

Battle Action Harem Highschool Side Character Quest

(No SV, you are the Waifu)

On December 17th 2012 the event known as the Impact occurs. While the largest fragment of the Impactor landed in the Pacific Ocean, the United States, Europe, and North-Western Africa were hit by fragments of the Impactor. Several of the largest pieces of the impactor formed dimensional breaches. In the end billions died but humanity managed to crawl itself back from near extinction.

In year 2027 a researcher examining one of the thousands of strange tiny white globes found in the wreckage of Impact, that would be later referred to as Valkyrie Cores, makes the discovery of a lifetime. She accidentally absorbs, or synchs as it would come to be known, with the core and discovers its ability to integrate technology. Researchers discover the Core's ability to absorb, repair, and improve any technology given to them in addition to discovering synching with a Core gave a person a strange type of forcefield which would be called an Impeller field. In addition, scientists discover that that the Cores possess a weird quirk in that it is extremely rare for males to be able to synch with one and as such the majority of users are female. Thanks to their abilities to approve technology Valkyrie cores allowed humanity to not only recover from their near extinction but to far surpass pre-Impact civilization with the creation of archologies

where almost all of its citizens' basic needs were taken care of. One highlight of this new Golden age was Darwin archology recreating Jurassic Park by giving each of citizens a cloned dinosaur.

Humanity soon started to mine the dimensional breaches created by Impact fragments for Higgs particles for their seemingly free energy. But in 2056 the size of these breaches increases and all contact is lost with the mines inside. In 2057 first contact with an alien species is made when the mechanical Antagonists flow from the Breaches exterminating every human they can find. The global human population drops by half within the first few months as the UN abandons the areas near the Breaches in attempt to form a solid defense against Antagonist force. Valkyrie Frames are the only reason why humanity was not wiped out entirely as they become the core of humanity's military strength. As this occurs the Antagonists create smaller Minor Breaches at other Impact sites in North America, Europe, and North-Western Africa.

Humanity is almost pushed completely out of Europe but a miracle soon occurs. In the year 2061 during the Battle of Britain the legendary 300 Frames are discovered of the coast of Africa and their power allows humanity to exterminate almost all of the Antagonist forces in Europe and close the Uralsk Breach and destroy its underlying hive. This victory is short lived as Indra the first Type Zero appears and stalls the humanity's advance. Soon more Type Zeros appear and humanity is once again pushed back thanks to their destructive power. The war continued rage as the Antagonist continue their advance even as humanity manage to destroy several Minor Breaches and kill several Type Zeros including Indra the first.

On November 1st 2069 the Alaskan Offensive begins with its goal the destruction of the Fairbanks Breach and Hive. After days of fighting humanity destroys the Fairbanks Breach and the sudden surprise destruction of the Saskatoon Breach and death of Type Zero Sekhmet by Anna Sanchez, a sixteen-year-old girl from an isolated Canadian town, allowed UN forces to advance down the coast and destroy Portland Breach.

Months later Anna Sanchez the new Rank One Valkyrie will attend the Orientation for the 2070 school year at Perth's Valkyrie training academy. That's when you will arrive. Good Luck and take these 1000 Choice Points.

Age & Gender:

For Drop-In, "Main Character", and Student your age is 16 years-old. Ages for Aces are 18 years old and Instructors are 25+1d20 years old. While only .5% of the 20,000 currently active Valkyrie pilots are male your gender really doesn't matter. Pick either one for free though as one of the rare males you will get some attention.

Location:

All origins are either enrolled at or teach at one of the three UN Valkyrie training academies. Roll 1d3 for which Academy you will be attending or pay 50CP to choose.

1- Perth – Where the story takes place. Easier access to Anna.
2- Beijing
3- Santiago - Where an inter-academy tournament will be held this year.

Origins:

Drop-In – Free

You awake finding yourself on a UN military transport jet that has just landed at the Valkyrie training academy you are enrolled at as a first year. You possess no memories of this world. It's like you just popped into existence yet no one finds your lack of history and official records weird.

