you'll take care of orphans, but only because doing so improves the village as a whole; if the food runs low, you'll target the most vulnerable and least-loved people in the village—such as those very orphans—to remove, because doing so would keep the whole alive. To preserve the human species, you would let the majority of them die off just to ensure that a small portion of the population would survive. You won't take chances on big risks that also have high payoffs—the certainty of a small population surviving is more important than the possibility of saving everyone if it also risks the lives of everyone.

Deathlike Sleep (+300 SP):
Hope you like sleeping, because it's a necessity now. If you do not sleep for at least 6 of every 24 hours, every cell in your body will die. Fortunately, you don't have to worry about staying up too late—your body will automatically fall asleep if you reach your final hours without having slept. But when you do rest, you can't wake from any stimulus until 6 hours have passed.

Because I Believe in Him, I Can Believe in Myself (+300 SP):
You have a critical flaw; you are incapable of having confidence in yourself. You have no real belief in your own ability to succeed, and can only act the part. Instead, your faith is placed in others, and it is only their belief in you that can propel you forward. If no one believes in you… you might as well be useless. You will be incapable of badassery unless people believe that you can do it, and if people believe you to be a coward, you will be a coward. You are shaped by the opinions of other people.

It Is Their Way (+600 SP):
You may be mighty. You may be powerful. But instead of utilizing your power to the fullest, you restrict yourself to match your opponents in power. For the Antispiral has learned that it is only when the hope of victory is present that one can experience absolute despair. No matter who you're fighting, you will never exert a degree of power beyond what they could achieve at their peak. In short, you will never be stronger than your opponent to a greater degree than Granzeboma is stronger than Tengen Toppa Gurren Lagann. This does not make you stronger than you already are, it just reduces you when you are in a combat situation.

The Wine of Ruin (+600 SP):
Your greatest successes will always be marked by tragedy. It might not happen immediately, but it will always follow as a consequence of your triumphs. You might capture an enemy vessel and enable your revolution to thrive, but will lose someone dear to you. You might topple a tyrant, but in so doing would enable a greater threat to make itself known. You could defeat a godlike entity, only for the person you love to die without said entity granting them life.

This Drill Is Your Soul (+600 SP):
If the drill could be called your soul, then the Gunmen is certainly your body. Not that you're trapped inside a Gunmen or anything. It's just that, when you pilot a Gunmen, any damage it sustains is repeated upon your own body. Considering the frequency with which even the machines of the heroes suffer damage in this world, this could get very lethal, very fast. Fortunately, if your mecha is repaired, so are you… as long as you're still alive in the first place, at least. Your own healing doesn't help out your machine, however.

Do note that this does not, in fact, literally turn your soul into a drill. That's just a metaphor.

Halting Our Own Evolution (+800 SP):
The Anti-Spirals defended the universe by killing their own fellow Spirals, and halting their own evolution. And now, you have become akin to the Anti-Spirals in a way—your capacity to grow has been halted. For the duration of this jump, none

of your powers or abilities can improve beyond what they already were or what you purchased here, and you possess no ability to use Spiral Power.

Do You Possess the Sheer Fortitude That Is on Par with That? (+800 SP):
Do you? The Anti-Spiral race gave up everything they were in order to protect the universe. Are you willing to give up the possessions that help to define you? None of your out-of-jump items will enter this jump with you, and will be preserved until the jump is completed.

We say, NO NO NO NO NO NO NO NO NO NO! NOT! AT! *ALL!!!* (+800 SP):
These powers you bring with you from other realities… they bear the accursed mark of the Spiral, the self-destructive drive to succeed all limitations and grow without concern for the consequences. All of your out-of-jump perks, powers, and abilities have been removed by the Antispiral, reducing you to only your Body Mod until the jump is over.

You Possess Neither Will! Nor Resolve! NOR *REASON!* (+800 SP):
How foolishly like a Spiral Lifeform you are. What will you give up for the sake of progress? How far will you improve yourself by sacrificing others for your own gain? You cannot bring any of your existing companions into this jump; you will enter this world on your own.

Be Utterly Annihilated, Down to the Very Last Scrap of D! N! A! (+800 SP):
The Antispiral sees you as the ultimate harbinger of the Spiral Nemesis, and will do everything in its considerable power to drown you in despair, and then kill you. The Antispiral is the result of the combined will and consciousnesses of the entire Anti-Spiral race, a thought-being capable of manipulating seemingly limitless amounts of Anti-Spiral Power. It controls, and is, an entire infinite universe hidden away between the 10^{th} and 11^{th} dimensions, and its presence in other universes is merely an extremely powerful projection that can be reformed if destroyed.

It is a brilliant strategist as well, utilizing the fused minds of its entire species to create traps and deceptions. The Antispiral has slaughtered a vast multitude of Spiral races, many of them as advanced as the ancient Spiral civilization built by humanity. Your greatest chance of survival is that it has a strict rule of enforcing absolute despair, so it must always leave the potential for victory within reach. But

it is very, very good at snatching that hope away right as you think you've reached it.

