Valvrave Jump

Version 1.0.0



It is year 71 of the True Era. The world is largely divided between two power blocs, the Atlantic Ring United States or ARUS and the Dorssian Military Pact Federation. There are neutral states, such as Japan and the Islands of Oceania Republic or JIOR, but these two power blocs control the majority of the world. Most of humanity has left the Earth, though, 70% of the population having moved to Dyson Spheres. Not spheres built around the sun to capture all solar energy, but small spheres built around artificial stars in the Lagrange points between Earth and the Moon.

JIOR has just completed their own Dyson Sphere - never mind that they are still adding onto it and it covers less than half of its star - the fourth such sphere. This has served to trigger Dorssia's movements, and an attack is being launched that will see them claim JIOR's Dyson Sphere, and JIOR itself as their own territory. Unbeknownst to almost everyone, however, JIOR, a country that had renounced war and weapons, has been secretly building its own high powered prototype warmachines. The Valvraves, 6, though only 5 operable, devastatingly powerful 'primate frame' mechs, only pilotable by genetically engineered children now in highschool age at a school on module 77 of the JIOR Dyson Sphere.

Unless you change things one such mech will soon be activated to protect Module 77, leading to the formation of New JIOR, and eventually the Third Galactic Empire.

Origins:

You must select a single origin, it will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Oddball: You're a weird one. You can choose to forgo memories and connections in this world and take this background as a drop-in, otherwise you are a student, though one who is rather quirky and hard to quantify.

Experimental Student: You are a JIOR student living and at the boarding school on JIOR's newly "completed" "dyson sphere"'s Module 77. This does mean you are an unactivated Homo Sapiens Novus, though unless you buy the Kamitsuki or Magius perk even if it is activated its powers will not be kept in future jumps.

Karlstein Graduate: You are a graduate of Dorssia's Karlstein Academy, training ground of its special forces operatives. You have been trained since young childhood to be a living weapon, and an agent for the Dorssian Military Pact Federation.

Adult: You are an adult. Maybe you're one of the parents of the students of Module 77, maybe you're part of ARUS's political bureaucracy, or the Dorssian military. Or maybe, just maybe you're a centuries old body hopping parasitic energy being manipulating mankind from the shadows.

Location:

As an Oddball or Experimental Student you begin on Jior Module-77. As an Adult you may begin on Earth in ARUS or Dorssia, or as part of the Dorssian Fleet. As a Karlstein Graduate you begin either on Jior Module-77 or as part of the Dorsian Fleet.

Age and Gender:

Your gender is your choice. As a drop in your age is whatever it was previously, as an Adult your age is 23 or higher, and otherwise your age is between 15 to 18.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Idol (50 CP): If you aren't one you could be one. You've got the talent and skills to make you a triple threat, able to dance, actually sing for yourself, and you even make an excellent actress. This also guarantees you're at least a 9 out of 10 appearance wise. You could be the next big idol, if a government conspiracy doesn't force you into retirement.

Delinquent (100 CP): You might not be some sort of special forces soldier, but that doesn't mean you can't fight. You have experience with fist fighting and brawling, especially in an undisciplined manner. This is less training and more just experience fighting other untrained individuals, but you're used to chaotic melees and brawls, so while you might lose to a martial artist one on one you're probably better at dealing with a gang of guys.

The most important bit, however, is the way that a good fight helps you blow off steam, making your stress seem to melt away. The more wild you can run without caring about discipline or style the more relaxing you find the aftermath of a battle.

Witch (200 CP): You are a highly skilled computer programmer and more than that a hacker. As an elementary schooler you could have hacked a prestigious national academy and stolen the test answers (though you might have gotten caught in the process), and now in highschool you could probably create the new social media/chat app that all your schoolmates use, hack into top secret government bases, or government communications satellites if you had the right computer for the job.

Vampire Science (300 CP): You now have an understanding of the science, in the loosest sense of the word, used to build the valvraves and to work with runes, at least as well as the JIOR scientists who built the valvraves did. You will find it easier in the future to understand other spiritual and psychic phenomena, and especially easier for you to incorporate them into giant, humanoid, piloted robots. This comes with knowledge of mecha engineering as well, so that you can strap some weapons on your discoveries to please the military.

Mirror JAVE (600 CP): The valvraves were built with a magius's spiritual form trapped inside of the 01 to provide them with their ability to project and manipulate hard light through the power of runes. You might not be able to generate the light of the runes, but

you probably have more than your fair share of special powers. You are now able to share your perks and powers with a mecha you are piloting or even just riding in. This will increase their scale to one fitting the mecha used, though this increase also increases the cost and drain of these powers.

If you'd prefer you may have any mechs purchased in this jump be alt-forms for yourself instead of independently existing objects. While you can be piloted in these alt-forms, unlike the magius which provide the Valvraves with their power and special abilities you can activate and control yourself in these forms.

Oddball Perks

Miracle Chef (100 CP): Your cooking skills are… impressive. Your food might not look nice, this won't help with that, but you know how to make it taste good at least. Your palette is so keen as to be able to at a taste figure out what would go well with the flavors, and to easily identify how much of a spice would be too much or too little. You could even leave someone who has generally mastered their emotional responses speechless with the sheer flavor of your food.

Cheerleader (200 CP): There's just something about you. It's not that you have some sort of aura that makes people feel better, though it'd not be hard to see why someone might assume you did. You have an excellent sense for people's happiness. More than just being able to tell when people are unhappy or hurting inside, you have an excellent sense for what would help to raise their morale and sense of well being. And even more when you do act to try and cheer someone up, not only is it more effective than it normally would be, they are more likely to remember it and be thankful for it.

Screwball (400 CP): You are just an odd individual. Out of the box ideas constantly flow in and through your mind. These aren't always the best ideas, but they aren't automatically bad ideas either. They're just *odder*. And when you follow through with these hairbrained ideas you are all but impossible to predict even by the most expert planners and strategists.

Student Government (600 CP): Was your father a prime minister? Well even if they weren't, you have a certain skill and flair for governmental administration that you could probably become a prime minister if you put your mind to it. You might not know things like the ins and outs of international law, but you could make a functional governing body out of a group of school children, and have the talents and natural inclinations to be able to match wits even with experienced politicians and diplomats and will only grow with time and experience. Given the chance you could likely helm a galactic reach lasting centuries and incorporating a multitude of alien species.

