Mobile Suit Gundam

IRON-BLOODED ORPHANS

[v1.2]



Raise your flag…
With all your voice.
Shout it out loud with all of your voice.

One day, someday, somewhere.
Believe we will reach our goal.

//Intro

Welcome to the Post Disaster timeline.

Three hundred years ago, the world was ravaged by what has come to be known as the Calamity War. Caused by rampant technological development and the rapid expansionism into space of the world powers, it plunged the world into chaos and death. In it's wake, only the organization Gjallarhorn has lasted to the modern day, a corrupt, self-appointed peacekeeping force that exploits the colonies on mars and in space mercilessly. Not to say that everyone else isn't corrupt as well.

It's a world of child exploitation, few morals and crushing cynicism.

Basically life sucks and you're probably going to die in a ditch.

+1000 Child-Soldier Points (CP)

//Identity
Age and Gender are your choice, to a reasonable extent.
You start at any point after 300 P.D.

Traveler [Free]
You're not from around here, are you? Life around here sucks, but life around here doubly sucks if you don't have any contacts or even family in this world. Don't you know that's how Human Debris are created?

Soldier [Free]
Surprisingly, you're actually a 'legitimate' soldier. That is, you're a part of Gjallarhorn, with all the potential baggage that entails. A trained pilot, unless you're actually assigned to a Mobile Suit, you're more than likely to actually be crewing a ship or piloting a Mobile Worker.

Mercenary [Free]
A soldier of fortune, instead of being a salaried Gjallarhorn member, you have… let's say 'performance-based pay'. Your income heavily depends on your performance in the field and the types of job that you're willing to do. The side of the law you're on is.

- **PMC –** While Gjallarhorn may treat you with disdain, the company you work for – which can range from being just your one-man 'consulting' service to a hundred strong battalion for hire – in colony law, you're part of a legally recognized company and thus have legitimacy outside of Earth.
- **Pirate –** Screw that 'legal' noise, they can't tell you what to do! Operating on the opposite of legitimacy, the only resources you can rely on are those you can take from others. You'll have a target painted on your back by everyone, but you can rely on being able to get some truly lucrative – and despicable – contracts.

Child Soldier [Free]
Oh. You're a child soldier. In the Post Disaster timeline, child soldiers are incredibly common due to their compatibility with the system known as the Alaya-Vijnana, a type of man-machine interface that can only be implanted into young children. The question is, which type of Child Soldier are you?

- **Human Debris –** This is unfortunate. You were sold into slavery as a child, forcibly implanted with the Alaya-Vijnana and pressed into combat. You're treated like shit, have no legal rights and due to possessing the Alaya-Vijnana, Gjallarhorn turns a blind eye to your situation.
- **Willing Combatant –** You're not as unfortunate as Human Debris, but your situation is still not entirely optimal. You willingly joined a mercenary company despite being a young child and were implanted with the Alaya-Vijanan. Unlike Human Debris, you get a paycheck and are slightly less expendable, but it's peanuts in the grand scheme of things.

//Perks

Support Crew [100CP – Free Traveler]
You're a trained technician, and can perform typical maintenance and repairs to Mobile Workers and other machinery. You can even manage work on a Mobile Suit if you have someone who knows what they're doing directing you.

Among Rats [100CP – Free Soldier]
Having lived across this solar system long enough, you are familiar with the patterns and behaviors of the rats who infest it's every nook and cranny. You have a basic familiarity with combat tactics and the 'brawling' style of combat that mercenaries and child soldiers use, so at least you won't be caught off guard like the rest of Gjallarhorn when they pull them on you.

Total Piece Of Shit [100CP – Free Mercenary]
Why is it that adults are always the ones who can get away with doing shitty things? Well, it's all the same at this point, you guess. When it comes to doing the more questionable things, like tricking your own soldiers and pulling dangerous gambits, you seem to get away with it more easily than most people. A flat betrayal of your own forces isn't going to be ignored, but you might get off alive. If you're lucky.

No Child [100CP – Free Child Soldier]
Entering the battlefield as young as you have, it's not really an option to be incapable. You can easily punch with the strength of a full-grown adult and have enough strength to control full-size firearms without the drawbacks you'd expect from 'child with a gun'. Never again will you have to worry about the equipment and tactics you use not being designed with children in mind. In fact, you size may be an advantage in some cases.

FUCKING RIPPED [100CP]
Holy shit. Where did you get muscles that huge? Aren't you only supposed to be a teenager? You are exquisitely muscled, able to maintain your physique without effort. At your choice, you either have no body hair or as much as you'd like, and sweat will either not appear or it won't adversely affect your appearance when it does. It's an absolute crime for you to wear a shirt, too.

Big Stick [200CP – Discounted Traveler]
Mobile Suits are one thing, but without the power of warships to back them up and carry them into battle, most big conflicts just aren't possible to win. Unfortunately, compared to Mobile Suits, the power of warships is severely gimped against anything but other warships- that is, without you at the helm. You've got a handle on piloting and plotting around the 'big' things in battle, like warships and colonies. With you at the helm, you might be able to make just one warship without backup worth a damn.

Man-At-Arms [200CP – Discounted Soldier]
It's a tiny bit weird how Mobile Suits are shaped like men and yet fight entirely different to them… yet, they somehow paradoxically retain many mannerisms that make them the same. If the Mobile Suit was truly built to replicate the human body, then you're going to put that to full use. Any skills that you have outside of the cockpit you find fully applicable inside it. Apply your sword skills perfectly, or judo flip your opponents with a well-timed thruster kick, although I'm not sure if there's any benefit to doing open-heart surgery from in there.

Bromance of the Century [200CP – Discounted PMC]
It's not strange to admit that you love your comrades, so it confuses you when people get weird over the bonds you all share. Your camaraderie is legendary, able to forge new arrivals into life long friends over the course of months, with you all able to enjoy the easy sort of familiarity that ancient nations wished

they could instill in all their people. This won't go anywhere romantic on it's own, mind you, but if you start paying special attention to someone, they might start developing feelings...

Wrapping Up Loose Ends [200CP – Discounted Pirate]
Once people become liability to you or your employer, it's time to take them out. You're a skilled assassin, able to locate someone if you have enough to go on and gun them down in the streets while staying anonymous yourself. Measures such as changing identities will be of limited effectiveness against you.

ALL MUSCLE [200CP – Discounted Human Debris]
Jeez, your *brain* is all muscle too, isn't it? In addition to bulking up even more if that is what you desire, you've begun to work your mind and your will through your body. Don't expect your smarts to get as severe gains as your body, but expect your will to become ironclad, with you capable of seeing through even the most suicidal and insane actions. You just do **not give up.**

Dynamic Entry Into Battle [200CP – Discounted Willing Combatant]
You are a master of the surprise attack, even when it doesn't make sense. Emerging from under the ground, or the inside of an asteroid and all manner of other 'stealth' techniques can let you even hide the massive eight-story bulk of a Mobile Suit.

Going Out Like a Dying Star [200CP]
If all options have been exhausted, and you just need one last push before making it to your destination, then you can pull out all the tops and bring the impossible into your reach with only your skills alone. Whether sniping the enemy bridge from extreme range, or taking down an entire ship with only a single Mobile Suit, if you're willing to spend your life in the process, then there's just a chance it could be done.

Pushing The Envelope [400CP – Discounted Traveler]
Compared to other professions, Mobile Suit engineering isn't the hardest thing in the world. That comes from decades of refining technology in a field where progress has been forbidden for hundreds of years and you end up spending your resources simplifying and refining the tech you already have. But when what you have isn't what you need, people call on you. Breaking the paradigm is your specialty, and you find great success when pushing things in a direction that is unusual. Maybe you'll be the first to create true transforming suits in this timeline, or maybe you'll revive some of the ancient nanotechnology that went into creating the Mobile Armors. Whatever it is, it'll be interesting.