"Main Character" – Free

If this were an anime you would be the main character. You were recently tested and found to have a high compatibility score with Valkyrie Cores. While slightly lacking in actual experience and knowledge with Valkyrie Frames you have the potential to become one of the very best Valkyrie pilots this world has ever known.

Student – Free

Unlike the previous origin you were tested and found to be compatible with Valkyrie cores at a younger age. You have spent the past few years educating and training yourself in preparation of your enrollment at one of the UN's Valkyrie training academies.

Ace – 100CP

You're actually a third-year student whose flight was called to support the Alaskan Offensive. As a result, you have actual experience fighting real Antagonist forces as a Valkyrie pilot. The ability you showed in the fires of battle have earned you an Ace designation.

Instructor – 200CP

Instead of being a cadet like the origins you are a fully qualified Valkyrie pilot assigned to teach at one of the three Valkyrie training academies. This is considered a form of vacation to avoid burn out from your regular duties as a member of the Three Hundred, though you may be called to assist one of the fronts if the situation calls for it. I hope you know what you are doing regarding teaching otherwise these cadets are going to die when they reach the battlefield.

Perks:

All perks are discounted for their matching Origin. Discounted 100-point perks are free.

Free-

Valkyrie Skill

You have the training and knowledge in the operation of a Valkyrie frame. This includes basic skills such as synching and desynching with a Core, storing items and later expressing them, expressing your Valkyrie Frame and individual components, to more advance skills such as aiming and firing weapons, flying, shaping your Impeller Field, and other essential skills. Your level of skill and knowledge depends on your origin. First years only have relatively basic level knowledge and skills, while Aces have more advance levels reflective of you being a third-year and having actual battlefield experience rather than simulations. Instructors have expert and mastery level knowledge and skill which comes from being a veteran Valkyrie pilot and is required to properly teach cadets.

Drop-In-

Focus - 100CP

During combat situations you become hyper focused giving your reaction and processing time a boost. No longer will you miss seeing a move in a fight.

Perseverance – 200CP

Having half your body blown off? Watching everyone you love die in front of you? It may hurt you, it might break you, but you keep going pushing past the pain and loss to continue the fight.

Enhancement Mastery – 400CP

Just by looking at a piece of technology you are able to consider different ways on how it might be improved. Whether its increasing damage for weapons or decreasing power draw for components there is always some way to improve an item. This also improves your Valkyrie's

Core innate ability to enhance items.

Impeller Mastery– 600CP

The Impeller field generated by a synched Valkyrie Core acts as a personal forcefield at its most basic level and allows for more advance and exotic uses based on user skill and Impeller strength. Your Impeller field is naturally very strong and you possess a high level of control over your Impeller field. You also possess a mastery of basic and intermediate level Impeller techniques which includes skills such as inertial cancelling, Impeller layering and shaping, spatial manipulation and others. You also gain an intermediate understanding of more advance techniques such as teleportation and preventing it through interdiction. With a time and effort you will master advance Impeller techniques and perhaps even learn Wave Force an extremely powerful spatial manipulation attack developed by Anna. In addition when desynched you also naturally generate a weak Impeller field whose strength will grow over time and with training your manipulation of it will improve.

Main Character-

High Compatibility – 100CP

You're a main character so of course you are going to possess a natural initial high compatibility and synch rating with your Valkyrie Core. Post jump this gives you a high compatibility rating with other equipment and technology that require something similar such as Evangelions, Imperial Titans, Infinite Stratos, etc. Your synch rating will not be dangerously high if that is a concern with the technology you are synching with.

Group Tactics – 200CP

As a main character you're going to be leading your flight and as such you possess a mastery at coordinating your squad mates in small group tactics. You have a knack in using their skills to their best ability while softening their flaws in addition to gaining a boost in skilled handling of group social dynamics. You might even manage soften the envy felt by your flat chested companions towards your companions who are "gifted."

Harem Aura – 400CP

Congratulations as a main character you possess an aura that attracts attractive competent people of your preferred gender. In addition, you gain a boost in charisma and looks that should come in handy in convincing your harem to share.