Experimental Student Perks

Natural Pilot (100 CP): Haruto, Rumiko, and Akira had absolutely no experience as pilots before getting into a cockpit. And yet they immediately understood how to pilot their valvraves. Now you are ready to fall into a cockpit as well. You are a natural pilot for any sort of mecha you can find yourself in. You won't know all the ins and outs of reaching maximum performance, but simply by sitting in a mecha you'll know how to make it move well enough to use it in a fight.

Strength to Move Forward (200 CP): Is a strength you possess. You can push through despair, continuing to move forward with your life, even as disaster mounts around you, not letting it bring you to a stop, but continuing to at least try and do nothing; even knowing that you cannot survive victory you can continue reaching towards the end you believe is best. This does not only protect you from despair, though, but trauma. You are able to process and move on from traumatic events without permanent trauma, growing from the past instead of letting it cripple you.

Unatrophied (400 CP): So you've spent the last several years as a shut-in without getting proper exercise, or talking to people, and now you need to make it to a mecha in a rush? Well don't worry, your muscles will never atrophy from lack of use, and even your appearance won't suffer due to an unhealthy lifestyle. You don't even have to be careful about your diet as long as you're getting all the calories you need everything else will sort itself out.

And this isn't limited to just your body. Your skills won't either; you won't have people skills if you never developed them, but if you have them you won't lose them by sitting in a nerd cave for years. Finally this does protect your memories as well; it won't stop them from being erased, modified, or burnt away to fuel powers, but 211 years later you'll still remember events perfectly.

Kamitsuki (600 CP): You're no longer a human. Or at least a *homo sapien sapien*. You have become *homo sapien novus*. You are a kamitsuki, a genetically modified human being made to be an artificial hybridization of human and magius. This has provided you with several serious advantages over common humanity. You are nigh immortal, able to quickly heal from wounds such as a slit throat, a sword through the heart, or being stabbed and shot several times in the chest, and you no longer age; it does remain possible for ordinary humans to kill you, however. You also possess the ability to consume the blood of other beings, and to hijack people's bodies through biting them. When you do this your own body becomes comatose, and you gain the muscle memories

and any sufficiently ingrained skills of your victim; though you may find deeply ingrained emotional responses also bleeding through. Your bodyjacked victim will possess your kamitsuki immortality while you are within their body.

The magius are a race of spiritual beings, though, which live on the elementary particles of information or runes which are contained in human DNA and memories. Due to your hybrid nature you are able to make use of these runes much like the magius do. You'll have to learn how to do so, but once you have learned you should be able to use the light of the runes to create hardlight constructs, fly, or even cause damaged electric and mechanical systems to continue to function. Just remember the light of the runes is ultimately fueled by runes, and you'll either have to keep well fed on an external source or risk beginning to burn through your memories destroying them.

Karlstein Graduate Perks

Wars are Won Using Calm but Effective Machines (100 CP): You have excellent mental control, able to calmly and coldly control your emotions like an effective machine. You won't be able to suppress your emotions forever, and they're still there, but when you're in the heat of the moment you can restrain the emotional response and remain inhumanly calm. Some emotions may be too strong, and this won't stop you from feeling them merely help make sure that they do not dictate your actions in the short term.

Vampire Slayer (200 CP): Whether you're a graduate of Karlstein Academy or not, you seem to have the skills. Well the combat skills that is. You are a highly efficient combatant, skilled in hand to hand or with knives, and with firearms, capable of giving L-Elf a run for his money, at least in raw combat skill; he might be able to figure out your style faster and better.

And while this won't do anything for your intelligence or capability to figure out an opponent, it will give you a general action movie level of fitness. Now, L-Elf won't be the only one pulling off action movie bullshit around here.

These combat skills do not translate directly to mecha piloting skills; the Karlstein graduates were far less impressive there. However you are highly trained and proficient in all Dorssian mechs and one man military vehicles.

Information Assessment (400 CP): There are few things more important in combat or otherwise than information. Every bit of information in your environment could prove essential at any moment. And you take it all in. Like some sort of fictional detective, spy, or genius, you are extremely capable of picking up on clues in your environment, taking in every aspect that is around you, processing it subconsciously, and then putting it all together. Whether it's figuring out how to escape from an interrogation, or cold reading people you just met, you naturally take in all the information your senses can provide you with and put it all together.

Predictions Like Prophecies (600 CP): Like L-Elf, you are a master planner. Assuming you have sufficient information you are able to put it together to make predictions that are almost as good as prophecies. If you knew your opponents' fighting styles deeply enough by say having been squadmates with them in the past, you could predict almost the exact timing of their actions and events throughout a battle, even as they were responding to new technology introduced since you last fought against them, predicting it well enough to have time to write up step by step instructions like providing someone with a script or

a walkthrough for a game. It is possible for people smarter than you, or just completely screwball enough, to surprise you, or for you to be tripped up by sufficient unknown variables or out of context problems, but when you have good information sources you could easily play the role of an oracle.

Adult Perks

Ages of Experience (100 CP): I know you're an adult but this might be a bit much even for an adult. You have the equivalent of 200 years of experience in this jump, helping you to progress any number of skills you may possess. These 200 years of experience are at ordinary human rates of learning, and you won't be able to learn any knowledge that doesn't already exist in this world, so you won't be making truly new discoveries with them, but you could have the equivalent of a decade of experience in 20 different fields, 200 years of mastering a single field of activity, or anywhere in between.

Media Manipulation (200 CP): To control information is to control the world. And you know how to control the conduits of information. Whether it's creating fake news, spreading disinformation and propaganda, or even revealing an ancient conspiracy by simply reacting to a list of potential members that you know is inaccurate as if it were accurate, you are a master of using mass media to spread the spin on events that you desire and getting it to stick as the accepted story. This doesn't necessarily give you the domination of the media needed to put this knowledge into practice, but you can perform similar on a lesser scale with comment bots and the internet, and it does give you a knack for knowing how to lean on, threaten, blackmail, or just bribe the media into going along with your desires.

In Their Shadows (400 CP): The real power of the world is not the elected leadership. The real power of the world remains in the shadows moving the levers of power and control. And you are a master of this power. You understand how to build and control networks of power and manipulation which controls the world's governments from the shadows, taking in and guiding those who possess power and influence and subverting it to your own ends and purposes. This won't make you good at governing a country to make it prosper, but you understand how to gain and maintain power without ever having to step into the light of day.