Worthy Opponent [400CP – Discounted Soldier]
In older times, people used to settle things through a duel. By tying a red cloth to yourself, you may announce your intentions to the enemy, and declare the terms and stakes of the duel. If they agree to your terms, then a duel may commence, and whoever loses is obligated to hold to the spirit of the deal struck.

Time To Act Cool [400CP – Discounted PMC]
You're a bit crazy, but usually that works in your favor. Taking direct control of two ships at the same time, or using another Mobile Suit as a re-entry shield are just examples of this. Whenever you try something crazy that involves real, actual risk to yourself, it has a higher chance of actually working out.

Broad Daylight [400CP – Discounted Pirate]
Forget doing shady shit while remaining anonymous, you could commit a crime in the middle of the goddamn day and bystanders won't even realize what happened. Men found dead will be assumed to have had unfortunate accidents, robberies will be dismissed as petty theft or incompetence and drug trafficking will be assumed to be lowly dealing. Of course, this probably won't stop a more specialized agency or people in the know, but low-level authorities will remain largely ignorant to your activities.

The Rat's Whiskers [400CP] (Free Human Debris and Willing Combatant)
Gjallarhorn and it's Mobile Suits stand as shining examples of what the Calamity War gave the world. But thanks to the lasting memories of the Mobile Armor, people have begun to fear advanced technology, especially cybernetic limbs and an implant called the Alaya-Vijnana System. During the Calamity War, the Alaya-Vijnana was developed by Gjallarhorn and implanted into it's pilots, including Agnika Kaieru, and is directly responsible for the creation of the Gundam Frame and the humanoid shape of Mobile Suits.

The Alaya-Vijnana is a packet of specialized nanomachines injected into the spine of young children, where it grows a specialized brainlobe and a connection port that allows it to interface with a computer through an adapter. The brainlobe governs spatial awareness and motor functions, and when connected to a computer in a Mobile Suit, allows thoughts to be accelerated through the system, speeding up reaction times and making operation of the Suit instinctual, enabling even an illiterate pilot instant basic skill.

As synchronization between the pilot and the Suit grows, operation becomes even more instinctual, with the pilot able to feel through the suit and move the suit through the Alaya-Vijnana alone. Synchronization eventually plateaus, however, and the only way to progress further is for the pilot to request the system partially take over progressively more and more of their motor functions. This leads to progressive paralysis when disconnected from the Alaya-Vijnana, but increasingly high synchronization rates. When run at full blast, a user of the Alaya-Vijnana is capable of moving at the incredible speeds of a Mobile Armor, faster than a human is capable of perceiving.

That is, when dealing with the Mars-version of the Alaya-Vijnana. When properly installed and monitored by a surgeon on Earth, the ill-effects of the Alaya-Vijnana can be mostly averted, with higher synchronization rates and a greater quality of life. That's not to say that all ill-effects are completely averted, but they are greatly minimized, and for **an additional 200CP**, you can have them too.

Women Are The Sun [400CP]
You certainly seem to have a… *way* with the ladies (or gentlemen, we don't judge here), don't you? There are all sorts of lost souls out there in this cruel world, and you certainly have a way of drawing them to you. It doesn't have to be romance, but you often draw the secretly talented and skilled to you, forming a sort of harem-corporation around yourself. With this, you could form an entire organization made out of your nominal 'wives', and crew entire warships with them. Just be careful to not have *too* many children, alright?

Hands Which Bear Demons [600CP – Discounted Traveler]
A skill that has been both lost and scorned by the people of Earth, doctors are few and far between, with only a few remaining each year to build regeneration baths and pass on their knowledge to medics and physicians. Perhaps it is justified, however. You are a capable bioengineer, and can work with nanites to grow and design entirely new organs, such as the Alaya-Vijnana system or more mundanely to implant cybernetic limbs, although they both carry stigmas of their own.

Four-Star Family [600CP – Discounted Soldier]
Hundreds of years ago, during the Calamity War, your family assisted Agnika Kaieru in defeating the Mobile Armors, and were rewarded by being designated a 'Four-Star Family'. Initially nothing more than a military honor, as the years have passed they have grown into large, powerful military factions that between each other determine Gjallarhorn policy and thus world politics. You were born incredibly wealthy, and are highly educated, but perhaps stronger than that is your reputation. The soldiers of Gjallarhorn revere you, and your name carries great respect on Earth, where even an ordinary citizen would treat your words as a divine edict.

In future jumps, this becomes a powerful reputation perk, augmenting your standing with others based on military successes, even if it is unrelated to the field of discussion. Further, you will consistently be born into powerful, military families, whether by reputation or nobility.

The Place Where We Belong [600CP – Discounted PMC]
As a commander, the first word that comes to mind with you is 'daring'. It's all about getting creative and aggressive, knocking your opponents off guard and moving beyond conventional Mobile Suit dogfighting to true combined arms; Mobile Workers, ships and infantry combat working in unison in order to bring down your enemies as quickly as possible. That, plus a healthy dose of just being plain nuts, and being perfectly willing to jump through a few guillotines in the off chance that it'll work and being able to convince your comrades that it's a good idea is how you manage to get shit done.

Vengeance [600CP – Discounted Pirate]
When it comes down to business and you get hit, you have to hit back three times as hard. The enemy is going to try and kill you no matter what you do, and you've mastered the art of the rallying cry, coming back from certain defeat, or turning a string of losses into a single decisive victory. There's no room for regret on the battlefield, and you have to strike first.

Grunt [600CP – Discounted Human Debris]
There's no such thing as an uneven match up. Everyone with a weapon is equal, and those who think otherwise are fools, plain and simple. When it's a 'mook' machine you're piloting – something that was once mass produced, at it's core – your ability skyrockets, and you can squeeze every last ounce of performance out of the Frame. Will you be the one to defeat the Gundam with the Graze?

What Should I Do Next? [600CP – Discounted Willing Combatant]
Where should I go? What should I say? What should I do? Who do I kill? You know the answers to these questions, like links along a chain that you can follow from target to target. With each kill, you can learn a little more of the greater picture, and of how to accomplish your greater goals, slowly building up to a monumental shift in the world order on the bodies of your enemies.

The Demon [600CP]
Mobile Armors were named after Angels, so it is fitting that Demons were created to destroy them. You have an extensive mastery of your Mobile Suit beyond that of simple combat maneuvers or enhanced evasion. It exists as an extension of your body to be manipulated to it's limits, not yours. Demons do not arise from a technique, or sheer skill, or just having the most cutting-edge machine, they arise from simply existing on a level completely above everyone else, using maximum power with incredible skill unlike that used by any other.

You are one of these Demons, whether you possess a Gundam Frame or not. Whatever you're in, you will be able to push it to it's maximum spec with little regard to yourself, and operate with all the skill you would have under perfect conditions, even if your machine is falling apart around you.

//Companions – May import existing companions in their place.

The Lover [100cp – One Free Traveler]
You've been with this person for a long time, and while they may or may not be one of your many lovers- there's just something about them that keeps the two of you together. Romantic relationship or no, they get 500cp and the discounts of a single origin to spend on anything but companions.

The Boss [100cp – Free Child Soldier]
Wherever you go, this is the guy who stays in charge. Years of friendship has lead to this person giving your their implicit trust should you have any advice, but make no mistake, they are the one who gives the orders. They have 600cp to spend and receive the discounts of either the Pirate or the PMC origins to spend on anything but companions.

The Deputy [50cp – Free Mercenary]
A Eugene to your Orga, this loyal subordinate has backed you up since day one, and is the first to come to your defense when things get heated. Should you possess a ship, they are perfectly capable of assuming command of the helm so you can focus on grand strategy. They have 300cp to spend and receive the discounts of a single origin to spend on anything but companions.

The Wingman [50cp – Two Free Soldier]
Capable pilots in their own right, these two pilots are both former child soldiers and have been implanted with the Alaya-Vijnana System to bolster their spacial awareness and information transfer rate. They get 300cp to spend and receive the discounts of either the Human Debris or Willing Combatant origins to spend on anything but companions.