Born Lucky – 600CP

That blow missing you. Managing to dodge an attack that would have killed you. Making that impossible shot. With your luck all this is possible. But be warned that luck isn't infinite and if you try and push it your luck won't save you. You'll be able to disengage from a Type Zero but if you actually try to fight it solo you'll likely die.

Student-

Reduced Synch Strain – 100CP

Over using your Valkyrie creates mental strain causing headaches if not worse. Overtime as your synchronization improves this strain lessens and your able to stay synched to your Valkyrie core for longer and more stressful periods of time. But not for you. This metal strain affects you far less than it normally would. Even with zero hours synched to your Valkyrie Core you would be able to stay synched for a month or an entire day of fighting before the mental strain becomes too much for you.

3D Native – 200CP

The human mind is largely conditioned to 2-dimensional movement but not you. You naturally think using 3-movement and therefore have become a master of aerial and zero gravity combat. You no longer become concerned about heights or what your orientation to the ground is. Fly for hours on your back or stomach? Dive straight down? Charge the enemy line while flying upside down? That doesn't affect you in the slightest. Valkyries make their homes on the sky and that applies to you more than anyone.

Construction – 400CP

You gain a complete understanding of modern UN technology and how to produce it. This includes everything from standard infantry power armor, to battleships, to even modern archologies. You also gain a large bonus to your Valkyrie's construction ability. With training and the right tools you could construct advance equipment in your Core's storage space, such as delicate processor chips, or build an entire town in a day like Anna.

9.3TB Equation – 600CP

Being synched to a Valkyrie Core enhances your mental abilities allowing you to quickly process the large amounts of information generated from the battlefield. With this perk this mental boost is increased allowing you to process vast amounts of data or become practically omniscient in the local area with the right sensors. Even when desynched to your Valkyrie Core your mental abilities will be boosted although to a lesser extent. You also learn new skills and abilities slightly quicker in addition to not worrying about having a stroke from trying to process too much data at once.

Ace-

An Ace – 100CP

Thanks to the skills and abilities you have accumulated thanks to your time on the battlefield you are considered an Ace Valkyrie pilot. Your combat skills and general Valkyrie abilities are boosted allowing you fight heavily for hours on end, brush aside the effects of storms when flying, and fight and kill the more powerful Antagonist units like Type fives or Type twos which can kill even elite Valkyrie pilots.

Inspiring – 200CP

Your battlefield experience translates into an aura of confidence. Those around you believe in you and will be inspired to follow you lead and fight harder. You will be able to rally a broken squadron or lead your flight into the depths of hell.

Training – 400CP

It may be grueling. It may be harsh. It may even push them close to the breaking point but your training can turn a bunch of new recruits in elite veterans in no time.

The Bigger They Are – 600CP

Type Zeros are the single greatest threat humanity is currently facing. Monsters whose powerful attacks slaughter Valkyries in droves and utterly annihilate lessor forces. Each one comes equipped with a Higgs generator and a unique exotic principal weapon. It's not hopeless as these monsters can be fought and killed. You now know how fight Type Zeros and other similarly strong enemies. Whether it is by figuring out weak points and attacking them, chipping away at them little by little, wearing them out, distracting them or by other methods. There is no guarantee you will actual be able to kill them but at the very least you should be able to survive any fights and either drive them back or successfully fall back yourself.

Instructor-

Instructor Mom – 100CP

Anyone can teach, whether they are any good at it is a whole different story. You are considered such a great teacher that it's almost like you are directly beaming information into your students' minds. You can give riveting lectures that keep your students' focus or perform hands on lessons that teach your students exactly what they need to know. You know when to be kind and encouraging and when to be harsh and demanding. When your students graduate they will be fully prepared for the demanding role of being a Valkyrie Pilot. You also know how to bake delicious cookies.

90 going on 40 – 200CP

Being synched to Valkyrie Cores seems to stop or slow ageing as most evident by Instructor Leonhart being over ninety years yet still appearing to be in her mid-forties. This now applies even when not synched to your Core. Your memory is also improved and your skills never deteriorate from neglect. You won't have to worry about forgetting how to run like Anna.