Magius (600 CP): You're no longer a human. You are a magius, an energy being that has parasitically bonded into a (series of) human host(s) for an untold period. This has provided you with several serious advantages over common humanity. You are nigh immortal, able to quickly heal from wounds such as a slit throat, a sword through the heart, or being stabbed and shot several times in the chest, and you no longer age; it does remain possible for ordinary humans to kill you, however. You also possess the ability to consume the blood of other beings, and to hijack people's bodies through biting them. When you do this your own body becomes comatose, and you gain the muscle memories and any sufficiently ingrained skills of your victim; though you may find deeply

ingrained emotional responses also bleeding through. Your bodyjacked victim will possess your magius immortality while you are within their body.

The magius are a race of spiritual beings, though, which live on the elementary particles of information or runes which are contained in human DNA and memories. Due to your nature you may make use of these runes. You'll have to learn how to do so, but once you have learned you should be able to use the light of the runes to create hardlight constructs, fly, or even cause damaged electric and mechanical systems to continue to function. Just remember the light of the runes is ultimately fueled by runes, and you'll either have to keep well fed on an external source or risk beginning to burn through your memories destroying them.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

School Uniform (1 Free, additional 50 CP each): This is a Japanese style school uniform, like those worn by the students of Module-77. If left unattended overnight it will repair and clean itself, always being ready to wear in the morning.

Beast High Outfit (50 CP; 1 free with This Jump Brought to You By Beast High): Consisting of denim shorts, a loose tanktop, wrist bands, boots, and a head visor with horns attached, this outfit matches the one worn by Saki Rumiko for her Beast High commercial. Like the school uniform if left unattended overnight it will repair and clean itself. Now you can demonstrate your love and affiliation with Beast High wherever you go.

Chain Supply of Beast High (50 CP): This is a 9 pack of Beast High energy drink. It will refill hourly.

Supply of Snacks (50 CP): This large grocery bag holds a variety of snack foods, ranging from relatively healthy crackers and dips, to less healthy ones such as potato chips, bochy, or outright candy. This bag refills each day to make sure you always have enough snacks to eat, or to give to a friend.

Waffe (50 CP): The basic mech used by the Dorssia Military Pact Federation. Smaller than the Valvraves or Ideals, at slightly under 15 meters, they are designed for space and airborne combat. They possess two arms each of which possesses either a manipulator arm, drill-like lance, mechanical claw, missile pod, rocket launcher, two barreled beam weapon, or a gatling gun; you may select which 2 your waffe possesses. In addition to these modular weapons each waffe possesses two shields mounted on their ‘shoulders’, capable of being angled in front of the waffe for when additional defense is paramount, a high powered beam weapon mounted in the main torso which is used for close quarters counter offensives, and a main thruster which replaces where legs would be on a truly humanoid mech. A waffe possesses the ability to manipulate and command mobile drone

units, each manned waffe being accompanied by 2 unmanned drones; the waffe you purchase is no exception coming with 2 unmanned waffe drones.

Ideal (100 CP): The main aerospace weapon of the Dorssia Military Pact Federation. A long, semi-humanoid machine, 100 meters in length and over 30 meters in height, it possesses two main limbs, a head,wings, and a long 'body' that contains its main thrusters. Its 'head' contains its cockpit and can double as an escape pod. It is able to mount a variety of weapons in a modular manner. Its arms typically end in claws with beam weapons in the center, though various modifications can replace them with heavier beam weapons, missiles, or even heavy claws sacrificing the beam weapons for superior close combat capabilities. Its wings can similarly mount beam weapons, missiles, or melee claws. The main torso likewise can contain either a series of miniature beam weapons or smaller missile launchers.

> +**Waffe Pole (100 CP)**: This adds a rack of 8 unmanned waffe to the long stern of the Ideal, as well as the systems necessary to control the waffe drones in combat.

Magius Inside (100 CP): This energy being has been placed within an amulet-like container. Its personality is up to you, able to be as naive and curious as Pino, as serious and hardened as Prue, or anything else you desire. It is able to enter into a computer and make its home within it. While it will be unable to directly manipulate the system, it can learn the information within it with time, and will be more than happy to share what it learns with you. It is also able to speak through speakers or display a human avatar of itself on screens connected to the system, living within it as a sort of data. If connected to a mecha it will quickly learn the ins and outs of the mecha's system and capabilities, being able to help instruct you in its functions, create tutorial instructions on individual weapons and capabilities it may possess, or even give you mid-combat status updates on the machine.

With the right scientific skills and knowledge you could use it as the base for a RAVE engine and series of Mirror RAVE engines. Though try and remember it is polite to as first.

It does not count as a companion unless imported as one.

Ideal (Blume) (200 CP): The Ideal (Blume) Class is more of a one-man aerial battleship than a mecha. Significantly larger than even the ordinary Ideal, it possesses two large horizontal wings, a single downward pointing vertical 'wing', two arm claws similar to those of an Ideal, and the main structure which is also horizontal from the cockpit. Unlike the basic Ideal it is designed only for atmospheric use, made to establish a beachhead

with its immense suite of weaponry. These are similar to those of the Ideal above, except that they simply carry more weapons, enough to present a legitimate threat to a Valvrave. These weapons are primarily designed for firing downward, raining death from above.

> +**Waffe Pole (100 CP)**: This adds a rack of 12 unmanned waffe to the long stern of the Ideal, as well as the systems necessary to control the waffe drones in combat.

Waffe Fleet (200 CP): Waffe are intended to be put into mass use. For this payment of 200 CP you get 20 manned waffe, each of which comes with 2 unmanned drones. Pilots are not included. Damaged or destroyed waffe will be replaced within a month.

Space Cruiser (400 CP): A Walkit-class Heavy Space Cruiser, the heavy workhorse of the Dorssian fleet. With a hammerhead-esque profile, and multiple decks on its 'head', the Walkit-class is a weapon of war over 700 meters long, with 8 turret clusters of 5 heavy beam cannons each, and a superconductive fluid accelerator cannon made for the destruction of (defensive) structures, it possesses impressive firepower. It also serves as something of a carrier designed to serve as a mobile base for waffe and ideal class mechanized annihilators to supply and launch from; while these ancillary mecha are not included with this purchase it could be used to launch any purchased here or to serve a similar carrier role for other mecha or fighters. Since you're paying CP for this it has automatically regenerating air supply, and fuel, as well as automatic maintenance and repair allowing it to operate indefinitely; though battle damage may take some time to repair itself.