The Name [100cp]
You have someone you're interested in here? Well, jot their name down and pay the price, and we'll arrange a destined meeting for the two of you. Don't give me that look, it's nothing romantic ~~unless you're into that~~. I'm just talking about a meeting between two friends. You may not like each other at the start, but when your ten years here are up, they can come along with you as a companion, if you like.

//Equipment

Staff Car [100cp – Free Traveler]
A luxury car made for transporting VIPs, some maniac decided to coat it in Nanolaminate Armor too, making it's armor basically unbreachable by man portable weapons, and it was already good enough to resist anti-vehicle mines. Plus, in the back there's enough space for six men, or two bunks if you're roughing it. The inside windows are all actually screens, preventing flashbangs and smoke from obscuring the vision of the occupants inside, on top of just letting you watch a movie if you wanted to.

Mobile Worker Battalion [100cp – Free Mercenary]
The work horse of any PMC. A Mobile Worker is far more energy efficient than a Mobile Suit, and is the equivalent to a speedy, well-armed and armored tank. Of course, that's nothing against Mobile Suits, but these are for law enforcement or guard duty. The basic model is a hydrogen-powered version with a double pair of 30mm machine guns and a secondary 8-tube missile pod, but for an extra 100cp, you can upgrade all your Mobile Workers to a single 115mm turret with six high powered missile launchers. They come in battalions of twenty, but if you want to purchase more, we'll double the amount of Workers you receive.

Portable Bunker [100cp – Free Soldier]
Oh fucking hell who gave you access to this thing? What you've got is a man-portable version of a pile

bunker stapled to the end of a rocket launcher. It's big, and cumbersome, but it's ordnance capable of breaching Nanolaminate Armor. Comes with only a few shots, but you can easily make more out of glue, rockets and prayers.

Infinite Snacks [100cp – Free Child Soldier]
Can't go around working on an empty stomach, can we? Every time you reach into your pocket, you may pull out a single, mundane snack, such as candy or a type of fruit which will hang around until fully eaten. In a day or so, you may pull out another snack of your choice.

Teiwaz Engineering Contract [200cp – Discounted Traveler]
Documents that will, once presented at Teiwaz headquarters around Jupiter, prove that you have paid in advance to place work with their engineering corps, covering any modifications you may need them to make to the machines you provide. Post-Jump, this applies to similar independent organizations, letting you get repair work for close to free, with the invoices somehow getting filled with money from unknown sources.

Private Military Company [200cp – Discounted Mercenary]
You need more than an army and some guns to be a proper military force, after all! You now have three things, the first being a compound located on either Earth or Mars – alternatively, it can be a small colony in the asteroid belt if you're willing to be that close to pirate territory. The second is an Armored Assault Ship, capable of carting around six Mobile Suits and a Mobile Worker battalion with it.

Black Market Surgeon [200cp – Discounted Soldier]
There's a doctor who does work on the down-low, whatever you need on whoever you need. She's a surgeon and a doctor, although she won't tell you where or from who she learned her trade. A capable cosmetic and trauma surgeon at heart, if you ever need someone to handle exotic surgeries that you can't perform yourself, simply hand her the documentation and she'll be able to handle it if she has the right equipment.

Promise Charm [200cp – Discounted Child Soldier]
Not an item, strictly speaking, but something you have learned how to make. This simple braided cord, wearable as a bracelet, is a combination of good-luck and friendship charm, made and distributed between friends. When you give someone one of yours, you both gain an instinctive sense of whether the other is in danger and their general disposition. When times are rough, you'll each have them to remember each other by.

Corporation [300cp – Discounted Traveler]
A front for your other, more illicit activities, this business has no traceable links to you, letting you use it as a shell corporation for whatever needs you may have of it, be that weapons trading, military weapons development or smuggling. Furthermore, when acting as it's head, nobody will be able to trace your activities to them, keeping your corporate persona completely separate from your real, public one.

Mobile Suit Battalion [300cp – Discounted Mercenary]
Now you're playing with the big guys. Take 200cp and put together a Mobile Suit in the section below. You get five copies of that Mobile Suit and a team of non-companion grunts who can pilot them for you. This is a pretty serious amount of firepower, but as a caveat these are strictly Mooks, so no Gundam or Valkyrie Frames and no illegal weaponry.

Nepotism Industries [300cp – Discounted Soldier]
Money. Dubloons. Dough. Moolah. Cold, hard dollars. It's what makes the world go round and it's also what gives you influence, and now, you're free to waste it in utterly extravagant ways with this paper

order form and matching silver ~~trash can~~ mailbox! Now, by marking down the parts you want on the form and putting in the absolutely disgusting amount of money it costs into the mailbox, you can have parts for Mobile Suits delivered straight to your door, or warehouse!

The Injector [300cp – Discounted Child Soldier]
A vial filled with nanomachines, a long needle and enough restraints to force someone perfectly still. This isn't… I see. This is the apparatus used to conduct the Alaya-Vijnana surgery, injecting a payload of nanomachines into the spine that will eventually grow a new brainlobe and connection interface. This is the crude version, however, and it only has a 60% success rate. Unlike the other versions, however, you can do this as many times as you want. Lucky kids, right?

The Artifact [600cp]
People like to keep all sorts of junk around, but your family seems to keep rare and dangerous 'junk' beyond that of simple valuables. While always in somewhat dilapidated condition – say, an ancient Mobile Suit, or a hand-me-down warship, an aging mine – with a bit of working and repair, you can make something out of it. Should you be... 'alone', you will find yourself stumbling upon it when in danger or you need it, here or in the future.

//Mobile Suit Frames

Unlike the technologies of Mobile Suits from other eras... other worlds, even, Mobile Suits from the Post Disaster timeline are designed around a skeletal inner frame which contains the Suit's Ahab Reactor and mechanical skeleton which enables it to move, in addition to the head unit. All other functions are carried out by modular pieces that are attached to the armor. Modules are compatible between Mobile Suits that use the same frame, if with a bit of modification.

The frame is not always the deciding factor in combat, however. More often than not it is the modules as well as the extent the pilot is able to take advantage of the Mobile Suit's strength that determines victory in combat. An inexperienced pilot operating a powerful Mobile Suit is just as likely to fall flat on his face when he tries to apply it's strength than actually do what he was intending.

Tier costs are cumulative. (IE- the Valkyrja Frame costs 150CP)

- **Rodi Frame [Free]**
  A Calamity War-era frame, Rodis are squat, fat and – as the identification code suggests – UGY suits. As they were under mass production during the Calamity Wars, many are still around in the modern day despite having fallen behind Gjallarhorn's military standards due to their sheer availability driving costs down. Rodis do not have any particular unit focus, which while not presenting any particular advantages, does not come with any inherent drawbacks, either.

- **Hexa Frame [Free]**
  Right behind the Rodi in terms of production, the only significant characteristic that sets this Frame apart from the Rodi is the arrangement of the reactor and the cockpit. Instead of having the reactor mounted to the back of the Frame's cockpit, the cockpit is designed to be mounted on top of the chest area, either in the back behind a thick layer of armor or – with an easy reconfiguration – in the head. The only practical advantage of this besides maybe armoring is the greater ability to bail out from a wrecked Mobile Suit, which increases pilot survival rates.

- **Teiwaz Frame [+50CP]**
  The first Mobile Suit Frame to have been made by someone other than Gjallarhorn in recent years is... somewhat of a disappointment. Developed by Teiwaz using the blueprints of what should have been a very high output machine, they... quickly discovered a small issue relating to the Ahab Reactor. With Gjallarhorn's monopoly on the technology, they found out that the only way to outfit their less-than-perfect imitation of what was in the blueprints was to salvage a reactor from an existing machine. That meant for one either buying ancient reactors second hand or salvaging reactors from perfectly good Frames and cramming them into the new Frame.

  Developing these 'robust' Frames took a lot of time and effort, and they are still not ready for mass production- and probably never will be, unless something changes with the power plant and materials in the future...