Target Rich Environment – 400CP

Besides the ability to produce Type Zeros and other lessor powerful Type units the Antagonists' other major strength is numbers. Their ability to throw waves of Antagonist units to wear down humanity should not be underestimated. Whether it's by keeping track of hundreds of enemies or launching hundreds of missiles each at an individual target, you have the ability to deal with fighting such numbers.

Pinnacle – 600CP

You are a member of the legendary Emergency Fast Response Squadron: Pinnacle. Your combat and Impeller skills have been boosted to match the demanding nature of your role. In addition your bond with your Valkyrie Core has been taken to the next level. You no longer have to desynch your Core if you don't want to and will only suffer synch strain when doing something extremely demanding like spending half a day learning Wave Force. If you choose you can have your Impeller to replace most of your body's physical functions further boosting your combat effectiveness like Anna has.

General-

Higgs Knowledge – 400CP

Higgs particles allow humanity to help build the wonders of the modern age, such as modern archologies, thanks to their ability to produce free energy. With this perk gain an understanding of Higgs particles and their potential uses and in no time, you'll be able to build Higgs engines just as good if not better than the ones used by Antagonists. With time and effort you will even discover new uses for Higgs particles.

Valkyrie Core Knowledge - 500CP

You understand the science behind Valkyrie Core technology. You'll be able to replicate aspects of its technology such as the ability to store and modify objects in a pocket dimension or the manifesting of Impeller fields, or the insane processing power of the Core itself. With time and a

little work you'll be able to make new cores.

Items:

Valkyrie Core & Frame - Free

All origins possess a Valkyrie Frame with the accompanying core. A Valkyrie Core is capable of storing, integrating, and improving technology and equipment. Its only limitations are storage capacity and complexity both of which grow with hours synced. Your initial storage and complexity is based on your origin with more experienced origins having more. The term Valkyrie Frame usually refers to core that has integrated a suit of enhanced power armor that has been equipped with thrusters, weapons, and other equipment. Technology foreign to this universe is harder to integrate and upgrade. Post jump this limitation disappears.

Datapad - Free

You'll be given a standard datapad for use.

Academy Uniform - Free

If you're attending school then you need proper clothing. You get seven sets of your academy's uniform for free.

Project Valkyrie Core Blu-ray Set – 50CP

Wait what? The imaginary Battle Action Harem Highschool Side Character Quest anime that was joked about in the thread by questers? Did they meme it into existence through the power of meme magic? Well no. This comes from an alternate version of earth where Project Valkyrie Core was a real anime produced by Studio Avalanche. You get the complete Blu-ray collection of the series, all six hundred fifty-three episodes in addition to the twenty-three movies and the five spinoff series. Just know that showing them to other people will draw a lot of attention to yourself and make things weird for the canon characters.

Comfy Bed and Blankets - 50CP

You have a super comfy bed with collection of the most comfiest softest pillows and blankets. Cocoon yourself in blankets, build a pillow fort, or simply use the bed to sleep. Just a half hour nap can bring your energy back to 100%.

Advance Processor Fabricator – 100CP

This quantum scale fabricator is focused on producing complex processors and other computer chips. It is able create quantum computing matrixes including seven state processing chipsets.

Simulator – 200CP

You gain a large simulation room attached to your warehouse. Unlike a normal one this simulator feels completely 100% real and allows the full use of Higgs and spatial abilities in addition to any other exotic abilities you may have. You won't have to worry about accidentally hurting someone or any sense of fakeness throwing you off.

Higgs Generator – 300CP

You possess one of the rare Antagonist Higgs generators. Other than harvesting Higgs from breaches looting Higgs Generators from Hives and Type Zeros are the only other way of acquiring Higgs particles on an industrial scale. This generator can either be integrated into your frame or attached to your warehouse. Either way the generator essentially produces unlimited free energy though output is still a concern.