Dyson Sphere (600 CP): Well sort of. Composed of colony modules each about 10 km across forming an about 50% complete sphere about 250 km in diameter around an artificial sun that provides warmth, light, and energy to the modules. This is a relatively self-sustaining space habitat capable of supporting hundreds of millions to perhaps even billions of inhabitants.

If damaged or destroyed the Dyson Sphere will be repaired at the beginning of the next jump.

Oddball Items

Weird T-Shirt (100 CP): This t-shirt isn't necessarily the best fashion choice. It looks odd and actually rather goofy. However it does stand out, and wearing it will make you stand out as different from those around you, and therefore worth taking notice of. It sticks in the memory as well, so when you wear it you'll stick in people's memories better as well. If left unattended overnight it will repair and clean itself, always being ready to wear in the morning.

Drop Ship (200 CP): This is a civilian space vessel, designed for transit from the Earth to the moon. While it lacks much in the way of weapons or defenses, it can be crewed by only a handful of individuals, is simple enough that untrained students could land it with air traffic control radio messages not even directly for them, hold dozens, and its cargo area is large enough to house 5 Valvraves and allow them to launch.

Student Library (400 CP): This library is expansive, especially for the high school library it is. Inside you can find any publicly available scholastic book or article that is available in the setting. It won't contain government secrets, or information on actively suppressed knowledge such as the light of the runes, but you don't have to worry about paywalls, or difficulty in tracking down a book just because it is rare as long as it is not some lost knowledge. This library will update in future jumps with the books and articles available within at the start of each jump.

Module JJ (600 CP): This module, a hexagon roughly 10 km across, is like what one would expect to see making up part of the Dyson Sphere above, with a city built within it including parks, and everything needed to look and feel like one is living on Earth including an artificial sky, along with defensive turrets, and anti-debris magnetic shields on the side intended to face away from the sun, and a large dome on the side towards the (artificial) sun allowing it to shine down within during 'day' time. However this module possesses several advantages over those normally found in the Dyson Sphere above.

Its shield has been modified, and its power increased to a full, military strength, capable of withstanding an assault from a heavy battle cruiser for at least some time. This is theoretically possible for the modules in the Dyson Sphere above, though this module seems to have a reinforced power system for its secret purpose. Within the module exists a high end laboratory designed for the creation and testing of new and experimental mechs and weapons.

Finally due to paying CP for this in particular, you will find that it has certain physics breaking benefits. Its air is automatically self-replenishing even beyond the normal

systems. Its power supply is likewise self-maintaining even without the artificial sun; while it would be possible to overstrain it by attempting to do too many things at once, you don’t need to worry about fuel and power sources. The aforementioned mecha design lab seems to possess replenishing supplies for mecha construction and repair, you won’t be mass producing anything, but you could keep a few prototype super weapons repaired throughout serial battle. Finally you will find that the entire module is self-maintaining and will repair itself over time.

Experimental Student Items

Flight Suit (100 CP): This is a lightly armored flight suit intended for wear while piloting a spaceborn mecha. Its protective qualities as armor are limited, but it is better than nothing, and it also serves to help protect the wearer from the effects of sudden acceleration. Finally it can be worn for extravehicular activities, including small thrusters for zero-g movement and somewhat over a 12 hour supply of air. The fuel and air supply will slowly regenerate when not in use, likewise with damage done to the suit, taking no more than 24 hours to completely repair itself if destroyed.

Hikikomori Den (200 CP): This is a bedroom attached to a property of your choice, or just appearing attached to a place connected to your in jump background - or in the case of a drop-in just some nearby area - if you do not have a property you'd like to attach it to. Its entrance is always at least semi-concealed, in an out of the way area, and seems to have some level of non-detection field as people will rarely take notice of it, and even people who are searching for such a thing can overlook it due to this field, though don't expect it to stand up to an exhaustive search unless it is actually hidden; narratively important individuals, and people you would actually like to have find it (whether you know they're looking for it or even that they exist or not) seem immune to this field.

This room contains a bed or sleeping mattress which is surprisingly comfortable, attached bathroom, running water, its own electricity, a high end desktop computer capable of interfacing with any networks built into the building or used as a central control for the property if it is attached to a CP backed property you possess, and internet access. In addition to being hard for people to find, this room is also always surprisingly cozy and seems to help make your stress go away while in it like a great big security blanket. Food and drinks are also delivered into it once per day. Just enough for yourself, and not always your favorite things, but you never have to go outside again.

Familiars (400 CP): These bird-like autonomous drones known as Impact Boosters are made as support units for the Valvraves. They are able to attach to the Valvrave's feet or hands, and each of these Impact Boosters provide 3 heat sinks which can absorb heat from the Valvrave reducing it back down to approximately 50% from nearing 100%, greatly increasing its operational lifespan. They can also be used to provide extra thrust and improved speed and aerial maneuverability by attaching to the feet, or provide a powerful melee attack by channeling the heat and the Valvrave's hard afterglow out into a punch-transferred blast capable of destroying a significant portion of a heavy battlecruiser in a single blow or melting most other mechs in the series.

With this purchase you get 2 of these Impact Boosters, and because you are purchasing them here they can attach to and function for any mecha you possess. They will not necessarily cool it down, but provide it with an energy recharge - or in the case of mecha without energy limits a short duration energy boost - with each of their heat sinks expended, as well as providing additional thrust and offensive striking power based on the mecha's existing speed and offensive power.

The second purchase of this item - and only the second purchase - is **an undiscounted 100 CP** instead of discounted; to help you go Full Impact just a little easier.

Valvrave (600 CP): One of the titular mechs. Standing from 19.6 to a little over 25 meters tall depending upon load out, larger than a Waffe, but smaller than an Ideal, a Valvrave's size should not mislead you, they are highly powerful fighting machines. Humanoid in shape, a valvrave possesses high speed and maneuverability compared to other mech of this setting, as well as high powered close combat and ranged weapons, but their most notable tool is the weaponization of the light of the runes in the form of hard afterglow. This hard light projection is used for part of their maneuverability in the form of serving as their primary thrusters, as well as their offensive power in the form of their main ranged weapon, and creating destructive afterglow to damage or constrain enemy machines. All valvraves possess a pair of sickle like melee weapons, head mounted vulcans which fire traditional projectiles, and a pair of handblasters which fire energy blasts.

Your Valvrave does not require you to resign as a human being, and does not need runes to fuel its use under normal operational conditions; though by feeding it your memories as fuel you are able to push it beyond its normal functional capacity and greater combat capabilities. Likewise your Valvrave does not need a Magius to be placed within its RAVE engine to function, nor does it require energy fed to it from one through it a Mirror RAVE engine; instead it seems to provide its own energy for normal functionality without need for a trapped soul.