- **Io Frame [50CP]**
  After the long and difficult (to put it lightly) development of the Teiwaz Frame, the designers decided to pursue a variant on it to try and get more advantageous performance out of the technology they had developed for it. This lead to the Io Frame, which while ultimately built on the same technology and absolutely ancient reactors used in the Teiwaz Frame, somehow manages to be far more modular and adaptable than the Teiwaz Frame. Unlike it, it also features an actual head which contains many high sensitivity sensors in a manner similar to the Valkyrja Frame and it's descendants.

- **Geirail Frame [Free]**
  Somewhat of a middle step between the more specialized and high-performance Graze Frame that was derived from it and the powerful Valkyrja Frame it was based upon, the Gierail Frame is the epitome of a general purpose military suit. While the Rodi and Hexa Frames are excellent all-purpose suits for the purpose of salvage and heavy lifting applications that Mobile Workers are simply not suited for in addition to combat, the Geirail was engineered with military purposes in mind. It is somewhat lighter and faster, though not nearly to the extend that the Graze is, and very easy to use.

  It also carries a somewhat strange advantage- They are an excellent suit to use if someone wants to remain anonymous. After Gjallarhorn moved on to the Graze platform, only a few Geirail Frames were kept for the purpose of training new pilots, and they were repaired with parts taken from the old prototype test beds that had their registration deleted. Take any Geirail Frame and attempt to match it's Ahab Wave Frequency to the database and you'll get... nothing. No owner, no pilot, no company, no nothing.

  Graze Frame [50CP]
  Part descendant, part sister to the Geirail, the Graze is Gjallarhorn's current workhorse Mobile Suit Frame. The Frame is much lighter than the Geirail, using far less structural material than it, which gives it it's characteristic high speed and small profile. Like the Valkyrja Frame, it has a dedicated head unit that's actually built into the Frame, though unlike it, the Frame has been simplified all over to make it easy to repair and maintain. Armor and modules are easy to attach and can be swapped out for many different terrain types and it's simple for a novice pilot to get the hang of. In terms of modularity, the Graze Frame is the go-to choice due to all of the support Gjallarhorn has for it.

  Valkyrja Frame [100CP]
  A Calamity War-era suit, the Valkyrja is the parent mobile suit that established the technology that the Graze and Geirail Frames are both based upon. It is light and engineered for high speed and efficiency, squeezing every watt out of it's Ahab Reactor for maximum performance. It turns with high speed and grace, even if it isn't particularly strong, relying more on the finesse of it's pilot for maximum combat advantage. The head-mounted camera it features is higher spec than the Graze's, but ultimately complexity and cost are what kept this suit from mass production during the Calamity War, with the Gundam Frame series overshadowing it to the point that most people forget the Valkyrja Frames even exist.

- **Gundam Frame [200CP]**
  Perhaps the most well known Mobile Suit Frame, the Gundam Frame was produced during the Calamity War by the engineers of Gjallarhorn. They are powerful suits with an emphasis on versatility, other Mobile Suits require specialized modules or attachments to operate in specific environments, such as zero gravity, deserts and arids or wetlands. Gundam Frames are capable of operating in any environment by default unless one of their attached modules prohibits it.

  A great part of the Gundam Frame's power comes from it's pair of Ahab Reactors, which provides excessive power to the body, but makes it exceptionally difficult to pilot without some sort of a limiter. While a limiter does come installed as default, lowering it's performance to that of other Frames, it rather defeats the purpose of having the dual reactors in the first place. Thus, the Alaya-Vijnana system utilizes the Gundam's close-to-human body shape to achieve higher sync rates with the pilot and enable practical use of the high performance.

Only 72 Gundam Frames were ever produced due to the great difficulty in getting two of the Ahab Reactors in run in parallel. Each Frame is named after a demon of Ars Goetia, and while they all played a major part in the Calamity War, they are also said to have appeared at several key points in history in the three centuries following the end of the Calamity War. Only 26 Gundam Frames are confirmed to even exist still, and their use is carefully managed by the people who hold them.

Names that are already taken are: Bael, Barbatos, Gusion, Astaroth, Vual, Flauros, Kimaris and Dantalion.

- **Abraham Frame (Import) [Free/50cp]**
  What's this? An outsider Frame, of some description? Or perhaps a long-lost predecessor to the Mobile Suit? Whatever it is, it sure as hell isn't from around here, and fitting parts from around here to fit it isn't going to be easy- but, tell you what. We'll reformat it to a *really* old Frame we have lying around, squeezing it's main capabilities and reactor into a custom Frame just for you, and rendering all of it's upgrades as Armor Modules. What if it isn't a Mobile Suit? Er… I guess we can do that, too, but it'll cost you **50cp** extra.
  - Do you want an Ahab Reactor fitted to your Frame as well? Well, we're no strangers to that desire, so I think we can get the job done for an extra **100cp.** You want two reactors? You'd be a nominal Gundam Frame at that point, but… sure, just buy another reactor!
  - If your Mobile Suit makes use of some manner of exotic particle to use it's weaponry and you want to keep that around instead of replacing it with an Ahab Reactor, you just have to pay a tiny surcharge of **50cp**. Works with the double reactor set up, too!

//Armor Modules

Structural Armor and Nanolaminate Armor Coating [200cp] (One Free All Except Imports)
What the average person probably doesn't realize about Mobile Suits is that the thick armor they wear isn't actually what stops the bullets and the thick blows that are delivered to them on a daily basis. No, those armor pieces are more accurately padding. They're ablative armor pieces designed to crumple under blows without compromising the Frame underneath. What actually allows the armor to take multiple heavy impacts, artillery shots and more is actually the paint on the armor. I'm serious.

Nanolaminate is a material that is applied to Mobile Suit armor only millimeters thick, but provides enough structural stability to avoid denting from incredible amounts of force. What's more, it actually grows slightly stronger when it's under pressure, which is why when paired with the gravity-generating Ahab Waves generated by a Mobile Suit's Ahab Reactor, it grows stronger depending on the output. A Gundam Frame – with it's additional reactor – will have perceptively stronger armor than- say, a Graze- despite the fact that the Nanolaminate on both is identical in composition and thickness.

Despite it's prevalence as the coating on Mobile Suits and on ships, that isn't to say that Nanolaminate is CHEAP- plastic crack is still cheaper, with the prices getting jacked up by the manufacturers based on demand. White is the cheapest of them all since the primary buyers – Gjallarhorn and paramilitary groups – don't want to paint their Mobile Suits in highly visible colors and instead go for green, purple and blue. You can choose any color scheme you want for your Mobile Suit, however.

Basic Thruster Suite [25CP] (Free Geirail-Series Frames)
Part of the Graze's famed ease-of-use comes from leaving this feature behind on it's predecessor the Geirail Frame. Instead of the two (or four with the backpack) basic thrusters the Graze uses, this is a suite of nominally powerful thrusters mounted all over the Frame- back, legs, knee, inner elbow, name a body part and there's a thruster there. While this gives an incredible amount of turning power and boosting in space, the pilot needs to be careful they don't let the thrusters get in the way of normal operation.

Boost Pack [50CP] (Discount Graze and Valkyrja Frames)
Two thrusters on gimbal mounts with wide turning angles which are themselves mounted on servo arms. They provide a whole lotta thrust which are capable of giving any Mobile Suit a big boost in acceleration and turning speed. These were designed primarily for Frames with an emphasis on mobility, such as the Graze and Valkyrja Frames, as most other Frames are already capable of operating sufficiently without them, and indeed they can make Frames that are harder to use than the Graze a hard time. Can be attached to the rear armor skirt port or as a backpack – or both, if purchased twice.

For **+25CP**, the thrusters can be upgraded to provide 'entirely unreasonable' amounts of thrust. While that definitely means more speed, it turns the movements of the Frame into something... a bit more like crazed jousting than simply flying.

Assault Booster [50CP]
A pair of boosters integrated into and attached as shoulder armor. Very powerful, and protected by a section of the armor that clamps down over the exposed thruster when not in use. They are intended to be revealed at an opportune time to catch an enemy off-guard or to press and attack. The high output is useful for combating suits equipped with Alaya-Vijnana.