Scenarios

Any number of scenarios can be taken. They each happen after the "main" jump is finished; you're basically starting the jump over from the beginning, but with new conditions. There is no punishment for failing or dying while in a scenario; you simply move on to the next jump without the scenario rewards.

The Lights in the Sky Are Stars

Spiral Power is the energy of evolution; not only is it generated by evolution, but it causes it, provoking life forms to evolve into shapes better suited to channeling more and more Spiral Energy. It can provoke extreme and unnatural degrees of growth in a short period of time; this growth, in turn, can fuel more evolution, which creates more Spiral Energy, which in turn causes further evolution. Eventually, the Spiral Power of life as a whole will grow too strong to contain, and it will run amok, causing every Spiral Lifeform to spontaneously evolve into a galaxy. This sudden increase in mass across the universe would crush time and space itself, destroying the very fabric of the universe and compressing all of existence into a single, dimensionless singularity.

This is the Spiral Nemesis discovered by an ancient species, and what caused them to turn against their fellow Spiral races, halt their own evolution, and become the Anti-Spirals. Every Spiral Warrior who learns of the Spiral Nemesis will instinctively recognize that it is no mere theory, but the fundamental result of pursuing Spiral Power.

And it is now your duty to stop it. You must create a solution to the Spiral Nemesis; this doesn't necessarily have to stop the use of Spiral Power across the universe. You could simply come up with a method of controlling Spiral Power, and institute programs to implement that method across the known universe. You will stay in this universe for a thousand years, spreading whatever means of preventing the Spiral Nemesis you have come up with. You are provided ageless immortality for the duration of this Scenario, although it fades once your time is up.

Reward:

In exchange for creating a long-term solution to the Spiral Nemesis, your own Spiral Power has exploded in potential. You receive the **-2000 SP** version of **So This**

Is the Power of the Spiral for free; if you already purchased any levels of that perk, any spent points are refunded to be spent elsewhere on the document. Furthermore, you gain the ability to imbue Spiral Power into other people, granting them the free version of **So This Is the Power of the Spiral**.

"Libera Me" From Hell

By taking this scenario, you replace Simon in this story. You will face all the same challenges Simon did, but in exchange, you also gain Simon's skills and potential. You receive Simon's memories, and the guarantee that you will have the same opportunities to succeed—or fail—that he did. You will remain in this world until seven days after the defeat of the Antispiral.

Reward:

You may take every member of Team Dai-Gurren with you as companions once the scenario is complete—even the dead ones, who will be returned to life and granted new bodies. They all possess any mecha that they obtained over the course of your adventure, except for Tengen Toppa-class Gunmen.

Conclusion

Your time in this world is complete. Did you do everything you wanted to? Now it is time for you to make a decision, all your drawbacks falling away and all of your items and abilities coming along with you in the future.

Let's Go Back to the Village:
Did life here make you miss your own Earth? Your chain ends with you returning to your original home.

This Is the Only Home We Have:
How could you move on, when this universe needs you so much? Your chain ends with you staying in this universe.

How Far Will God Test Us?:
Will the chain ever end? You'll find no answers to that here. Maybe the next world? You continue on the jumpchain.

Notes

This jump takes inspiration from a number of sources; the manga, the anime, the light novels, the movies, and the databooks. So if you notice something that you don't remember from the anime (like the detail that Simon freaking became one with an entire multiverse of other Simons), that's where it comes from.

There are a number of different sizes for the mecha, and they aren't consistent. For instance, Arc-Gurren Lagann is estimated to be 5 kilometers tall, at one point stated to be as big as Tokyo (making it 90 or 25 kilometers, depending on whether you measure west-to-east or north-to-south), and in the Final Drill databook is said to be 1,200 kilometers tall. Depending on how you measure it, Gurren Lagann is either 5 or 12.8 meters tall (I went with the measurements on one of the released Gurren Lagann figurines that included a Lagann, which IS confirmed to be 1.5 meters tall, and compared the size of Lagann to Gurren Lagann, so nearly 13 meters). Therefore, I had to choose the measurements of each size category that I felt made the most sense. If you'd rather use different measurements for your Gunmen, feel free to make your Super Tengen Toppa Gunmen be between 3.7 to 112 times the size of the observable universe.

Regarding weapon emplacements on larger Gunmen, feel free to freely choose where they are located, and their number, so long as it is roughly proportional to the size of your Gunmen. Because you're allowed a lot of variances in size and shape of your mecha, there's no real way to properly calculate how many weapons of what size would fit on your personal Gunmen. So, I guess this is where I tell you to fanwank responsibly. But not TOO responsibly. This is Gurren Lagann, after all.

Changelog:

- Version 1.0
    - Spelling and grammar corrections
    - Explained sizes more in notes
    - Reworked how the batteries of Ranged Weapon worked
    - Hidden Weapon now removes the limitation of having your number of weapons being limited by your limbs
    - Main Cannon is renamed to Primary Cannon, to remove some confusion in how I changed up Ranged Weapon.

    - Added One Who Dreams of Peace companion
- Version 0.5
    - Created jump



Listen, Simon. Never forget. Just believe in yourself.
Not in the Simon that I believe in.
Not in the Kamina that you believe in.
Have faith in the Simon who believes in you.