Valvraves do possess a substantial weakness, however, possessing a limited operational period before they will overhead and be rendered inoperable until they are allowed to cool down. The Valvraves would over the course of canon events be upgraded to possess cooling back fins which substantially increase their longevity in battle, yours does not begin with these fins, though even if it has not received them by the end of the jump it will possess them post-jump.

Like other Valvraves, in addition to the general equipment yours will possess certain specialized equipment. You may select one of the options below for free, pay **100 CP (undiscounted)** to select two but have both function at only a reduced capacity and possess only half of the associated gear, or pay **200 CP (undiscounted)** to select an additional option from the list below.

1. Hito: Your Valvrave possesses a suite of close combat and semi-autonomous thrown weapons, similar to those of the Valvrave unit 1 including a pair of Japanese style swords, additional fold sickles, a pair of chain-sickle like weapons, a boomerang style weapon, a strike brace which combines shield and claw, and a volc arm or a medium ranged hard-afterglow weapon. These are able to combine together to form a larger halberd-like weapon called the vurutoga. In addition like Valrave unit 1 your Valvrave is capable of fighting for a short period past the normal thermal limit, increasing (much more quickly than from 0 to 100%) to 666% at which point it is able to open its armor and bear its rave engine and tapping into it launch a powerful blast of energy capable of annihilating multiple heavy battle cruisers at once, or leaving a deep fissure in the ground, though this is a weapon of last resort as the Valvrave will immediately shut down due to overheating after its use. If bought as a split option you gain either the vurutoga or the final harakiri weapon.
2. Dainsrave (selecting this option requires you to pay an additional **400 CP; this additional cost is not discounted to Experimental Pilot but discounted if you have the Adult or Karlstein Graduate background**): Like the magius completed unit 2, your valvrave is substantially more powerful than the other valvrave models. Standing over 30 meters tall, its limbs actually each consist of 2 arms and legs, its upper legs forming ‘wings’, its lower arms are capable of wielding a set of four blades for additional angles of attack, and its upper left arm possesses a shield which can open to reveal a crushing vice-like weapon. It possesses a shield generation device in its lower pairs of legs which can be used to create a prismatic field which deflects weaker ranged attacks and weakens even stronger ones such as the Hikaminari’s or a Kirschbaum’s cannons. Its hard afterglow projection is also significantly improved capable of producing blasts from between its ‘wings’, as well as shaping it into objects such as weapons, shields, or even temporarily replacing its limbs. Finally the Dainsrave possesses a large spear. This spear is capable of acting as a semi-autonomous drone flying under its own power as directed from the Dainsrave, is large and heavy enough to be used as a shield against strikes, and is capable of producing large and powerful blasts of hard afterglow surpassing even the Hikaminari’s. Put together with a skilled pilot the

Dainsrave could even take a direct hit from a Kirschbaum's heavy cannon - a blast capable of destroying a valvrave - with only minor damage through its superior armor and use of hard afterglow as a shielding device. If purchased as a split option you only pay an **additional undiscounted 200 CP** (plus the 100 for the split option in the first place) instead of the 400 CP; you will either gain the larger size and augmented limbs and overall mechanical power, or a smaller version of the spear and the augmented hard afterglow production and control.

3. Hikaminari: Like Yamada's unit 3, your valvrave possesses 8 additional arms. These arms are able to combine into a mere 2, or split back apart. Strong enough to tear apart an Ideal class in close combat, or equipping a subweapon in the form of either a blade, a thrown boomerang like weapon, a shield, or a long range energy weapon. It's the last which is their primary purpose as they are able to project hard afterglow attacks more powerful and longer ranged than those of any other option besides the Dainsglave as a pair of arms, or dividing up to provide 8 simultaneous shots. In addition to these combat arms, your valvrave possesses a pair of shoulder mounted cannons for additional long range fire power. If bought as a split option you gain only 4 arms and 1 shoulder cannon.
4. Hinowa: Like Saki's unit 4, your valvrave is designed for additional speed and maneuverability. It possesses a multi-leg spine consisting of a set of six additional legs which provide a spider-like character to the machine. These legs provide additional thrusters to provide additional thrust and maneuverability, as well as the ability to create discs of hard afterglow to kick off for sudden acceleration and course changes greatly increasing its maneuverability compared to other valvrave units. It also possesses a pair of spindle knuckles; chakram like weapons which can be charged with hard afterglow and used as mid-range thrown weapons, connected to the machine by tethers and possessing handles which can be used as gauntlet-like weapons. If bought as a split option you gain only 4 somewhat lower thrust legs, and a single spindle knuckle.
5. Hiuchiba: Like Kyuma's unit 5, your valvrave is designed for high defense. It possesses a pair of bolt phalanx, forearm mounted crossbow-looking weapons which provide long range combat capabilities superior to any but the Hikaminari and Dainsrave, capable of long range projectiles which can be exploded after a delay. It also possesses a pair of shoulder mounted shields which can use hard afterglow to increase their defensive capabilities allowing them to withstand blasts from any weapon shown in this world short of the harakiri attack of the Valvrave unit 1, and even to reflect weaker attacks; it is possible for a sustained assault from weapons such as are mounted on other Valvraves to wear down these shields, but

they still provide substantially superior defensive capabilities. If bought as a split option you gain only 1 bolt phalanx and 1 shield.

6. Hiasobi: Like Akira's unit 6, your valvrave lags behind in close combat, ranged combat, maneuverability, and defense compared to the other valvraves, however it possesses a specialized suite of equipment for the purposes of electronic warfare. It possesses a substantially augmented set of sensors and transmission devices called the Universal Guide which in addition to receiving substantially more information and data about your surroundings also provides communication broadcast and jamming capabilities, and a super computer designed for the purpose of hacking devices. In addition it possesses a pair of claw shaped weapons capable of projecting hard afterglow for, relatively short, ranged capabilities, and the Hummingbird, a staff-like weapon with a spiked 'beak' on one end. This Hummingbird is linked to the Universal Guide allowing it to establish a hacking interface with machines it strikes with its beak. This allows struck machines to be temporarily hacked and controlled through your valvrave, though this effect is only temporary and the more sophisticated the machine the shorter it lasts. If bought as a split option you gain either the Universal Guide, or the weapons; if you take the weapons without the Universal Guide the Hummingbird will still be able to hack but the duration will be less than half what it normally would be and the control will be significantly less smooth.
7. ???: If you would prefer instead of taking one of the canon set ups of the first six Valvrave models you may create your own custom set of equipment which is roughly on parity with those of model 1, 3, 4, 5, or 6.