Shield [50CP]
Shield made out of the same material as Mobile Suit Frames, clamps to the forearm and is roughly the size of a buckler, relative to the size of the Mobile Suit. Good as a defense against blunt melee attacks, but be careful that your opponent not get under your guard and upset your balance. Strong enough to block impaler shots as well, so try to keep it between the cockpit and the enemy.

For **+25CP**, the shield may be converted into two smaller guards on both forearms. The plate partially extends over the knuckle and is slightly pointed to act as a sort of knuckle guard for punching.

For **+25CP,** the shield (or both if the above option has been purchased) may have it's size substantially increased, going from a buckler to a full sized riot shield. If purchased twice, it increases to the size of a tower shield.

Rear Armor Module [50CP]
It's essentially a big hunk of metal that attaches to the rear skirt of the Mobile Suit and provides some extra armor, with a few integrated thrusters to help compensate for the extra mass. What it's really useful for is the possible integrated systems that can be added to it.

For **+50CP**, the module may detach from it's base easily in the middle of combat and be used as a weapon, transforming into a pair of giant metal scissors that can either be electrically operated or... used manually by the Mobile Suit. We don't get it either.

For **+50CP**, the module may in fact be tethered to the back of the suit, and fired off as a sort of remotely controlled missile that can be reeled in by a wire after it has been fired. You may also optionally reconfigure the block into a sort of tail with this one.

For **+50CP**, instead of just having a few thrusters in there, the module can instead be at least 900% more thruster. Okay, that's an exaggeration, but the four boosters that are integrated in the armor will give most Mobile Suits vastly higher acceleration, if a bit less control.

Sub-Arms [75CP]
A smaller pair of limbs mounted as an armor module that can fold up as a nondescript piece of armor when not in use. Mounts either to the backpack or as part of the shoulder armor. Generally useful for managing weapons mounted to the back or for grappling enemy Mobile Suits, although it's use is limited without an Alaya-Vijnana.

//Weapons

Melee Weapon [25CP] (One Free)
A long handheld melee weapon or a short forearm-mounted melee weapon of some description. Since Nanolaminate Armor makes it difficult to destroy or even disable a Mobile Suit's internal mechanical components, it is considered most effective to just bludgeon the cockpit under the pilot dies or passes out from the shock. For this purpose, blunt smashing weapons are preferred, though a blade can be very effective if aimed at armor gaps and piercing weapons can be effective if aimed at weak points such as the cockpit. While durable, it's not as physically strong as Nanolaminate Armor is, and has a nasty tendency to break if too much force is exerted, although really- if you're just trying to kill the pilot, the sword doesn't really NEED to stay perfectly straight, does it?

For **+25CP,** the weapon's material may be replaced with a rare metal that is also used in Mobile Suit Frames, which guarantees it's structural integrity against Nanolaminate Armor.
For **+25CP,** an extendable stock may be implemented into the weapon so that it may be extended for even greater reach and leverage, with the user able to adjust length as they desire.
For **+50CP,** a secondary impaler weapon may be integrated into a long weapon. This functions similarly to a sabot warhead, firing a high velocity needle into the target at point blank range, shredding any armor in the way.
For **+50CP,** a short weapon may be tethered to the forearm, and can be fired and controlled to an extent to grapple and pull at Mobile Suits, or try and pierce a weak point.

Rocket-powered Throwing Weapon [50CP]
While the concept behind this weapon is probably the result of one too many long nights in the design firm, the actual product is almost hilariously useful. The weapon is usually a short, handheld weapon designed for swinging – an axe or a hammer is common – with a rocket attached to the back that also conveniently doubles as a hammer. The thruster can enhance the power of the swings, but it also may be thrown, in which case the thruster on the back will fire, sending it flying into the face of the enemy. The looks on their faces are priceless too.

For **+25CP,** the weapon's material may be replaced with a rare metal that is also used in Mobile Suit Frames, which guarentees it's structural integrity against Nanolaminate Armor. Why would you do this for a throwing weapon? I don't fucking know, you tell me.
For **+25CP,** the weapon's size may be increased. Now, instead of throwing a two-ton rocket-powered hammer at people, you can throw a fifteen-ton fuckoff rocket-powered hammer at people! Isn't technology great?
For **+50CP,** you may tether- wait a second, this isn't canon!
...Actually, on second thought, fuck it. Who cares if it isn't canon, a tethered rocket powered boomerang axe-hammer sounds absolutely hilarious.

Explosive Disposable Blades [100CP]
This unusual design comes with both an armor module and a melee weapon component. The weapons themselves are a pair of utilitarian rapiers with an unadorned guard designed for getting into the chinks of armor and precision attacks. At first glance, it seems like a hideously impractical weapon which would get caught up and pulled out of the suit's manipulators easily. In actuality, the blades are detachable, disposable explosives designed to be inserted into armor – past the protection of Nanolaminate – and then detached and detonated to destroy Mobile Suits from within.

The second component is a pair of side armor modules that either attach to the back of the shoulders or to the armor skirts that contain replacement blades- up to three replacement blades per module. The blades are simply attached by inserting the hilt into the receptacle and pulling it outward.

40mm Point Defense Gun [25CP]
Single-handed pistol with a match trigger. Each shot only chips away at Nanolaminate Armor, so they don't do much damage unless concentrated, but enemy Mobile Suits will try to evade their fire anyway. They're useful for partially guiding the movements of enemy Mobile Suits as they attempt to evade.

For **+25CP,** a paired pistol may be purchased and both pistols may be upgraded to 60mm pistols, which lets them do a bit more damage with each shot.

For **+25CP,** one or both of the pistols may be upgraded to automatic variants, capable of firing at high rates.

For **+25CP,** the pistols may be embedded into the shoulders or forearms of the suit on rotating mounts, enabling them to fire in a wide arc around their mounting points. Thanks to the extra space inside the armor, they also benefit from vastly increased ammunition stores compared to their handheld variants.

Short 120mm Rifle [50CP]
A short ranged projectile weapon effective against Mobile Suits within it's intended range. A high velocity chunk of hot metal is a high velocity chunk of hot metal, though, so it's also effective as impromptu artillery against Mobile Workers or entrenched defenses at long ranges. It'll need a good targeting sensor for that, though.

For **+50CP,** an optional melee weapon component may be added to the weapon, such as a lance or bayonet.

For **+25CP,** the barrel may be extended, giving it increased accuracy and range. Really, this is more of an expansive enhancement than may be apparent, but it doesn't do much in the sort of close range combat it'll actually pierce Mobile Suits in, so we'll give it to you at a discount.

For **+50CP,** the rifle may be upgraded to an automatic variant, in exchange for lowered accuracy and increased recoil due to a modified gas break and bolt.

Long 300mm Rifle [125CP]
A high caliber rifle, it may be attached to the shoulder on a swivel mount or held as a normal weapon. Designed more for brute power than any kind of accuracy, this high caliber rifle is powerful enough to crush a mobile suit's cockpit completely in combat. The drawbacks are that it's often clumsy to aim and hard- even impractical to reload in combat.

For **+25CP,** an underbarrel 60mm machine gun may be mounted. Not entirely useful against anything other than MS sensors, but if the primary gun doesn't immobilize it, you can use it to finish the job.

320mm Bazooka [75CP]
A rocket launcher designed for use by Graze's, which ultimately produces little recoil, although the projectiles are slightly unpredictable once fired. Best for volleys instead of precision attacks. The warheads are capable of disabling Mobile Suits although they are generally effective against ships that cannot evade the slow moving round as easily.
Optionally, the Bazooka may be exchanged for a six-barrel grenade launcher which has the advantage of firing rate at the loss of even more of the already questionable accuracy.

For **+50CP,** a supply of specialty warheads can be secured, ranging from napalm to smoke charges, just make sure you remember what's loaded in which sequence, alright?