High Energy Physics Lab – 400CP

You possess a physics lab that comes staffed with researchers capable of performing various research and projects. These researchers are currently focused on comprehending the Antagonists and their weaponry. If you manage to steal or loot a Type Zero's exotic principle weapon these researchers will be able to study it learn what it does and how it works.

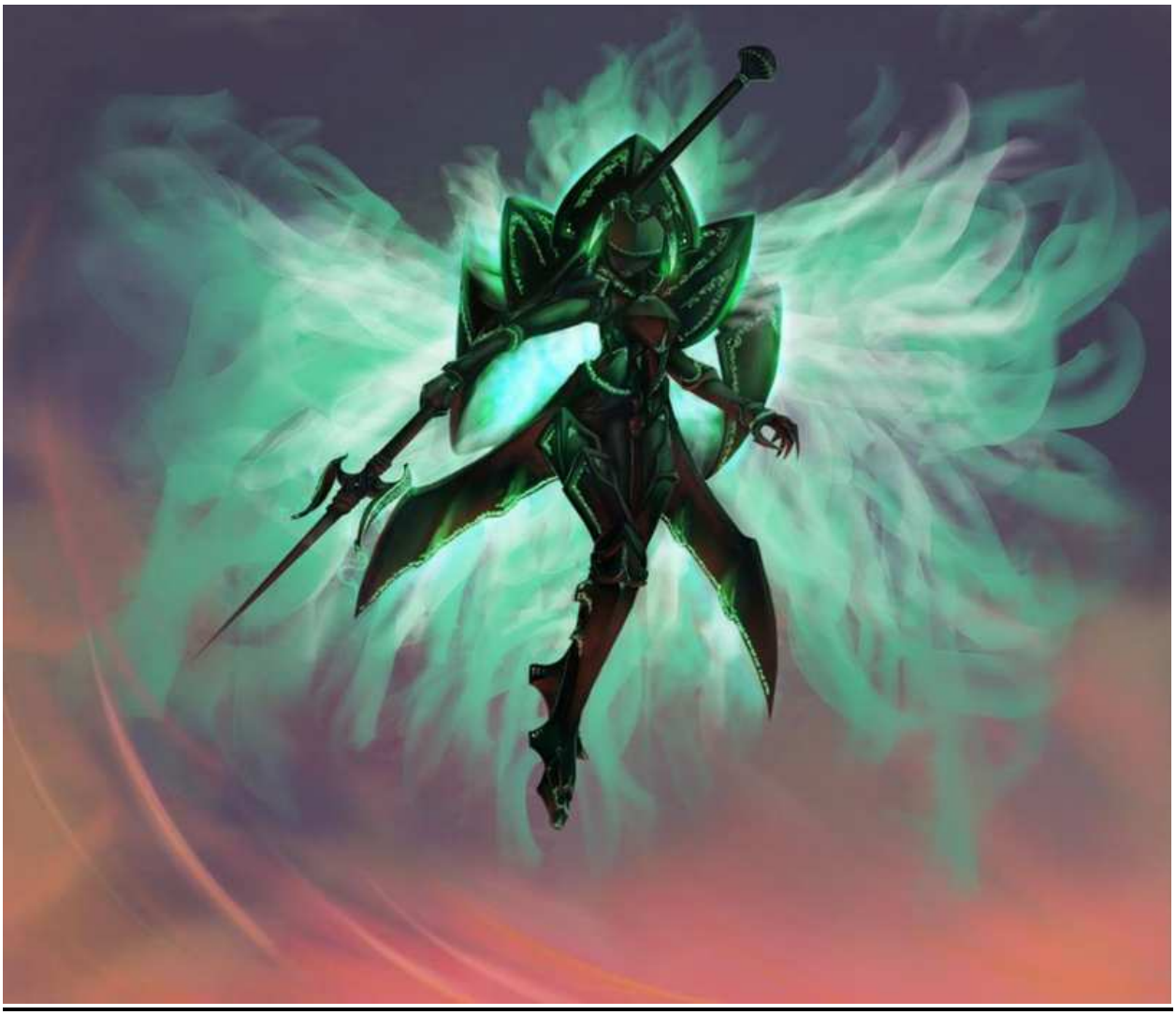
A 300 Frame - 500CP

Wait what? You somehow manage to acquire one of the legendary 317 frames that were found with preinstalled weapons and equipment that vastly outstrips what is currently in use by the UN. While the gear of the 300 frames slowly upgrades identically overtime across all frames, it is essentially fixed and the frames are incapable of integrating anything new. Though pilots that have used the 300 frames refer to the personality of their Valkyrie Cores as cold an impersonal compared to their regular Valkyrie Cores which seem to develop a personality with use.