Karlstein Graduate Items

Death to Traitors (100 CP): This seemingly ordinary handgun never jams and never seems to run out of ammunition. It possesses no other special traits.

Electronic Lockpick (200 CP): This palm sized keypad and data entry device is something of a skeleton key when it comes to electronic locks. It possesses an output plug which can be attached to an electronic lock or device to cause it to immediately begin hacking the device or lock. It won't do anything other than unlock them, accessing a password or causing it to recognize a valid biometric scan, but should work on any electronic lock in this world, and most others.

Kirschbaum (400 CP): An upgraded mech that the Dorssian Military Pact Federation would eventually design by incorporating elements of the Valvraves' designs. A humanoid mech standing over 30 meters tall, and capable of transforming into a jet form the kirschbaum is a powerful weapon capable of challenging valvraves with the help of a superior pilot or superior numbers possessing less speed and agility, inferior close combat capabilities, but powerful energy shields which can temporarily increase their defensive capabilities over those of a valvrave, and ranged weapons surpassing the main cannon of a heavy battle cruiser and those of most valvraves. The kirschbaum possesses a head mounted escape pod, 2 racks of wing based missile launchers, a small energy weapon in each finger tip other than its thumbs, the ability to energize its knuckles for charged melee attacks, to project energy shields from its hands to block incoming attacks, and most impressively the löwenglitzen cannon a chest mounted beam weapon which is capable of heavily damaging a valvrave on a direct hit and even damaging the IMP shield of Valvrave Model 5, and when fired directly into a valvrave during a bear was capable of immediately destroying most of the valvrave before causing the valvrave to explode; the Dainsrave was able to survive this with only minor damage, but that was from an already significantly depleted kirschbaum.

Which brings us to the kirschbaum's weakness. With the exception of the missile launchers each of these weapons represents a drain on the kirschbaum's battery life. While the finger blasts are relatively little, with the knuckle being more, and the shield yet more, the löwenglitzen cannon uses all of the kirschbaum's remaining energy forcing it to either find a means to recharge or retreat. Thankfully your kirschbaum's energy pack - which doubles as the löwenglitzen cannon - will recharge over time even without outside sources of energy.

Kirschbaums are also able to be linked with unmanned waffe, but none are included. For an **additional 100 CP** you get a squad of 4 unmanned waffe less for combat purposes and more because they carry and can install a back-up löwenglitzen cannon after expending your initial energy pack. Additional sets of 4 unmanned waffe and back-up energy packs can be purchased for **100 CP** each.

Vampire Killer Academy (600 CP): This is your own copy of Karlstein Academy. This school is designed to turn children into highly efficient special ops killing machines loyal to the state… or to you if you'd prefer it. The methods are *inhumane*, and the training brutal, but it will steadily produce highly skilled, and capable children soldiers and future special forces agents. The school will function quite well on its own, not requiring your direct supervision merely your direction, and is run by an exceptionally competent staff. The school will 'obtain' children from orphanages if left without other directions, but you could encourage them to expand into abductions, or provide them with other sources of children. You could encourage them to use more humane methods or less brutal training, but the quality of special forces soldiers would drop; still it would remain a highly effective military school with exceptionally capable teachers and staff.

Adult Items

Eyepatch (100 CP): This eyepatch does nothing to limit your range of vision and depth perception, almost as if you can see straight through it. What it does do, however, is lend a sense of competence and dangerous skill to you when it is worn. This isn't too strong of an effect on its own, but will help convince people that you are a person who could be dangerous if crossed assuming you give them other reasons to believe such.

Tank of Runes (200 CP): This is a glass tank containing a glowing green energy. This energy and its glow is the light of the runes which are contained within. What you will do with a tank full of information in a corporeal form is up to you, maybe you could use it to fuel your own construction of valvraves or similar technology, maybe you want to use it to fuel your use of the light of the runes, or maybe you have some way to feed on it. Though do be careful as if the tank is broken the runes will leak out and dissipate into the air. This tank refills monthly if used or allowed to be damaged.

Phantom (400 CP): This is a spaceship or submarine; chosen at the start of each jump. As a submarine it is a fairly standard military submarine. As a spaceship it is significantly smaller and less armed than the Walkit space cruiser. Regardless of the choice it possesses stealth technology allowing it to disappear from vision and radar. This does mean powering down its weapon systems, and this cloak cannot be run indefinitely, but such stealth is worth far more than weapons. It is also set up for absorbing memories and possibly life energy from people to produce runes albeit seemingly with very very low efficiency compared to the Valvraves.

Space Vampire Illuminati (600 CP): These 100 individuals, including a mix of humans and some 33 or so magius, form a secret cabal intent on… Well that's a bit of a question. When you purchase this item you must determine the general level of loyalty to your goals this cabal possesses. This can range from slavishly and utterly devoted to you and your cause, willing to die for you without a second thought, to merely regarding you as one member among many with the goal of securing their personal power and privilege. Their influence and placement in society however are inversely proportionate to their loyalty to you. At the level of simply seeing you as a fellow member with no special care for you other than you can maybe talk to them at their infrequent group meetings these would be among the 100 most influential individuals in a setting, at least the 100 most influential individuals who would be willing to deal with being part of a mysterious cabal, possibly capable of ruling the world from the shadows with their personal agreements. At the level of slavish devotion to you these would be 100 individuals of no particular note or social placements. In the middle where you are considered a leading

figure but not the unopposed head of the group you might have an organization capable of heavily influencing the world's 3rd most powerful power bloc while performing secret human research building military superweapons which the world's controlling shadow government would consider to be something to be shut down immediately. These individuals will be new individuals at the start of each jump, and you can reselect where they are placed on the slider of influence to loyalty.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character. If they would pilot a mecha then their mecha will come with them as the CP purchased version (if there is one).

Little Sister (100 CP): This is your younger sister (or brother if you'd prefer). There was a time the two of you were close, but something happened which left the two of you with a deep rift in your relationship with their trust for you in shatters, and left them traumatized and withdrawn from the world. They still ultimately love you, and you are family, able to rely on them when it really comes down to it, but they have been hurt in the past. If you can mend your relationship with them before the end of the jump they'd be happy to accompany you to your next world.