400mm Assault Cannon [150CP]
Count 'em. Not one, not two, but FOUR high-caliber projectile weapons, which can be used as either a standard, if bulky set of twin guns or integrated into the chest as mounted guns (makes the Suit a bit of a fatass, though). This straddles the line of what is useful against an enemy MS, but the high firing rate and rough accuracy makes it more useful as an anti-ship battery than an anti-MS weapon.

Beam Rifle [150CP]
Those who are familiar with Mobile Suit combat may wonder who would buy this heap of absolute junk. It's big, flashy, noisy and can't do shit against a Mobile Suit except maybe make the armor slightly warm. The answer lies in the fact that it's not designed for Mobile Suit combat at all. Beam Rifles are ancient weapons that fire high energy particle beams which are recharged from a hybrid of battery and magazine. Nanolaminate Armor disperses the shot easily, which means the high power, large scale Beam Rifle has found a niche annihilating infantry, Mobile Workers, and especially foundation blocks such as the hulls of colonies and buildings.

Dansleif Railgun [200CP]
Careful. This weapon is forbidden. A single barrel lined with angled electromagnets which can accelerate solid projectiles to speeds high enough that they explosively fragment on impact, which is capable of shredding through Nanolaminate Armor. It takes a large amount of the Ahab Reactor's power output to reach this output, however, and it needs to be loaded with the same rare metal that is included in Mobile Suit Frames. This weapon is considered inhumane by Gjallarhorn ever since the Calamity War, and it's use is considered a war crime.

> For **+100CP,** a second railgun may be purchased and linked to the first. Without the proper reactor setup, this is more of a burden than a boon, but at the very least it increases burst firepower.
> For **+50CP,** the railgun may be modified to fire a submunition explosive warhead, essentially acting as an extremely long range bazooka. While it loses it's single-shot kill power, the warheads are a legal gray area, and their use are not automatic warcrimes.

//Sensors and Others

Head Sensor [25CP] (Free Graze Frame)
A large, high-definition camera concealed behind a openable visor. While behind the visor, it's definition and special sensing modes are diminished, when it is opened it gives the operator excellent long distance visibility and several viewing options. Glows bright yellow when it's on.

Control Suite [25CP]
A series of Antennas and LCS Relay launchers designed to help spread communications and ensure that the operator can cut through jamming to relay orders to his troops. Also includes an onboard Quantum Communications Suite to allow for communications with a ship in orbit or nearby Ariande relays.

High Definition Sensor Suite [75CP] (Free Valkyrja Frame)
More advanced and expensive than the Graze's head sensor, this maintains several viewing modes and a higher fidelity even while the visor is down, and is far less fragile than the Graze's was. Has great enough long-distance capability to be used as a spotting sensor in space, and provides good feedback to targeting systems for firearms.

FIGHTING SPIRIT [WHY WOULD YOU PAY FOR THIS-CP]
Who the hell think this thing looks good... Okay, this option allows for you to paint your Mobile Suit in any color of Nanolaminate Armor you want, especially... eugh- anything sufficiently garish or neon colored. On top of that, you also have the option to draw a pair of manga-esque eyes on the head of the mobile suit, either on a sensor cover or as decals over the existing eyes. Don't ask us why, the guy who came up with this said it was to give him some 'fighting spirit' and nobody could say no to the look on his face.

> For **+1CP,** the paintjob actually gives you a degree of FIGHTING SPIRIT. However, you also become more hammy and ridiculous in exchange. You will also get no respect.

//Frame Modification

Limb Reconfiguration [50CP]
To allow for different ranges of motion, the limbs of the Frame may be overhauled to feature joints that double-back or more human-like hands in the place of feet. While these variants are generally more mobile, there is no Frame that handles this kind of motion natively, so some fairly serious mechanical modification needs to be done to make it work.

For **+50CP,** the hands of the Mobile Suit may be modified to spin at high speeds, allowing for devastating vibration-powered screw attacks, although it takes a great deal of finesse to control correctly.

For **+50CP,** the feet of the Mobile Suit may be modified into primitive claws that are more capable of gripping terrain and enemy Mobile Suits. They may also press together and spin to form a drill that is highly effective against Nanolaminate Armor with prolonged contact.

Reginald Conversion [125CP]
Frames like the Gierail Series are fast and lightweight in part due to having simple, light on structural material designs, however- some of the weight loss comes from using cheap ass servos in the Frame. While it's entirely possible to massively upgrade the power of these servos without increasing weight, there's one limiting factor- that being the cost of the lightweight metals needed. This Frame has been overhauled in such a way, increasing it's power significantly to that of a high performance Mobile Suit, which can make it's appearance occasionally deceiving against opponents that expected a weak mook.

Useful mostly on lightweight Frames like the Geirail Series, of reduced utility on the Rodi, Hexa and Teiwaz Series and a minor upgrade to most Gundam Frames.

Transformation [150CP]
If you're familiar with other eras and timelines, you may be thinking of the classic spaceplane transformation, or Mobile Armor transformation when you see this option. This is... not so in this era. Transformations here are much more 'quirky' you might say. To be more accurate, transformations in this era are not changes from one vehicle type to another, they are better recognized as sort of 'limb transformations' where the limbs of the Mobile Suit are reconfigured to change the way it moves in some way.

Examples of this include kneepads extending into a pair of front legs which allow the Mobile Suit to move as some sort of demented centaur or the entire Frame dropping onto all fours to move like some sort of insect. In both cases, the locomotion of the suit changes in someway – the centaur form seems to move faster for some reason even though the suit uses thrusters, and the insect form provides greater stability for ranged weapons.

Backpack Reactor [200CP]
Did you think that only Gundam Frames had more than one reactor? Well, this isn't exactly the same thing. A Gundam Frame runs it's reactors in parallel on the same output while in close proximity, which requires syncing the two of them up so their Ahab Waves don't interfere with each other. This is an entirely separate reactor that is mounted with it's own shielding onto the back, which helps to avoid any interference, and simply coupled into the main power supply. It's not as dramatic a power increase as running in parallel provides, but it is still an entire EXTRA Ahab Reactor, which means more joint power, more weapon power and greater armor strength.

//The Alaya-Vijnana

Alaya-Vijnana System [200CP] (Free Gundam Frame)
The Gundam Frames are known for several things. For one, they are poster boys for the Calamity War era, and also for returning again and again throughout history, but they are also known for being the only Mobile Suit Frame universally equipped with the Alaya-Vijnana system. The Alaya-Vijnana system is a mind-machine interface that allows someone implanted with the 'Whiskers' - a special brainlobe grown in the spine with nanomachines – to interface directly with a Mobile Weapon using a special cable. They can perceive through the Mobile Suit's senses as if they were their own and their reaction speed is processed through the computer of the Mobile Suit, essentially letting the pilot react with the speed of a computer and instinctively operate the Mobile Suit.

Incredible combat performance is not without it's risks, though. The implantation procedure only works on young children, which leads to it's decrying among Earth's inhabitants as the leading reason there are so many child soldiers in the present day. On top of that, the system has a throughput limiter engaged for safety reasons. If the implantation was carried out in a modern medical center with skilled surgeons and the patient given a proper recovery period instead of literally being held down while a needle was inserted into their spine, then the limiter would basically be superfluous. But since they do not, if a pilot wants to even approach true synchronization with the Mobile Suit, they have to progressively sacrifice their motor functions to the system, with all the health problems that entails.

The Whiskers of the Alaya-Vijnana are purchased separately in this jump. This modification includes the core of the system: computers, chair and link cable plus the appropriate modifications to the rest of the Frame to make it combat worthy. Just... watch it the first few times, okay? System shock can cause some unwanted bleeding if you push it too far.

Type E Alaya-Vijnana System [200CP] (Requires Alaya-Vijnana System)
When run at full bore, the Alaya-Vijnana can have devastating side effects on it’s users if the system was not installed properly or with high-quality care. The most notable of these being eventual brain damage to the user, with them progressively losing motor function to the Alaya-Vijnana as more power is gained in full bore until they cannot disconnect from it without their heart stopping.