Archology – 600CP

You own a medium size archology that comes equipped with standard defenses and a Higgs generator as a power supply. The millions that call your arcology home live in a post-scarcity like state thanks to modern technology taking care of their essential needs. The arcology comes with an individual already synched to the Valkyrie Core at its heart who manages its everyday functions. If you also possess a simulator room or the high energy physics lab you may have them integrated into the arcology if you wish.

Valkyrie Frame:



Valkyrie Frame Durga by CopperLilly

All origins possess a standard Valkyrie Frame that comes with a hypervelocity cannon, melee halberd, fusion reactor, and basic thrusters already integrated. As a bonus these components like the other equipment purchased in this section will not take up any of your Valkyrie Core's complexity or storage compacity. This section will allow to outfit your Valkyrie Frame through the use of your Allocation Points (AP) but be warned some of this equipment might raise some eyebrows and result in inquires as to where you acquired it. Don't worry if you can't purchase everything you want since you will most likely have a chance to acquire it during your stay, though some of the more exotic equipment will be more difficult to acquire, and unlike here that equipment will take up your Valkyrie Core's complexity and storage in addition to taking time to

integrate. CP can be converted to AP at a 1:1 ratio.

Integrated technology can either be stored within the core expressed or externally as long as they remain within the range of your Impeller field. Weapons can be expressed and act as remote platforms or be partially expressed such as having the only barrel of your hypervelocity canon extend from your vambrace.

Drop Ins, “Main Characters,” and Students receive 500 Allocation Points to spend while Aces receive 700 AP and Instructors 900 AP.

Armor Import – 100AP
Instead of using a standard set of UN light power armor as the base of your Valkyrie Frame you may instead choose to import any set power armor or power armor like equipment you own as the base. Power armor like magical armor is valid for importation. Light mecha are also a valid import option though their appearance will be changed to that of power armor. For some cases the armor’s size will change but the armor will still retain any abilities it has and overtime the armor will be improved like any other piece of integrated equipment.

Increased Complexity and Storage Volume – 50AP
Your Valkyrie Core’s initial complexity and storage compacity are boosted. This may be purchased multiple times.

Melee Halberd – 50AP (One Free)
A basic close combat weapon that comes in multiple varieties. Can be purchased multiple times.

Hypervelocity Cannon – 50AP (One Free)
A short range rapid fire high-powered projectile cannon. It is capable of firing 90,000 rounds per minute at a max effective range of 15km. Comes free with 300,000 rounds of ammunition that is replenished every twelve hours. Can be purchased multiple times

Laser Port – 50AP

Your Frame comes equipped with a laser port capable of being used at short to long range depending on EM spectrum used. Output power is variable and can be fired as a beam or pulse. Be warned that at close ranges it can be reflected back at you by higher level Antagonists thanks to their reflective armor. Can be purchased multiple times.

Plasma Casters – 50AP

Your Frame comes equipped with a pair of short range plasma casters that double as thrusters. Can be purchased multiple times

Variable Munition Cannons – 50AP

Your Frame comes equipped with a pair of cannons capable of firing a variety of munitions. Effective at short range against lower level Antagonists. Inevective against higher level Antagonists or Elite Valkyries. Can be purchased multiple times

Impeller Whips- 100AP

Instead of a standard melee halberd your Valkyrie Frame is equipped with specialized Impeller Whips like Yukari. They function as long metal lines that channel your Impeller allowing you to rip through enemies.