If you're an Oddball or an Experimental Student they can be either an Oddball or an Experimental Student. If you're an Adult or a Karlstein Graduate they can be a Karlstein Graduate or an Oddball.

If they're an Oddball they gain the **Idol, Miracle Chef, Cheerleader,** and **Screwball** perks, as well as the **School Uniform, Bag of Snacks, Weird T-Shirt,** and **Student Library** items.

If they're an Experimental Student they gain the **Instant Pilot,** and **Kamitsuki** perks as well as the **School Uniform, Flight Suit**, and **Valvrave** items.

If they're a Karlstein Graduate they gain the **Wars are Won Using Calm but Effective Machines, Vampire Slayer, Information Assessment,** and **Predictions Like Prophecies** perks, as well as the **School Uniform**, and **Death to Traitors** items.

Regardless of their background they gain an additional 400 CP to spend as you wish to round out who they are.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Epilogue (Toggle): The series includes occasional glances at events more than 200 years after the main events of the series. If you'd like you can stay for a full 215 years, instead of the normal 10 years.

Light Novels (Toggle): I wasn't able to find them, but they do exist and if you'd prefer to go to their version of continuity you may.

Averting Your Eyes from Reality (100 CP): You are naive, and idealistic, prone to always seeing the best in people even after they've proven you wrong. Worse, this leaves you poor at figuring out the fall out and follow through of actions, and far too overly optimistic in how human beings will react; with specific individuals this isn't that bad, you can learn their behavior with time, but with masses of humanity you'll be utterly inaccurate.

Dead Friend (100 CP): A close friend of yours will die in the initial Dorssian attack on JIOR, in a way that will leave you feeling that you are at least partially to blame. You will miss them for your entire time in this world, and you will feel an intense need to avenge them; while it was partially your fault it wasn't as much as it was the enemy who killed them whether Dorssian or JIOR.

I Want to be a Star (100 CP): You want to be famous. The need to be beloved by the multitudes, and the center of their attention is deeply rooted into your being, and with it the constant desire to become a superstar, which will influence your behavior and push you towards taking risks to obtain this desire.

Insufficient Trust (100 CP): People just don't seem to trust you as much as before. Even old, close friends will be more suspicious of you. People won't just automatically assume you're lying, but anything that would make them trust you absolutely will fail, and doubts and suspicions will always be there and if someone actively works to exploit them you can expect even your closest companions to sometimes lose their faith in you. And this works both ways; you will have the same sort of lack of faith in your allies and friends no matter how much they've proven themselves for you before.

One Eye (100 CP): You possess only a single eye, the other(s) having been lost to injury previously. You will be unable to regrow or replace your lost eye(s). While your eyepatch

might make you look cool, is it worth the impact to your depth perception and field of vision?

Silent Sailing (100 CP): You're in love, jumper, but you can't bring yourself to spit it out or act upon them. And even if they return your feelings they won't be confessing them any time soon either. You might eventually requite this love, but it'll take years at least, and that's if they even return your feelings. If something happens to make you give up on them, or move on, you'll find yourself falling in love again with someone else instead.

Sold the Rights to Beast High (100 CP): You have sold the advertising rights of this jump to Beast High energy drink. This is an unbreakable contract which requires you to pepper your life with adverts for them, and even thematically name yourself and your belongings after their product. This contract may occasionally force you to cosplay for them. But at least they're paying you 100 CP for it, right?

The Power of Money (100 CP): Is something you believe in, perhaps a bit too deeply. Even if you're one of those jumpers with (literally) infinite money, you will find yourself hesitant to spend your wealth, and overly eager for more. You won't go running off the deep end morality, or betraying your closest friends for a small payout, but you'll definitely be tempted by a big one, and you might very well turn your mecha into a walking billboard for a relatively small one.

Thunderous (100 CP): You have come up with a stupid, and likely cliche, nickname for yourself. You are absolutely convinced that it is cool, and you insist people call you by it. Everyone else will find it somewhat lame and be loath to do so, but too much insistence on using your actual name will leave you feeling depressed.

Vampiric Hunger (100 CP): You seem to suffer attacks where you lose control of your actions, overcome with a need to feed from people. Like with Haruto this can be blood or it can be other things. These attacks grow more frequent the more heavily you use your powers, including out of jump items or piloting a valvrave, and you can resist these attacks, but only for a time and unlike with Haruto the hunger will not fade until sated and feeding on the same individual a second time will not sate this hunger.

Hounded (200 CP): The children of New JIOR were pursued across space by the Dorssian fleet, and even once they'd reached the safety of the moon, they continued to face military dangers. Now, you too, will be hunted and hounded. For your entire time in this jump, you will suffer from militaristic attacks against you. They might not be the Dorssians, in fact they seem to just materialize from nowhere, but they will never relent for long.

Known (200 CP): The Council of 101 have been given a thorough run down on you, your behavior, and your powers, as well as those of your companions and gear. And believe that by ending your chain they can gain a Jumper's spark for themselves.

Renounced Humanity (200 CP): You no longer consider yourself human, but something less and worse. You will angst about your nature, and lament how you no longer have the right to human happinesses, or to confess your feelings and love to another. You can find happiness perhaps in bringing happiness to others, or in hedonistic self-indulgence, but you will never really accept yourself and your nature. You are after all a monster that has renounced humanity.

Shut In (200 CP): You are a shut in and an agoraphobe. You are extremely uneasy in wide open spaces, preferring nice, cozy, dark areas. And if you're uneasy in the open, it's nothing to the way you feel about face to face interaction with other people. You'll be lucky to manage to speak out loud in a voice call, and actually going out and talking to people will be absolutely terrifying. You might manage to make a few exceptions here and there for particularly close and trusted friends, but expect to be spending most of your time here alone.

Traitor (200 CP; incompatible with Drop-In): You have betrayed your homeland, and whatever faction you should belong to due to your background; or if you haven't already you will be very shortly. And unfortunately this information has spread like wildfire through the faction, causing you to be considered a public enemy by them. They might have bigger fish to fry, but you'll definitely be high up on the list of enemies, and many of them will personally hate you. Unfortunately, traitors are not exactly the most trusted, and you will find yourself having to earn the trust of any new allies to get them to stop looking at you as more than a potential spy, and this does mean earn, you will have to work for it if you want anyone to trust you.

Broken Limiter (300 CP): You remember nothing from before you began middle school in this world, including past jumps; if you're a drop in you remember nothing at all. This might not be so bad, but whenever you use out of jump powers or items, or a Valvrave you'll progressively lose your newer memories as well. And if you lose all your memories you will die no matter how immortal you should be. Thankfully you will have an instinctual realization of that fact.