The Type E changes that, where instead of connecting directly to the user’s brain as in a regular AV setup, the Type E goes through a donor brain from another AV user who has given themselves ‘completely’ to the machine, which takes the load instead of the pilot themselves. They are then connected to the pilot and control them remotely, which while harmful to the pilot in the long term is not as damaging as a regular AV. The full power of the AV can be used with this system at any time, including the infamous ‘faster than sight’ movement.

One caveat with the system is that the donor brain still retains a sense of self and will, and may actively refuse to fight if it does not agree with the choice of pilot, and even then, the pilot may have difficulty with the process of actually letting go so the Type E may control them.

Have you ever lost a friend? Or a comrade? Somewhere you weren’t able to save them, somewhere the rules of the chain wasn’t able to protect them?

Have you ever failed?

They may be stuck, they may never escape from the hull of this machine, but you will find someone there. Someone you know, someone you loved. Who exactly is up to you, but it is they who inhabit the Mobile Suit now.

//Mobile Armors

Mobile Armor [600CP]

The entire reason the Calamity War happened in the first place is because of the horror of technology known as the Mobile Armor. Completely autonomous machines, Mobile Armors are capable of acting independently without instruction or hesitation indefinitely, being capable of making their own decisions on how to act in combat. In the past, they flew out of control, slaughtering human civilization and each other wherever they were found, and now, you've somehow obtained the service of a single unit.

It has the intelligence of a cunning and vicious beast, executing your exact orders but also able to infer your meaning when details aren't absolutely exact. Like all Mobile Armors, it has no concept of morality or restraint, so you will have define rules of engagement to it if you don't want to have it just mindlessly slaughter everything in a general direction. Whatever technical glitch caused it to identify you as 'friendly' has seemed to overridden all other functions though, as it will always act should it determine that you are in danger, abandoning all other orders in order to neutralize the threat.

All Mobile Armors share a somewhat common morphology. Like Mobile Suits, they make use of Nanolaminate Armor and are powered by Ahab Reactors, but that's roughly where the similarities end. Mobile Armors stand heads and shoulders above Mobile Suits, with animal-like frames as opposed to the human-like frame of Mobile Suits. In terms of armament, all Mobile Armors feature a 'Kinetic Energy Shot Launcher' in every limb they possess, a reusable pile bunker that can be used to fire any object that fits in the barrel as a bullet. On top of that, each Mobile Armor features one Beam Rifle in the head, explicitly used for the mass slaughter of non-combatants.

Additionally, all Mobile Armors are accompanied by sub-units called Plumas, which act as a sort of force multiplier for the Mobile Armor. While each is individually unimpressive, armed with digging tools and a basic, non-Dainsleif railgun, they accompany the Mobile Armor in massive swarms. Plumas are capable of scavenging resources to resupply and repair the Mobile Armor, which in turn provides them power via microwave and is capable of producing even more Plumas while coordinating all of their efforts.

There are ten types of Mobile Armor, each with it's own unique strengths and perk:

- **Hayyoth**
  Some say the Hayyoth was one of the first Mobile Armors, and it shows in it's design, bearing a body very similar to a tank, with it's treads mounted to the end of it's four, plate-like legs which can be used to jump huge distances. The main turret is a powerful railgun capable of breaching Nanolaminate Armor, with a coaxial Beam Gun. Extending on a mechanical tail held above the main body is a massive forerunner to the pile bunker, a superheated spike that can be fired into any enemy foolish enough to come in range. Perhaps because of it's age, the Hayyoth is accompanied by no Plumas, but is fully capable of repairing and mining by itself.
  Perk: Maybe because it was developed at a time before Mobile Suits, when the only other threat would be other Mobile Armors, the Hayyoth is a master of the singular duel against a single opponent, and is capable of punching far above it's weight class.

- **Ophan**
  It's probably better to classify the Ophan as an 'attack' Mobile Armor, being specifically designed to wreaking massive havoc against unarmed targets. Ophan's main body is a cylinder that hosts it's main armament, a massive Beam Rifle with the power of several standard rifles that can melt through even Nanolaminate Armor at full bore. The interior of the armor is filled with reflectors that can redirect the particle stream to emit from any of the eye-like emitters around the exterior of the armor, giving it a 360° firing arc that it can use to bathe entire cities in fire at once.
  Perk: Considering it's main weapon tends to be weak against Nanolaminate Armor, the Ophan excels at identifying the weak points of enemies, so it can shoot through the gaps in their armor.

- **Er'el**
  The designers of Er'el seemingly abandoned all pretenses, and gave it the shape of a massive beast, with six legs ending in superheated claws. Using it's Plumas, it works to chip down enemies before using it's claws to tear the limbs from Mobile Suits. In the back are massive thrusters that lets it charge across terrain at accelerations that would tear other Mobile Suits apart, letting it cross incredible distances.
  Perk: Like the wolf it's form is based on, Er'el is excellent at dividing enemy forces, splitting and scattering them into small, easily terrified groups to be picked off once by one, making it excellent against massed forces.

- **Hashmal**
  With a bulky main body suspended on two spindly legs, the Hashmal can be considered the younger brother of the Hayyoth, trading some of it's overwhelming anti-Mobile Suit capability for a more rounded set of abilities. Accompanied by a sizeable swarm of Plumas, the Hashmal is fast and deadly, with a prehensile tail that is capable of moving at the legendary breakneck speed of the Mobile Armor, moving faster than it's possible for regular humans to even see, which it uses as it's main weapon to deadly effect.
  Perk: The Hashmal is a loyal machine, and can never be turned aside. No hacking, hijacking or mental control will ever dissuade it from it's goal, and it will always remain loyal to the bitter end.

- **Seraph**
  Serpentine in profile, and with much of the bulk of a normal Mobile Armor spread out across a much longer frame, the Seraph is capable of burrowing through the ground at incredible speeds, followed by erupting out to crush entire Mobile Suits in it's metal grinder of a jaw, followed by assimilating the metal into itself in order to repair damage. With the speed of it's travel, the Seraph is generally accompanied by very few Plumas, but when it is, they often herald it's arrival, drawing off enemies and isolating the Seraph's next target of opportunity.
  Perk: The Seraph is a hunter, made to track and destroy a single target with impunity before moving onto the next. Regardless of distance, hiding or skill, it will find it's prey and end them.

- **Malak**
  At first simply appearing to be a massive block of metal, Malak's body is made up of many modules which can unfold into limbs, weapons and Pluma storage containers. While there is a limit to the number of modules that can be active at any given time, Malak can rapidly reconfigure for speed, firepower or regeneration at any given moment, redistributing it's resources for the task at hand. While not as powerful or specialized as any of the previous Mobile Armors, Malak is a workhorse unit, with broad capabilities and no real weaknesses.
  Perk: Given that it's shaped like a box when inactive, many people actually pass the Malak over for some form of Calamity War artifact, never realizing it's true nature as one of the legendary Mobile Armors until too late, even their reactor readings turning up the wrong database entry.

- **Elohim**
  While still the same, massive size of a regular Mobile Armor, the Elohim is much closer to the ground, with many segmented limbs holding up it's main body, which is taken up by a massive railgun called Lævateinn, a forerunner to the Dainsleif. The Lævateinn is capable of loading variable lengths of the special Dainsleif ammunition, from a rapid-fire close-range shot to a massive anti-ship munition. Elohim tends to remain behind it's Plumas for this reason, giving it time to line up and resupply it's shots with other Plumas with it.
  Perk: You'd think it'd be hard for someone to miss something the size of a house, but the Elohim is excellent at hiding in plain sight, whether burrowing into the ground to replenish it's ammunition reserves or shutting down it's reactors and letting the enemy simply pass by it.

- **Erelim**
  Instead of having legs designed for walking on land, Erelim's small main body is built into a massive flying wing lifted by dozens of hybrid electrical engines, allowing it to fly indefinitely under reactor power, and exit the atmosphere under it's own power. The entire body is studded with docks for the Erelim's specialized Plumas, which are fast, miniaturized version of the Erelim capable of landing in order to harvest resources and bring them back to the Erelim and additionally bearing a double pair of upgraded railguns.
  Perk: The Erelim is incredibly resilient, and even after suffering heavy damage is able to keep operating and staying in the air until it is forced to make an emergency landing.