Particle Projectors – 100AP

Your Valkyrie Frame is equipped with a pair of standard particle projectors that can be used at zero to long range. Max effective range is 600km. Can be purchased multiple times.

Missile Rack – 100AP

Your Frame comes equipped with a standard missile rack either mounted on your back or leg. Each rack holds thirty missiles and comes with 300 spares that are automatically replenished once every twelve hours. Effective at ranges up to 600km. Can be purchased multiple times

More Powerful Impeller – 100AP

Your initial Impeller field is strengthened allowing you to shrug off more damage.

Enhanced Thrusters – 100AP

You gain a pair of plasma torches which boost your acceleration in addition to function as a zero-range weapons. Can be purchased multiple times.

Improved Sensors – 200AP

You possess broad spectrum sensors allowing for extremely high levels of battlefield awareness.

Fabricator – 200AP

You've integrated a standard fabricator allowing you to construct various different objects including ammunition. Can be purchased multiple times.

Medical Module – 200AP

You've integrated a standard medical module allowing to body to quickly recover and allowing you to fix other people's injuries through the use of your Impellor or by directly expressing the module directly.

Higgs Engine – 300AP

Lucky you. You possess a Higgs Engine allowing you to properly store and use Higgs particles. These Higgs particles can either be supplied by an Higgs generator or you can learn to loot them from dead antagonists like Anna. Due to the nature of Higgs technology this component must be expressed externally when using your frame. Generally they are attached to the back of your frame. Post jump this limitation goes away.

Broad Spectrum Laser System – 300AP

Like Anna you possess a system of multiple laser ports allowing you to fire an impressive number of lasers at once. You are capable of some serious anti-air capability.

Onium Capacitor – 300AP

Developed by Anna these capacitors allow you to store massive amounts of energy for use. Great for supercharging weapons for a devastating alpha strike.

Relativistic Particle Projectors- 400AP

Now where did you get this? You possess one of Anna's Heavy Particle Projectors. This specialized particle projector fires exotic particles allowing for greater damage and range compared to standard ones. With experience and high skill these projectors can be used at extreme ranges of greater than 600km. Up to five of them can be combined at once for enhanced performance. Capable of multiple purchases.

Smart Matter Armor – 400AP

Like Anna your standard armor plates composition is replaced by exotic smart matter that is extremely durable and allows for the armor to be quickly reconfigured. Have your arm blown off? The armor can shift its mass to create a temporary working replacement.

Energy dynamos – 200AP (Requires Smart Matter Armor)

These dynamos are layered over your armor allowing it to moderately reducing damage from projectile weaponry and absorb and store some of their kinetic energy.

Solar Dynamos – 200AP (Requires Smart Matter Armor)

These dynamos are either layered over your armor or projected as a mist that moderately negate damage from laser weapons by absorbing electromagnetic energy.

Companions:

Import/OC Companion – 50CP

For 50CP you may choose to import one of your existing companions or create a new one. They will be allocated 700CP and may purchase any origin. They receive a standard Valkyrie Core and Frame and the AP allocated to their origin. You may choose to instead import and/or create eight companions for a group discounted price of 200CP. Remember, Valkyries fight together as a flight.

Canon Character – 200Cp

You may instead choose to take one of the canon characters as a companion. Students, teachers, and others are all valid though you will have to convince them to come with you at the end of ten years. And yes you may pick Anna.

Drawbacks:

Considering the danger faced in this world there is no drawback limit.

Your Waifu Is Shit – 0CP

Congratulations, you now have access to /a/n image board that views your life in this jump like it is an anime. Be prepared for shipping wars and salty anons. And if you decide to show off your some of your jumper powers expect calls of you being over powered or being compared to Mary Sues like Kirito, Tatsuya Shiba, or even Madara.

Anna's Background Switched - 100CP

Anna Sanchez followed the path of the Warrior rather than that of the Monster. As a result, she is a shy yet psychologically stable young girl. However, Anna can no longer perform Wave Force on demand but only in extremely high stress scenarios. That means she can't teach it to anyone in addition to the God Gun on the moon not being built which means no plans of sniping Major Breaches from afar.