Jumper in their Shadows (300 CP): And all is right with the world… And you better keep it that way. You must prevent your special nature from being discovered. Oh, an individual here and there can know. But if any significant population - say even a few

hundred individuals - come to honestly believe that you somehow disprove the laws of physics as this universe knows them, possess supernatural powers, or even just somehow do not fit into the world due to your backstory making no sense or pulling out mecha that have never been built or designed, then you will fail the jump. Thankfully even if the existence of magius is not made known to the world if the power would fit with what the magius themselves know of their powers and their limitations it will not count for this.

If taken with Known the Council of 101's knowledge of your nature will not count against the number that may know, and they will not be aware that simply by publicizing your nature they could end you permanently.

Magius in Your Shadow (300 CP): One of your companions has been body jacked by a Magius and is now plotting your demise. They are highly skilled at impersonating them, possess all of their abilities, and out of jump means of detecting such a thing will fail. You will forget taking this drawback.

Q-uesting Cavalier (300 CP): You want to have a good, challenging fight. And not a spar, or a training match. A full blown, no holds barred fight where they are giving it their everything and you are forced to do the same or die. This is a rather consuming and intense need, one which may see you setting yourself up to fight your own allies if no better fights present themselves.

Outro:

Your time in this jump has come to an end. Whether through failure or success it is now time to make a final decision in this world.

Go Home: If you failed your chain this is your only option. If not, you're still free to choose it. Return to your original world. You will keep all you gained on your chain, don't worry.

Stay Here: Stay in this world. You will keep all you gained on your chain.

Continue: Proceed to the next jump, taking your purchases here with you.

Notes:

Jump by Fafnir's Foe

I only watched the anime and read what manga I could easily find online. I did not read the Light Novels which might have actually explained the setting's unique 'physiques' better. It also might have been more consistent on how long the magius have been here (inspired the medieval witch trials… and arrived in the 19th century).

What are Runes and how do they work: Nonsense. They're the elementary particle of information. Kamitsuki crave blood because the best source of runes is DNA. But only humans have a significant amount of runes on Earth. Human DNA is not particularly more information packed than DNA non-human DNA. Also when starving Haruto is possessed to rape a girl instead of drink her blood, and why this works is never explained other than the later revelation that runes are fueled by memories. At which point the blood thing is *mostly* dropped; magiuses don't drain blood they drain something from human minds/souls and actually seem **less** efficient.

The simple final presentation in the show is that they're some sort of 'totally not magic' which is fueled by memories, which presents as energy creation and manipulation. They're used to fly, create hard light constructs, to launch a flare with a launcher that had an irreparable (without proper tools) break in its circuit, and to keep a rocket engine functioning after it had a hole shot into it which somehow stopped the smoke rising from it.

What can kill Kamitsuki: We aren't 100% sure. We know loss of runes can kill them. L-Elf says that decapitation can, but we never see it. Flashbacks imply burning at the stake can, and that medieval humans could kill them. And while the Council of 101 were not all Magiuses (probably those intact but dead bodies we see were human) several were and they were bloodily purged so humans can kill them.

Magius vs Kamitsuki: It's unclear what the differences are. Lieselotte still seemed to age… but she was also being kept starved as punishment which might have been why. No one commented on Cain not aging for the last 10 years, but the council did body-hop regularly to new hosts and we don't know if that's because they aged or because immortality would cause witch burnings again. Kamitsuki are not confirmed to be able to do serial body-jacking, while Magius are. There was a ritual for Magius body-jacking that seemed to require a large canister of runes and due to losing those runes X-Eins was not body-jacked leaving a potential risk to the conspiracy, but we see them permanently body-jack twice without it, so maybe the ritual wasn't for body-jacking (it was implied to

be) but for Magius reproduction (which would also fit), but that's just me making wild guesses. Theoretically Magius can exist as energy beings for at least brief periods, but other than the Valvrave AIs which need some sort of container to be carried in, we don't see them ever returning to it so it might be lost after being in a host for 200 years. Magius demonstrate a lot more use of runes, but as Haruto does use runes on his own, and the future version of Saki shows Valvrave after images like those Cain could create due to his superior use of runes it's probably something to do with 200+ years of life with runes and not actually a Kamitsuki vs Magius issue. In practice they were equivalent beings in the show, there were powers the Magius might should have been able to demonstrate (leaving their body without a bite) which would put them well above Kamitsuki but they did not even when it would be life saving, and since we only got enough information on how Kamitsuki work I went with how Kamitsuki work for both which is almost certainly wrong in some ways for Magius but a lot easier and actually leaves them both balanced at the same price (being able to revert to energy being would have been worth more CP than not).

Dainsrave odd discounts: The Dainsrave was used by a villain who was the teacher of the Karlstein students and a magius. At one point it was going to be the 600 CP adult item, but at 800 or even 1000 CP instead of 600 CP. I decided to instead make it a more expensive upgrade for the Valvrave but to discount it for either of the backgrounds which might be used to build him. It's still ungodly expensive to build him (800 CP for the mech, 600 for the Karlstein line, 600 for Magius, 100 for his eyepatch).

How Much Better is the Dainsrave than the other Valvraves: Watch the show and decide for yourself. Of course some of that is that Cain is explicitly a better pilot, and as a magius he's more experienced with shaping hard afterglow; we see Saki in the future scenes is able to make entire after-images of her mech, which is sort of more impressive than the melee weapons. Still it was when being redesigned remarked for its greater capability, so we're going to go with the assumption that with 200 years of working with it it'd be able to do better than another valvrave. That said while it survived what killed the defense focused unit, that was a non-fresh kirschbaum as opposed to a freshly recharged one, and it took a lot of those blows to get it into that position, its agility also doesn't seem that much better than Saki's agility focused valvrave if even matching hers, but we're still taking comparable or edging out in close combat, ranged combat, defense, and agility.

Why buy Kamatsuki and/or a Valvrave, if I'm an Experimental Student couldn't I just pilot one: Yes, but the immortality, light of the runes, and mech itself wouldn't be fiat backed meaning in a world with different metaphysics, like most every other setting,

none of them would work. Also there'd be no certain guarantee your perks transfer with you to your new body when body-jacking, and the valvrave would require a connection to Valvrave unit 1 or as Valvrave unit 1 eat your memories as fuel.

Changelog:

Version 1.0.0: Released.