- **Cherub**
  It's thought that the Cherub once supported other Mobile Armors in the field, as in addition to it's admittedly small force of Plumas, a multitude of tools and arms sprout from it's main body, which is suspended upon four, skycrane-like legs. With these tools, it is capable of repairing itself and very quickly repairing other Mobile Suits and Armors that date from the Calamity War, with Plumas fetching resources that it can forge into replacement armor, ammunition and weaponry.
  Perk: In addition to recognizing the systems of most units that date from the Calamity War, the Cherub can recognize technology that is similar, and with time can expand it's capabilities along those routes, going from Calamity War-era technology to modern technology and cutting edge technology and beyond with time.

- **Ish**
  Perhaps one of the most insidious Mobile Armors, the Ish appear to simply be very large Mobile Suits at first glance, although beyond the humanoid form, the armor doesn't bear much resemblance to modern Mobile Suit armor at all, instead looking like it was lifted straight out of a medieval history textbook. In fact, Ish is almost entirely hollow, with it's weapons all being mounted externally to the armor, and it's entire internal structure being taken up by Pluma storage space, allowing it to transport a small army directly into a populated zone without alerting an enemy to it's true threat.
  Perk: Unsurprisingly, the Ish tends to always be vastly underestimated by it's opponents, who will frequently ignore the potential danger it poses in favor of other, more flashy threats.

//Drawbacks (+900CP Max)

Starving Gundams In Africa [+0CP]
The poor Mobile Suits in this timeline all seem to have weird, underarmored waists that are skeletal thin. Maybe if you were a dear, you could add more armor so they don't look like metal wasps with guns?

Children Are Useless [+100CP]
You seem to have forgotten that you live in a world with child soldiers and child slavery. In your mind, anyone below the age of twenty five is an inept and useless person, unfit for any sort of difficult or stressful job. Considering that many of these children are inhumanly enhanced and many are skilled pilots, then you can see how this can often work against you, whether they are your allies or your enemies.

Adults Are Useless [+100CP]
Looks like the moral guardians are taking over. It seems like all of the adults in your life are convinced that no matter what sort of aptitude you've shown that you're a stupid child who they need to 'save' from themselves, often to everyone's detriment. Expect this sort of thing to not go away easily, especially with the sort of people who think highly of themselves. If you're an adult, you'll find it difficult to take any children seriously here, which happens to include many ace pilots as well as most of, if not all Alaya-Vijnana pilots and Gundam pilots.

Stunted Growth [+100CP]
It's not surprise that with the extreme lack of food outside of Earth, a lot of people would experience stunted growth. You're considerably shorter than you would normally be for your age and gender, and your development will take a significant hit. Expect your physical ability to be significantly reduced due to this.

Man, we're always getting shit on. [+200CP]
It seems like no matter what you do, the media will always find a way to twist whatever happened against you, with your opponents always getting the good PR. You could defend a colony against a pirate attack and still manage to be the subject of a smear story about child soldiers. Better be careful, as with that level of justification, your opponents could get away with some shady and illegal tactics against you.

Enemy Ace [+200CP]
Somehow you've attracted the attention of a persistent mercenary pilot, who's decently skilled and frequently finds themselves on the opposite side of conflicts. While they may not exactly hate you per say, they definitely aren't going easy on you, so expect battle to become a living hell every time they show up.

> Taking this drawback again means you've picked up a rival who really does hate you, and will frequently go out of their way to make your life a living hell, even if your factions aren't fighting at the moment. They won't act stupidly, but depending on what kind of person they are they could attempt some very underhanded tactics.

Cycle of Revenge [+200CP]
In your past, someone close to you was murdered. Perhaps with the right counseling, you could have recovered from the trauma in time, but instead, you've become nigh-obsessed with getting revenge for your fallen friend. You're not completely crazy (yet), but expect it to become unhealthy and interfere with combat when you see one of your 'targets'. Worse, if you somehow avenge your friend, you'll simply flip the coin over to the other side, and send someone against your side.

Quest For Midseason Upgrades [+200CP] (Special)
Ever since the end of the Calamity War and the ban on the manufacture of advanced technology, it's

become much harder to manufacture advanced Mobile Suit armaments. In fact, getting anything other than basic guns and armor in a Suit tends to cost massive amounts of money or needs to be outright salvaged from wrecks. That Mobile Suit you built in the customization table? Now, you'll need to slowly acquire everything you bought over the course of your stay here, even parts that were on the original if you imported it. *The CP gained from this drawback does not count against the limit and may only be spent in the customization table.*

This one is good to die! [+300CP]
Is there something wrong with you? Maybe it has something to do with your upbringing, but you seem to have forgotten at some point that people from Earth don't solve problems by shooting them. The little timer in your head that ticks down to 'violence' seems to have been ratcheted down to zero, and while you won't brutally stab someone who was just annoying, the notion of 'diplomacy' and 'negotiation' seems to be completely lost on you.

Limits [+300CP]
They were made to be broken, but unfortunately… you seem to have some really hard limits. You'll constantly find yourself butting up against a hard ceiling of your ability, while everyone else around you seems to be free of it. If you have an Alaya-Vijnana, you'll find yourself constantly being forced to take the limiters off, causing more and more damage to your motor functions until you're eventually catatonic without a Mobile Suit- or worse.

Playing Fair [+300CP]
Nobody seems to want to, anymore. Never expect someone to follow through on deals you make except for when they have something to gain. Expect to be consistently betrayed, sold out, back-stabbed and just royally screwed over. This doesn't effect simple trading or buying something in a store, so you can still operate your company if you have one.

I Am Gundam [+400CP] (Requires Type-E Alaya-Vijnana System)
Sweet Barbatos on a pickle sandwich, what the fuck is this? The last thing you remember is passing out in the cockpit, and the next thing you know, someone's mind is pushing against your own and forcibly connecting. Somehow, your mind has passed into your Mobile Suit and become linked to the control system. Without someone to physically operate the controls, you can't do much, but you can communicate with whoever is connect to your Alaya-Vijnana system. This doesn't sound so bad at first, but good luck resisting the collective boredom and isolation of a decade of being alone with yourself.

Post-Jump, your cockpit block may optionally be filled in and you may retain your Mobile Suit as an alt-form.

Angels From Heaven [+400CP]
One of the ancient Mobile Armors has awoken, somewhere out there, and it has a new target… you. You will be hunted by a single Mobile Armor for the duration of your stay here, with it awakening at some point after your first year here. With ample time to prepare, it will have an armada of Plumas and none of the advantage of surprise that will make fighting it easier like with fighting the Hashmal. Are you prepared?

The Second War [+400CP]
I'll be blunt with you. The war that Kudelia is attempting to prevent is going to break out, and it's going to be a bloody one. The economic blocs of Earth will be at each others throats, with all sides also having to contest with Gjallarhorn's attempts to intervene in the conflict. This will bleed over to the lunar colonies, Mars and the Jovian fleets as well, fracturing the unsteady peace that's been enjoyed since the Calamity War. It's not a time for ideals and revolutions, but maybe there's a place for a new empire to be carved out,

or riches to be made on the battlefield, eh?

Everything Gets Worse [+600CP]
...Oh *fuck*. It seems like those people who were holding the lid down on forbidden technologies have all mysteriously disappeared. The secrets of the Calamity War are up for grabs, and it's anyone's game. Cyborgs, AIs, Mobile Armors, the list goes on and on and there's one thing for certain: none of it is good. People seem to have gone genocidal insane, with all manner of colony drops, terrorist bombings, weapons of mass destruction and nuking being happily authorized by Gjallarhorn and everyone else under the son. I thought Post Disaster *wasn't* in the same timeline as Gundam X?

//Addendum

The effects of *The Artifact* continues post-jump.

You may choose a Hammerhead or Armored Ship as an alternative to an Armored Assault Ship in the *Private Military Company* option.