Harem Member - 100CP

Congratulations you're a harem member. Soon after arriving you become extremely attracted towards a person of your preferred gender and find yourself competing with others for your beloved's attention.

No Dead Humans - 200CP

You are psychologically incapable of allowing humans to die. During combat you must try your hardest to prevent people from dying even at the cost of your primary objective.

Priority Target - 200CP

Antagonists recognize that there is something strange about you. As a result you become priority #1 on the battlefield. Good luck if there's a Type Zero in the field.

Zero Hour - 300CP

Instead of Major breaches spawning a new Type Zero every year they now spawn two Type

Zeros every year with the second being ranked C or higher.

Everyone Dies - 300CP

I hope you can deal with loosing people because everyone ends up dying. Your friends, your family, and your comrades all have the habit of dying nasty brutal deaths and no matter how hard you try to save them. it's never enough.

Man gives innumerable prayers to Heaven for salvation. Heaven replies with nothing but death to recompense Man. - 400CP

Before Humanity was winning. Type Zeros could be killed with enough concentrated force and projections showed that with enough time humanity would have eventually won. It would have been a long hard grind but it would have been a victory for humanity. But now? Now they're losing ground with Antagonist forces pushing them back on all fronts. The Alaskan Offensive was a desperate attempt to turn the war in humanity's favor that failed less than a week later when Antagonist forces not only managed to push UN forces back out of North America but also made significant gains on every front. Humanity is being slaughtered by constant endless waves of Antagonist forces with no end in sight.

Psychologically Broken - 400CP

You thought Anna had issues? She's considered well adjust compared to the psychological mess you are. Years of death, trauma, tragedy, and pain have all taken a toll on your fragile psyche. You're functional but only barely and even that's being generous.

Ending:

After ten years you now have a choice to make.

You can stay here

Go home

Or move on

Notes:

A Valkyrie core is a white sphere whose size ranges from a golf to a tennis ball. When synched it is absorbed into the person's body.

A Valkyrie Core essentially comes with an ever expanding hammerspace that can store any nonliving objects into it as long as it has space. Any object can be repaired or improved while in storage space and any technology can be integrated allowing it to be used when either stored or expressed externally. Cores tend to develop personalities overtime but other than Durga's occasional shows of sapience only Kandakara has demonstrated an actual human like personality during its failed attempts to communicate with Koujirou.

Impeller fields are capable of all sorts of bullshit. They essentially act as exotic force fields at their most basic level. Your Impeller also allows you for the manipulation of object within its radius including the human body. It also allows you to perform various forms of spatial manipulation, such as teleportation, at the cost of current Impeller strength. Your Impeller constantly recharges, though the amount it recharges and your Impeller's total strength is determined by a combination of the total number of hours synched to your Valkyrie Core, compatibility rating, total equipment integrated, and the complexity of that equipment.

Antagonists are mechanical aliens currently focused on exterminating humanity. Lower level Antagonists have a mechanical like appearance with recognizable machinery while higher level and noncombat ones have organic or more exotic appearances. The more powerful a unit is the more advance and refined their components are with the highest-level Antagonists being comprised entirely of nano-carbon-quantum-machines. They can regenerate if their central core is intact but it is very slow taking months for even high-level Antagonists to fully heal.

Melee Halberd is the catch all term for any type of melee weapon. They can take the appearance of a sword, halberd, etc.

You will learn Wave Force and other Impeller techniques more quickly and easily with Impeller Mastery than you would with Pinnacle. Though you can still learn Wave Force without taking either perk but it will take a lot more time and effort and you may not even be ready to start learning it by the time you leave the jump.

You and your companions are immune to developing Valkyrie Detachment Syndrome which is observed to be developed by adolescent Aces and hypothesized to be a form of coping mechanism for trauma.

For more information visit the official quest thread here on SV:
https://forums.sufficientvelocity.com/threads/battle-action-harem-highschool-side-character-quest-no-sv-you-are-the-waifu.15335/

World map showing Antagonist territory and current and former Breaches:

