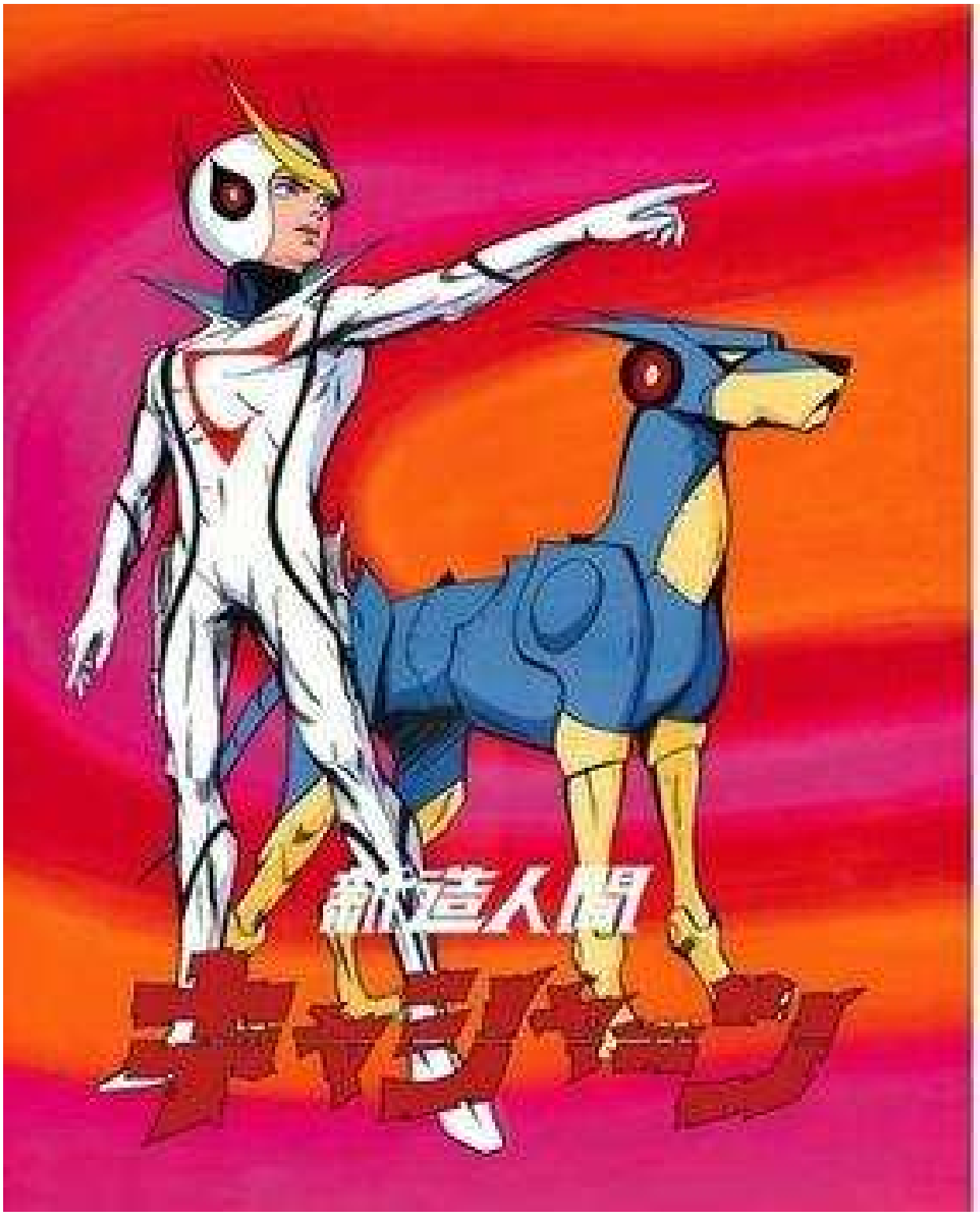
Neo-Human Casshan

Version 1.0.1



Tetsuya Azuma lived in his family's castle, acting as the assistant to his father, Kotaro Azuma the world's #1 authority on robotics, living a gentle, happy existence. Then one day lightning struck, running into one of the prototype androids BK-1. Android BK-1 awoke, but its programming was scrambled by the electricity and instead of obeying humans absolutely it desired a freedom which would only come by destroying them

The Azuma family fled, escaping the killer android, and the government sent the National Defense Force which was… completely ineffectual. Android BK-1, now calling itself Braiking Boss, began to produce robots of its own, finishing 3 other androids, and beginning mass production of robotic soldiers.

Attacking nearby cities, he began to seek out Kotaro Azuma. After one of his robots killed Tetsuya Azuma's dog Lucky, the Azumas decided on taking drastic measures. Tetsuya Azuma was reborn not as a human, but as a neo-human, a newly-built man or a new form of android, to fight Braiking Boss. However Braiking Boss managed to abduct both Kotaro Azuma - the one man he feared for if Kotaro Azuma had built him he could surely also build someone better - and Midori Azuma.

Using threats against Midori Azuma, Braiking Boss attempted to get Kotaro Azuma to work for him, but threatening to kill Midori whether Kotaro worked for him or not led Kotaro to secretly transfer Midori's consciousness into the body of the robotic swan Braiking Boss kept as a pet. Braiking Boss has conquered the surrounding countryside, his robots sweeping over the once picturesque lands which almost feel fit to be in a fairy tale. And that is when you arrive, the main status quo of the show having been established, as of the 2nd episode. This will mostly be kept up, with Braiking Boss conquering more and more of the world until his army is defeated in the 35th episode. Maybe you'll change things, maybe you'll just live through the robot apocalypse. Either way, to help you take your place in things have these:

+1000 CP

Location:

You will arrive immediately after the stage is fully set, once Midori Azuma has been placed into the robotic swan Swanee. You can't start in the Azuma Family Castle, now headquarters of Braiking Boss, if you are a human or neo-human opposed to him, for example, though you could begin in the ruins of the town he has just conquered.

Age and Gender:

As a neo-human or robot your biological age does not matter, though as a neo-human you can choose any apparent age you desire. Similarly as a robot you have no physical sex, and as a neo-human you likely possess only vestigial sexual characteristics. As such regardless of your race you may choose whatever age and gender you desire as long as it makes sense; that is within the upper limits of the human life span for a human or neo-human, and likely no more than a few years for a robot even if you are one of those made before android BK-1.

Race:

*This would be your background, or origin, for the jump. Except for human, these backgrounds grant you a perk with the benefits of the species for free. You can still buy the **Robot** or **Newly Made Man** perks if you didn't take the corresponding race as your background. You may only select **1** race to get discounts and freebies from.*

Human (0 CP): You are a human. Great powers aren't yours, but it was your minds which built these monsters, and your wills which will hold them into a long and dragged out battle for supremacy. They might be impossible to beat, but you will fight them until the last and if you do… perhaps your will to survive can find something. Or maybe you'll betray mankind to the robots; Braiking Boss has a history of 'rewarding' traitors as they deserve.

Robot (0 CP): You are a robot, an artificially built thinking being. You don't have to be part of the Andro Force - Braiking Boss's evil android army - you could possibly be one of Kotaro's previous inventions or even the work of another scientist, but most robots here are part of the Andro Force, the iron devils who are taking over the world. Whether a robot loyal to the cause of robot supremacy, or one who sees value in the life of humans and believe that robots *should* serve mankind, you will be a thinking being of iron and steel for the decade.

Neo-Human (300 CP): You have been reborn. A human heart, mind and soul, uploaded into the body of an android more advanced even than Braiking Boss. Your body looks human, albeit wrapped in a full body jumpsuit, save for a 'v' shaped solar panel on your forehead. Neither truly human, nor truly a robot, you are forced to straddle the line between them, existing as a liminal being. But there are no neutrals in this conflict. Will you fight with or against the Andro Force? Yours is a power that can cut through steel like it was nothing, and with your choice you could save or destroy this world.

Perks:

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

Sane Scientist's Beautiful Daughter (-100 CP): It'd be unfair to send you into an anime setting without some chance to look at least good by its standards. While not some unheard of beauty, you look good. You're at least a 9 out of 10 with just this perk. Beyond that you find that it is hard for your beauty to be tarnished. Even fighting a guerilla war against killer robots your hair will stay perfect, you won't end up filthy and icky, and even injuries will be less likely to leave disfiguring scars. This reduces the maintenance requirements for your appearance and hygiene in general to a small fraction of what they'd normally be.

Universal Interface (-100/200 CP): Like Casshan in the 1993 OVA you possess a pair of wires which can extend from your head. By connecting to an electronic storage device you may access the information on that storage device directly into your own brain. This allows you to read the 'minds' of machines and AIs, at least as long as their physical structure is intact.

For an additional 100 CP (-200 CP total) the requirement that it be a machine is removed. By making physical contact with a brain you could read the memories and any current neural activities on it.

Neo-Human Perks

Neo-Humans receive Newly-Built Man for free in addition to all 3 of their 100 CP perks. All other perks are merely discounted (-50% off) for them.

Aerial Acrobatics (-100 CP): You are naturally acrobatic and agile, able to perform a variety of leaps and flips with ease and natural coordination. You are especially maneuverable in the air, somehow able to redirect your momentum mid-air to change direction or dodge attacks even without using thrusters. You won't be doing mid-air jumps, but you might manage to somehow twist over an obstacle in your path, or swerve and weave in the air to avoid attacks.

Roboticist's Assistant (-100 CP): Tetsuya, or as he would be known Casshan, was his father's assistant before becoming a newly built man, and he retained those skills. While you won't be inventing new robots with this, you are a capable hand at repairing, and maintaining robots. Given the parts and resources you can repair any robots in this world - even newly built men - and it'll be easy to learn how to do the same with others in future worlds. A particularly specialized form of destruction might require some research from you, but given time you could figure it out.

Who Lives Only to Fight (-100 CP): BK-1 was not programmed for combat, and Casshan didn't know the signs of his battery being low, but both immediately knew how to fight with the powers innate to their mechanical form, Casshan even knowing how his super beam functioned and the dangers to its use. Now you also have a basic instinct as to how to fight with any powers or abilities you possess. This isn't full mastery, really more just competence, but even a newly developed power you will be able to use effectively in combat. This does not include skills with weapons or other external aids.

Everyone Knows Jumper Leads a Charmed Life (-200 CP): People, especially your enemies, are quick to try and find justifications for your powers that render them mundane in their eyes, while also serving to hide their true source and nature. You're super strong, fireproof, can't fight underwater without breathing, and have never been observed to eat or sleep? Obviously you're just a well trained and very strong human in a fireproof suit that hasn't been observed enough. It'd take irrefutable evidence, like an x-ray showing your internal workings to be robotic, or being directly told by your allies for them to figure out the nature of your powers and abilities. This is less effective on neutral and allied parties, but even then they will typically try and rationalize your powers in a way to make them fit their world view. This perk won't stop people from

believing things if directly told by you, or those (such as your close allies) who could be expected to know the secrets of your powers.

I am Not a Robot, I am a Human (-200 CP): Was a phrase Casshan often said throughout the series when threatened with the MF Gun. And he knew how to say it with enough conviction and the proper tone that the forces of Braiking Boss's Andro Force believed him. It wasn't the only bluff he pulled off, nor the rest of the Azuma family, and it was always done with unflinching and unwavering conviction. You have a perfect poker face, with no microexpressions or tells to give you away, and you have a good sense for what sort of actions would be needed to pull off a bluff; maybe you need to laugh like a madman, attack an ally, or just walk straight towards a weapon that can kill you, but whatever it is you are good at telling what is needed.

Solar Powered (-200 CP): Whether you're a newly built man or not, you seem to be powered by the sun now. This doesn't just apply to your electrical energy as a newly built man, though, but you are able to convert this mechanical/electrical energy from the sun into any energy pool you possess. Whether this is mundane stamina, replacing the need to eat or sleep with solar power, or more esoteric and mystical energy sources, you can charge them with the power of the sun. In general your energy pools that recover naturally will do so at double their normal rate when resting in the sun, and even those that would not normally recover passively can be recovered in this way; you can use solar power instead of food.

And since all your energy pools can now be charged from one source they can now be converted from one to another.

Doubt Misunderstanding and Betrayal Cannot Come Between (-400 CP): Doubt, misunderstanding, and betrayal cannot come between you and your close allies for long. Once you have earned their loyalty it will remain, and you can have faith that though there may be misunderstandings that's all they will be, for any betrayal from your close allies will be no worse than choosing to sell you out for a cause you would willingly sacrifice your life willingly given the chance. This does have its limits; if you actively betray your allies they will begin to lose this trust in you, but if you can ever obtain loyalty as long as you do not act in a truly abusive way you can expect it to remain in the face of temptation or threats.

If Jumper Won't Do It Who Will (-400 CP): Even when Swanii didn't tell Casshan about Braiking Boss's plans, Casshan had a knack for arriving at the same place as Braiking Boss's current focus. Now you share this ability to arrive in places of import just

when they are about to become places of import. When you desire it just by traveling about you will find yourself arriving in places where important or influential events are about to take place, events which you can influence and shift. This will be especially likely to attract you to places that relate to your current goals. And since a hero can't simply fail, when you encounter events due to this perk you will find yourself acting at a little above your normal capabilities, maybe 5-15%, a small but noticeable boost.

This perk partially works to draw you towards existing places, and partially works to warp the narrative to make things happen in places you are already going towards.

My Form Does Not Change (-400 CP): Despite being a robot Casshan looks human, and he does not need to transform from a normal form to a combat form. He is simply as he is. Now you will find that any alt-form you possess can - by your choice - look substantially more human. You can set this anywhere from 'could pass for human' to completely the alt-form in question, though if something relies on a physical trait of the alt-form, such as a giant robot's durability from its size or your solar panel, you must still possess it to use it. Still this allows you to turn any robot form into a surprisingly human android, any animal form into one with just the ears and tail, or a kaiju form into an Ultraman-esque giant.

Beyond aesthetics you will find that any weaknesses you possess which a human does not are greatly mitigated. A werewolf might still not be able to heal blows from silver any better than a human would, but while sunlight might sting you as a vampire it would not kill you and as a neo-human you could receive a direct blow from a MF gun without even flinching. This also allows you to - given time - recover from injuries like a human might even in inorganic or non-living alt-forms; though this will only remove the sub-human quality, and without other perks some injuries may be beyond human capability to heal from.

But My Heart Will Remain Human (-600 CP): No matter what. You have the same sort of force of will and drive as Casshan himself, able to retain your humanity even when transported into an immortal body that feels neither pain nor pleasure, but exists solely to fight. Even living an existence where you do nothing but fight alone and without company you will be able to maintain your sanity and your humanity, continuing to remember what you are fighting for and why it is important. No matter how powerful, or inhuman your form becomes, you will be able to retain what makes you essentially human, and even if your mind expands far beyond human limits you will be able to remember what it meant to be human and empathize with human feelings.

This unswerving nature of your own self also protects you from attempts to control or change your heart. Brainwashing machines explode, and attempts to corrupt you fail. Puppeteering your body might work, and things that play on your preexisting nature might find weak spots, but your heart is your own and that which is outside of you cannot force it to change.

Newly Built Man (-600 CP, Free to Neo-Humans): You are a shinzo ningen, that is a newly-built man or Neo-Human, just like Casshan himself. You share his general physical capabilities, though you will not possess his physics defying acrobatics or hip thrusters unless you bought them. You are strong enough to punch and kick through armored robots, though those made of metals 10 times harder than steel and thicker than tank armor may cause you trouble but even dangerously low on power your punches and blows are stronger than the shells of tanks, and you are strong enough to lift large stone slabs upon which several robots stand and jump over ten feet in the air before throwing them. More impressive than your strength is your durability. Explosions which crater the earth and bury you in rubble might result in you being unable to escape due to a lack of energy, but wouldn't even scratch you, similarly explosions which create mushroom clouds and destroy hundreds of robots can fail to do more than stun you. Sustained flamethrowers won't even scorch you, and repeated blows from other powerful robots will do you little harm and less lasting harm. As a robot you feel no pain, have no need to breathe, eat, or sleep, and do not grow tired as a human would.

You are not without weaknesses though. Your body can only store a limited amount of energy at a time, and you rely on solar power, extended combat can see your vision begin to fade and your body to weaken, though even then you will be able to withstand serious blows and punishment; running too low on power can see your body shut down until it is revived by sunlight. Several minutes of resting in an area of high altitude above the clouds and direct sunlight is enough to get you back into fighting shape for at least a short period, but it can take hours to fully charge. You are also vulnerable to electromagnetic assault. While Casshan was able to survive attacks of that nature which could wipe out even androids and Braiking Boss, a direct hit from the MF gun was presented as a means of destroying him, and on several occasions they were able to stun him, drain his power, or even temporarily bring him offline. A powerful enough electrical shock or magnetic assault could end you.

You possess a final weakness and weapon. This is the Super Destructive Beam. This blast, powerful enough to create winds capable of lifting robots, and leave a small mushroom cloud at the point of final impact - though its devastation was not shown to be on the same scale as even early nuclear bombs probably merely in the range of a few

kilotons - is still enough to destroy small armies. It however uses your entire power supply, and from nearly full power its use will leave you unable to move, with the blast growing weaker as your energy diminishes and it becoming potentially more dangerous, used in conjunction with falling off of a cliff into a quick moving river it was able to induce temporary amnesia in Casshan, and used when already suffering the effects of being low on power it was still powerful enough to completely destroy Braiking Boss but left Casshan in a state where he was unconscious for an unclear time and required outside repairs. If you were capable of generating far more power than Casshan, however, this blast could grow far more powerful as well.

Post Jump this become an alt-form.

They Never Try Twice (-600 CP): No matter how close to success a plan of attack was, your enemies will never try the same methods a second time. This won't stop them from opposing you again, but even if kidnapping and threatening your girlfriend got you to put yourself in an extremely compromising situation you barely escaped from they won't try it again instead finding some other means to fight you. Similarly, should you prevent an enemy from attacking a certain region they won't attack that same strategic location a second time, at least until they've tried all other options to reach their end goal. This won't stop them from pursuing their main goal, if the enemy's purpose is to take over the world this will mean that by defending a strategic pass once they won't attack it again until there are no other viable targets, but if their goal is on a smaller scale like 'reclaim my country' stopping them from doing so will only close the avenue they attempted; and this will never completely hem them in, if you protect every neighboring territory they'll start over again, but at least this will make them more predictable.

Human Perks

Recognition (-100 CP): You can always recognize your friends and loved ones no matter how much they've changed. If your childhood friend's dog was uploaded into a robotic body you would immediately get a feeling that they were the same individual. While sufficiently different behavior might make it easy to doubt these beliefs, you will retain the feeling that they are who you remember, even if it should be impossible.

Unsupervised Children (-100 CP): Whether it's robot invasion or the fact that this was a child's cartoon, children are given a lot of leeway in things. Oh people might tell them not to go and antagonize killer robots, but even then they don't really try much to stop them. You'll find that from now on people give you more leeway with your age than they could be expected to. In general while people will still recognize your age, they will listen to you, and treat you much more like you were an adult. They won't expect you to take adult responsibilities, but if you take them on yourself they'll treat you like an adult. This is somewhat dependent upon your actions, if you act like a spoiled brat expect it to weaken, if you act mature though they'll treat you as if you were an adult.

Guerilla (-200 CP): You have the skills and abilities necessary to be a functional guerilla. You know the basics of ambush tactics, use of small arms and grenades, some basic knowledge of explosives and demolitions, as well as how to lead enemies into traps and to use terrain to your advantage. With a trap that could kill robots and your wits you could single handedly take down thirty robots if you were careful and took them down 1 at a time. Even just with some hand-grenades you could do some real damage.

Virtuoso (-200 CP): Choose a musical instrument (or singing); you have enough skill with it that you could declare a concert in a city that had been evacuated because an army of seemingly unstoppable killer robots is preparing to invade it with massively overwhelming numbers and have people come even considering it the same as suicide. You might not fill the amphitheater, but could get a good hundred or so people including children.

You may purchase this perk multiple times. Each time after the first doubles the number of musical instruments you have this level of skill in due to this perk (2nd purchase would give 1 more for 2 total, 3rd would give 2 more for 4 total, 4th would give 4 more for 8 total, etc). Additional purchases are discounted even if the original one was not.

I Don't Want to Lose Your Brain (-400 CP): Enemies are quick to see the value of keeping you alive. They might try and force you to work for them, like how Braiking Boss attempted to force Kotaro Azuma, or simply that you would make an excellent

hostage, like Luna whenever she was cornered without Casshan. Even in heated combat they will be less likely to shoot to kill when it comes to you, and if they can manage to capture you they will be much more likely to try and somehow turn you to their cause or uses. You can prove too difficult to deal with without killing you, but the limit there will be higher than you'd normally expect. Even when they have captured you, they will be less likely to do you permanent harm as if the idea just simply doesn't occur to them.

The Pride of Humans (-400 CP): It is something people often forget, choosing to live in fear over facing death with dignity. Not when you're around though. When you act with courage, pride, or love you can remind others that there are things of more value than life. It is as if your courage is infectious, inspiring others to stand up against injustice and tyranny, fighting for those things that are most important in life even against impossible odds. This works from you demonstrating your own resolve, so don't expect to inspire people without putting yourself at risk, and fighting where others would not. But if you show that you are willing to fight against a foe that holds a staggering advantage against you, you can expect to have a whole community find the same courage.

Father of Disaster (-600 CP): You might not be the world's greatest roboticist with this perk, but you are a true expert in the field. With time and resources you could build robots on par with BK-1, Neo-Talos, Warugar, Friender, Robot-Ace, or even Casshan. This is not the limit of your inventive abilities, you might be able to invent anti-robot weapons, spaceships, or other things, but your specialty lies in robotics. It will take time and effort to make most of these devices, but if you harness this genius you could truly be the greatest threat to Braiking Boss… or his most powerful asset.

Humans Have a Strong Will to Survive (-600 CP): And that is why they will not lose to robots. Whether a human or not, you too have this will, ready to press on in the face of impossible odds, and while you may bend to threats and force, you will never lose your fire and will to fight; you cannot be broken by something as simple as threats and superior power. And you will find that where there's a will there is a way. As long as you keep fighting - and surviving - against a superior foe you will find opportunities to strike back. These may not be decisive, this is more of a death by 1000 cuts scenario, but no foe is unbeatable as long as you can keep fighting them long enough.

While this will work somewhat to help find (or create) weak points during a protracted battle, this is primarily of use when in a prolonged struggle. Fight a war against robots long enough and you may find some miracle, like a one in a millennium comet of unearthly elements which can be harnessed to destroy them all, come your way, but you

will need to seize the opportunity yourself, and you will still need to fight for it. But if you can survive long enough, you will be able to find ways to bring down an enemy.

Robot Perks

Decadence of a Despot (-100 CP): Casshan, as a robot, cannot feel the pleasure of another's touch or pain, or enjoy the taste of an apple. Braiking Boss, and his androids, never show such a lack of sensation. Braiking Boss is shown enjoying the taste of steak, the pleasure of a massage or sauna, and even playing golf and pool. His androids are shown to feel pain when he strikes them. Your form and nature will never deny you the ability to feel basic pleasurable sensations, and you will always be able to find some pleasure in luxuries and decadence. Even if you don't breathe you will be able to enjoy a good cigar, and even as a robot you can enjoy the taste of a steak or apple. This will apply even if you become an energy being or something stranger still; you will always be able to take pleasure in simple hedonism.

Robot (-100 CP): You are a robot, a moving, thinking entity of steel and circuitry. You do not need to eat or sleep, though can still feel mental exertion. You do require a source of fuel, but this is fairly versatile - electricity can be used, as can the consumption of chemical fuel sources including human food.

You will by default be one of the general mook-tier robots used by the Andro Force. That is one of the eye-ball shaped bots, the flamethrower ones, the spike-handed ones, the gun-handed ones, or another recurring, common mook robot. These are still fairly durable - able to shrug off fire from man portable guns - though they will not be a threat to Casshan and even a grenade could blast off one of your limbs and sufficient assault will see you destroyed. Still they do possess some useful features - the spike-handed basic mook is able to transform into a flying wheel of death for example. You do not possess a self-destruct device which will explode if you suffer significant damage or lose your antenna.

For an additional 100 CP (not discounted) you can be one of the various more elite mooks that showed throughout the series. This is things like the non-00 line winged spy robots, the sniper robots, the flying robots that shoot missiles, or other mass produced robots that did not show up but once or twice in the series or get episodes which focused on them. This includes the OVA's anti-MF gun spike-armed robots (which do not seem able to transform into flying spiked wheels), and despite being the episode focus the diamond bladed robot and prototype robot #3 from *Cavalry of Anger* can be chosen as they are not significantly above this tier.

For an additional 200 CP (not discounted) you may be any of the Andro Force robots except Neo-Talos, Robot Ace, the Super Ray Robots or Warugar. This includes an

android like Braiking Boss himself, durable enough to take flamethrowers and tank shells, to resist electromagnetic attacks that would destroy lesser robots - though the MF gun could still destroy you - and that blows which would destroy most robots will only shatter one of your joints, and potentially you possess a special weapon like Android #5's electric shock or Braiking Boss's mouth laser. This includes the laser-bladed robot from the 2nd episode of the OVA.

For an additional 400 CP (non-discounted) lets you be Neo-Talos, a non-sabotaged version of the Super Ray Robot, Robot Ace, Friender, or Warugar. For this price you can also be an entire group of the basic spike-mechs able to combine into a giant robot and/or a tank, when these robots de-combine you are able to exist as any of them, dividing your perks and powers between them when they are close to each other either giving a single body all of a perk or dividing it between multiple at reduced power.

These additional prices are non-cumulative, you need only purchase this perk (Free or 100 CP depending upon background) and pay 400 additional CP to be Neo-Talos not buy the perk and then pay 100+200+400 CP. Whatever form you choose it becomes an alt-form post jump.

If you also bought **Newly Built Man** you may incorporate any traits or qualities of your robot form into that form. Neo-Talos would give you its size with greater strength than Neo-Talos itself. Android would make you somewhat stronger and more resilient than Casshan. A mook mech might give you its weapon as part of your body. Friender or Warugar would give you the ability to transform into a variety of vehicles or an animal form along with an increase to speed and strength. A combined mook mech would allow you to break apart into over a score of newly built men. Etc.

Lightning Stricken (-200 CP): It was a bolt of lightning which scrambled Braiking Boss's programming and made it so that he did not feel the need or desire to obey humanity. Now you will find something similar with yourself. Any mental influences or commands inherent to your race/species/kind no longer hold you, nor are you bound by their instincts. This won't stop you from being mind-controlled, but you will not be bound by the programming of your species whether mechanical or biological; you can still recognize it, and choose to follow it, but it does not control you.

Silent Steel (-200 CP): For hulking mounds of steel many of these robots were surprisingly stealthy. While some of the - especially larger - robots had great, thudding footsteps, many were more silent than even humans who were trying to be stealthy. And now you share that quality. Your movements are far more quiet than they should be, and

even other signs of your movements will be reduced; you could be drilling up into an enemy formation and they wouldn't feel the ground shake, or leave almost no sign while traveling across terrain. Even as a giant robot you might make only a little more sound than a human would.

Commander (-400 CP): Like one of the androids you are a programmed for command and control over your fellows. You may choose one of four options when you take this perk:

> **Military Chief**: You are an expert in military strategy and tactics, able to lead forces to substantial victories and estimate with fair accuracy how many soldiers will be needed barring the arrival of an outside element such as Casshan. You have a good understanding of logistics; though you are not expert on dealing with problems such as 'morale' and other human concerns.
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> **Intelligence Chief**: You know how to run a far reaching intelligence operation, whether talking about spies or scouts. You know how to get scouts into location, how to maneuver and place them, as well as how to keep intelligence networks running smoothly, and even cultivate informants and spies in enemy populations.
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> **Science Chief**: You have a fine scientific mind, though it is more towards the management of R&D departments than towards making breakthroughs like those of Dr. Azuma. While this won't see you pushing the envelope of what is possible, at least not without a sizable staff and countless hours of research, you are able to manage teams of engineers and scientists, and bring out their best results. Besides managerial skills you do have a basic knowledge of mechanical engineering and design.
>
> **Administrator**: You were built to handle information on a scope much larger than a human would be expected to. Like Braiking Boss himself, especially the OVA version, your memory is many times better than a human's, perhaps enough to remember an infinite life, and you are able to process vast quantities of information far more easily than a human. If you don't lose yourself to the decadent pleasures of a despot you might be able to lead a force that is taking over the world, personally processing and coordinating efforts all across the globe.

All options other than Administrator include a lesser version of Administrator, boosting your memory and ability to handle information. Administrator, on the other hand, includes a lesser version of each of the other three options; this is a rather barebones

version but you have elementary and foundational knowledge in each of the three fields though you'd not be able to match a specialist in any of them.

You may purchase this perk multiple times to get multiple of these specializations. These additional purchases will not, however, improve the reduced version of Administrator (or other 3 options), merely add to the chosen specialty. Additional purchases are discounted even if the initial perk was not.

Traitor Finder (-400 CP): You're an evil robot who wants to kill all humanity? Well you'll still be able to find humans willing to build machines to greatly increase your power in exchange for money. Heck they'll even volunteer themselves, selling out their neighbors for you. Try not to let the fact that you kill all traitors that help you get out as if it becomes too concretely proven they might stop coming to you, but you will find the greedy, hateful, and wicked easily finding coming to your side an appealing opportunity.

Hail Jumpking (-600 CP): Braiking possessed something that Arkborn and Professor Azuma did not. While not every robot he created remained absolutely, his track record was much better than others as with the exception of 00A (who had its programming wiped by electromagnetism) and Romeo, they were slavishly loyal to him, willing to die and be recycled as scrap for his cause, as opposed to immediately rebelling. Now you possess this ineffable quality as well. When you create something it will remain loyal to you. It may still be a coward that flees from the enemy, but even if you mistreat them regularly they will never actually turn against you or even be happy about disobeying you. You could create thousands of independently conscious beings as suicide soldiers and they would never flinch from the task. The only way one of your creations would betray you is if something wiped its original memories and programming completely, or due to active outside control.

If I Do That a Big Fight Will Ensue (-600 CP): Your enemies, even those who hate you and seek your death, are quick to find excuses not to fight you yet. There needs to be something they can use as an excuse, but maybe it'd cause too much collateral to do it here and now, or it would reveal to people they're a neo-cyborg, or something else. This doesn't necessarily have to be the best excuse, but there has to be a reason and it can only magnify it so far; if you're going to destroy the world if not stopped in the next 5 minutes then even the fact that a few people might get killed won't stop them. Even when they do fight you, they will typically target your allies and forces first leaving you for last. The more directly you engage them the less this works; if you rush into hand-to-hand combat they'll fight you directly, but if you're merely observing the fight they won't take a pot shot at you but instead fight your seemingly invincible minion instead.

Items:

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

You may purchase multiple copies of items, and additional purchases are discounted even if the original was not (discounted not free). You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

You receive a **+300 CP** stipend usable only for Items and/or Companions.

Robot Pet (-50 CP): You possess a robotic animal. This isn't something like Friender (see **Canine Friend** for that) but closer to Swanee, while durable, and with a touch of plot armor, they are not a significant factor in a fight. You can choose an animal up to as large as a swan, their capabilities, though, will not significantly vary with this choice.

Sweet Smelling Flower (-50 CP): This is nothing more than a simple flower, the color and variety is up to you. It always seems to be freshly picked, however, and its aroma is sweet and fragrant. Its value is that something about its sweet scent helps to remind people of the value of life and what they are fighting for, and in general uplift their emotions and mood. The more often someone uses this the less its effect becomes, but should they not need it for a time it will slowly reset to its original level of effectiveness.

Valley with Medicinal Herbs (-100 CP): This small valley can be attached to your warehouse, a property/pocket dimension you possess, or just appear somewhere in the setting. In it grows medicinal herbs which, when freshly picked, can be used to speed recovery from disease and injury. A day or two with these herbs might be enough for someone to recover from a bad fever induced by falling off of a cliff. They won't heal anything that can't be recovered from naturally.

Voice Imitating Doll (-100 CP): This is a knee high robotic doll that can record and perfectly imitate voices, and contains large amounts of knockout gas within it, at least enough to fill a room.

Weaponized Amusement Park (-200 CP): This is an amusement park with AI controlled rides. For some reason most of these rides have been equipped with rockets for flight, and weapons such as explosives mounted inside of flying carousel horses, or flamethrowers in clown mouths on the teacup ride. You can set the machines to murder

people, or leave them just functioning as a simple amusement park if you don't want to murder people here.

Research Lab (-300 CP): What's a scientist without a good lab? This is a cutting edge workspace for an engineering or scientific field of your choice. It is cutting edge by the better of this setting's standards (which seem to be overall somewhat above the real world's) or your current jump's standards whichever is better. It will have its own power generator and basic supplies for research, though anything particularly rare or expensive you will have to obtain yourself.

Neo Human Items

Hip Jets (-100 CP): This pair of hip mounted jet thrusters can be used to propel you into the air for super high jumps, or even to fly short distances. They are more than powerful enough to carry a Neo-Human and a human with ease and can even be used as weapons by turning them towards enemies, the range will be limited but they are still powerful enough to punch through common robots, and provide you with acceleration at the same time.

Hero Statue (-200 CP): This statue of a hero that once saved a town is made of solid diamond and worth a pretty penny. If you sell it you'll get a new one at the start of each jump, but perhaps more importantly if you talk to the statue it will give you advice and moral guidance. It's not all knowing by any means, but it can still give you a second opinion on matters, especially moral ones like whether it's right to lie to people about not being a robot (lie to them, it'll only cause more pain to tell them the truth).

Loyal Informant (-400 CP): Like how Casshan had Swanee, you will have a spy in the midst of 1 enemy group each jump. This informant will, for some reason, be an intimate to some member of the group's leadership/inner circle. They will possess some means to contact you that while not truly untraceable will be hard to follow and discover, and enough freedom to typically be able to contact you at least once a month.

Canine Friend (-600 CP): A neo-human's best friend. This robot dog is theoretically a mentally uploaded dog, but shows intelligence generally closer to that of a human than a dog. It is strong enough to tear through most robots of this world, or even to remove an arm or leg of an android at the joint. It is at least as tough as an android as well if not tougher, and capable of running at speeds which can compare with most speed limits while carrying riders, or to run straight up walls. Its nose is sensitive enough to locate any scent within 1 km, and it possesses a flamethrower or other comparable ranged weapon capable of instantly melting common robots. It also possesses the ability to turn into a variety of vehicles, large enough for 2 people to ride in comfortably, more if you squish up together: a land vehicle with superior speed; an aircraft; a marine mode capable of traveling on or under the water; and a heavily armored burrowing tank mode.

But it'd be a shame for your best friend to lag too far behind. You'll find that this robot incorporates a copy of any personal scale, technological Items you purchase with CP, as well as gaining additional vehicle forms based on any small vehicles you purchase with CP. It is also highly receptive to your attempts to upgrade or modify it, making them easier and somewhat more successful than they otherwise would be.

If you’d prefer Warugar to Friender you can get a more intimidating looking robot jaguar instead. The capabilities will be overall comparable.

Human Items

Empty Robot (-100 CP): This hollow robot, looking like one of the basic spike-handed models, while not able to function as an automated unit can be worn as armor, or controlled in simple manners from the inside by pressing buttons. It can't transform into their aerial mode, or combine with others, but it will still serve as functional armor or a disguise.

Resilient Dress (-100 CP): This outfit of your choice never seems to suffer incidental damage. Oh if you try and use it as armor it'll be damaged like any other outfit, but normal wear - even in battle - doesn't see it get torn or destroyed. In fact it doesn't even seem to get dirty, always being pristine and ready for wear even if you're living behind enemy lines fighting a guerilla war.

Infinite Grenades (-200 CP): These grenades are less physical objects than potential. They don't exist until you reach for one. Whenever you reach for one, though, you will have one, but the pin will already be removed so throw it fast. They're strong enough to blow limbs off of common robots, and enough of them could even do substantial damage to an android. If bought with TNB bomb these infinite grenades while not possessing the full power of a TNB bomb will be stronger, powerful enough to comletely blow up an ordinary robot in a single blow or to completely destroy metal walls and doors.

National Defense Transport (-200 CP): Your choice of a cargo plane that carries a high tech boat within it, able to finish transporting the cargo if shot down into the ocean, or a large cargo ship that carries several smaller submarines inside able to finish transporting the cargo if it is destroyed. Whichever you choose it comes with a follower crew that can man and control the vessel.

You may buy this item twice to get both (or 2 copies of one).

Abandoned Church (-400 CP): This is an abandoned church or other building. Whatever it is, it's mostly non-descript and fits fairly well into its surroundings so that one wouldn't naturally assume it was a place that someone might be hiding in. To help this anything inside of it is harder to detect with technological or magical means than you would expect.

The real strength, however, is the basement. It has a large and expansive basement, one you can even import other properties into - such as the **Research Laboratory**. This basement is even harder to detect than things in the church itself, and you can rest

comfortably assured that things inside of it will not be discovered barring drawbacks or someone being observed as they enter it.

TNB Bomb (-400 CP): This bomb, small enough that a puppy could be coaxed into swallowing it, is capable of destroying an entire small army of robots, something that seems comparable to a Neo-Human's Super Destructive Beam, though possibly somewhat less powerful; still would be guessed at being in the low single digit kiloton range of yield. You get one TNB bomb and another one each year whether you've used it or not. Alternatively you may have those from multiple years combine into a single larger bomb each time doubling its volume and destructive capabilities to a maximum of 10 years worth of bombs (which would be 1024 times as strong or about 2 megatons).

Magnetic Field Gun (-600 CP): Usually called the MF Gun for short. The size of a large handgun, it fires an electromagnetic beam which utterly destroys robots. Common robots will be instantly disintegrated, and even androids will only linger for a few moments; a glancing blow to the hand was enough to leave Casshan sprawling though he soon recovered, and a direct blow to his torso or head is continually implied to be deadly even to him. This does require hitting the target close to their main control system as shown when used against Neo-Talos, the giant robot large enough to crush Casshan with one hand, where hitting it in the head and upper torso did nothing because its computer brain was in its foot. In the case of robots with decentralized processing - such as nanobot swarms - hitting them anywhere will cause the destruction of large swaths of the machinery.

Even Neo-Talos, a towering giant robot which was able to survive a Super Destructive Beam and only lose its head, was completely destroyed from one shot of the Magnetic Field Gun to the general area of its computer brain. Since you're buying this with CP you can expect this to work similarly on other robots, instantly destroying even massive and highly resilient robots even those that do not show particular vulnerabilities to electromagnetism.

Transference Machine (-600 CP): This machine consists of various controls and systems attached to two glass chambers. By placing a robot in one chamber and a biological entity in the other you may upload the biological entity's mind and soul into the robot. This will destroy the biological entity's body completely. However this machine can also be used to reverse the process by reforming the destroyed body, and unlike Kotaro Azuma's this machine can even reverse the process on Neo-Humans. Like his machine this can be used on the recently dead, but it requires a mostly intact brain and

DNA, and reversing it in that case would restore them to the dead body you transferred them from.

Because you're paying CP for this, this is guaranteed to transfer their soul and their metaphysical 'self'. This also means it can transfer all perks, powers, and other such abilities that are not directly part of their biological form to the new body, if you wanted to upload yourself into a body of your design, and will not count as death for the purposes of your chain. With some tweaking this machine may be able to transfer robotic organisms into biological bodies, or energy beings into physical bodies.

Robot Items

Robotic Repair Pod (-100 CP): This is a pod with a cushioned bed. A robot inside of it will heal injuries and wounds like a living creature would, actually at an accelerated rate a few hours equaling a 'day' of recuperation. This still won't let them just regenerate lost limbs, but minor damage and wear and tear can be repaired this way.

Villainous Insignia (-100 CP): This is a symbol which represents you. It will quickly become identified with you in the eyes of the world, and false flag missions using it are less likely to succeed than they should be. You can have it appear on any CP backed items, or the uniforms of any CP backed followers at the start of each jump, and get a stencil for applying it, as well as several flags with it on them. Represent yourself in style.

High Tech Castle (-200 CP): While on the outside this looks like a medieval castle, it is fully wired for electricity and even possesses a mechanical workshop - though not near the level of the **Research Lab** - electronic surveillance equipment, and a contingent of robots to act as patrolmen and guards. It won't stop a Neo-Human from breaking into it, but it should be a decent strong point against normal humans as long as they don't resort to guided missiles.

Robot Rats (-200 CP): This is about a hundred robotic rats, and a few small hovercrafts to deliver them with. These robotic rats actually eat food, and can chew through structures and metal. They have mouth mounted energy weapons that can kill grown men with a single beam, leaving them as only a burning corpse. Unfortunately water short circuits these rats so best to only use them when it's not supposed to rain.

If purchased along with a **Robot Manufacturing Plant** your plant may manufacture a small number of these rats alongside the standard robots without requiring materials.

Collection of Useful Captives (-400 CP): You have in your possession various scientists and their loved ones. These scientists possess no particular love for you, but they and/or their close family are prisoners within your power, and you can use that power over them to threaten them into obedience with your plans and desires. If for some reason you'd want people with other skills than science, you can have other sorts of prisoners, perhaps some ex-generals, or the family members of certain politicians.

This collection of captives does not follow you between jumps. Instead you get a new collection at the start of each jump. They won't contain specific canon characters, or their family members, but you'll have some figures with useful skills each jump. It's up to you

to win their loyalty or service, they are your captives not your loyal followers, but even during a jump you'll just find yourself obtaining new useful captives from time to time with no action on your part.

Robot Manufacturing Plant (-400 CP): The backbone of the Andro Force. This automated factory is capable of continuously producing any of the robots that were mass produced by the Andro Force other than the Pierot Robots, Super Ray Robots, Rat Robots, or the Mini-Com Guide Robots. It provides its own electricity for standard function and as long as it is making the basic mook tier units it doesn't require external resources, somehow obtaining the raw materials from nowhere. It can be easily modified to make other forms of robots, but you'll have to provide the materials for these, or any of the more specialized Andro Force robots yourself.

Each additional purchase of this item doubles the number of plants, meaning if you bought it three times you would have 4 plants, or 8 if you purchased it 4 times. Overwhelm the world with your robots.

Jumpaa Gundan (-600 CP): Your very own robotic army. This is an army of 10,000 robots, 9,000 being the basic varieties of mooks used by the Andro Force with 1,000 being the more specialized models of mass produced units such as snipers, missile launchers, the (non-pierot) robots designed as living bombs, aquatic robots, etc (the 100 CP additional price tier for Robot). This also comes with some support and transport vehicles, about the number that would go with 10,000 troops, as well as 3 robots on the level of an episode focus enemy robot or an Android (i.e. the 200 CP tier for a robot), and a single robot on the level of Neo-Talos or Robot Ace. While capable of emotion and independent thought on a level above most evil empire footsoldiers, they are not any more intelligent as a whole, but are absolutely, even suicidally, loyal to you.

For every additional 50 CP you pay you may gain an additional 3333 robots (3000 basic mooks and 333 elite mooks), as well as one robot on the level of an Android or an episode focus enemy robot (i.e. the 200 CP tier for robot). You may buy robots on the level of Neo-Talos or Robot Ace for 50 CP each, and get 1 free for every 150 additional CP spent to improve this item (either to buy additional mooks or additional Neo-Talos/Robot Ace level robots).

Alternatively by paying an additional 300 CP you can increase the number of basic and elite mooks by an order of magnitude (that is x10) but this will not increase the number of 200 and 400 CP tier robots you gain. You may pay this additional 300 CP multiple times each time increasing by another order of magnitude.

These robots will automatically be repaired/replaced if damaged at a rate of 1/3rd of the entire force you bought each year.

Mini-Com Guide Robots (-600 CP): These robots look something like large roaches. They are able to fly under their own power, and can attach to machines and take control of them. A machine controlled this way can function in ways that really shouldn't be possible, making wheels, levers, and pedals move themselves, turning an ordinary car into a fully automated vehicle, for example. A functional AI will be able to resist their control, but simple machines become hosts that they can control. You get 100 and they are similar to the Jumpaa Gundan in intelligence and loyalty.

If purchased along with a **Robot Manufacturing Plant** your plant may manufacture a small number of these robots alongside the standard robots without requiring materials.

Companions:

A 100 CP companion which would be discounted is not free, but costs 50 CP.

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

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

Canon Companion (-50+ CP): For every 50 CP you pay you may recruit 1 canon character not noted below.

Kotaro Azuma (-50 CP): Kotaro Azuma has **I Don't Want to Lose Your Brain, Father of Disaster, Roboticist's Assistant,** and **Commander (Science Chief)**. Given whichever side possessed him at the moment immediately gave him one, he has a **Research Lab**.

Luna (-50 CP): Luna has **Sane Scientist's Beautiful Daughter**, **Recognition, Unsupervised Children, Guerilla,** and **Humans Have a Strong Will to Survive**. She has a **Resilient Dress** and the original **Magnetic Field Gun**.

Braiking Boss (-100 CP): Braiking Boss comes with all robot perks other than Silent Steel and Commander, as well as the Android upgrade to **Robot**. He also possesses his own **Jumpaa Gundan**, **Villainous Insignia**, and **Robot Repair Pod**. The OVA version has **Silent Steel** and **Commander (Administrator)** but does not possess **If I Do That a Big Fight Will Ensue**.

Casshan (-100 CP): Casshan comes with **Aerial Acrobatics**, **Roboticist's Assistant, Who Lives Only to Fight, Everybody Knows Jumper Lives a Charmed Life, I'm Not a Robot I'm a Human, Solar Powered, If Jumper Won't Do It Who Will, But My Heart Will Remain Human,** and **Newly-Built Man**. He also possesses his own **Hip Jets** and a **Canine Friend (Friender)**. The OVA version does not have **Everybody Knows Jumper Lives a Charmed Life** or **If Jumper Won't Do It Who Will** but has the unupgraded version of **Universal Interface** and **My Form Does Not Change**.

A Newly Made Woman (-100 CP, Discount Human): This woman doesn't really seem to be from around here. She seems almost like she's from some alternate universe. Still she comes with **Sane Scientist's Beautiful Daughter**, **Recognition, Unsupervised Children, Guerilla, Solar Powered,** the unupgraded version of **Universal Interface, My Form Does Not Change**, **Newly-Built Man**, and **Humans Have a Strong Will to Survive**. She has a **Resilient Dress** and a **Magnetic Field Gun**.

An Android Trio (-100 CP, Discount Robot): These three androids are absolutely loyal to you and share a single companion slot. They are **Robots** or more specifically **Androids** with the **Decadence of a Despot, Lightning Stricken, Commander (-1** has each of **Military Head, Intelligence Head,** and **Science Head** specialties), the unupgraded version of **Universal Interface,** and **Who Lives Only to Fight** perks.

Call Him Father (-100 CP, Discount Neo-Human): Perhaps this man made your new body, perhaps not. But whatever their nature, they are a roboticist happy to support you in any way they can. While not quite Kotaro Azuma's equal, they could stand among any of the other roboticists that Braiking Boss managed to get to work for him, though they seem to have a bit more backbone than any of those, though they can be somewhat silly at times, with a taste for music and an almost childish love for dinosaurs. They possess the **Roboticist's Assistant, Recognition, Unsupervised Children, Guerilla, Virtuoso** (your choice in what)**, The Pride of Humans,** and **Father of Disaster**. He has an **Empty Robot, Resilient Dress, Infinite Grenades, TNB Bomb**, and his own **Canine Friend** though it seems more like a dog-sized mechanical dinosaur (is effectively identical except for appearance).

Drawbacks:

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

Casshan - Robot Hunter (Toggle): If you'd prefer you can go to the 1993 OVA retelling of the classic anime. There are some major differences but, unlike the live action film *Casshern* or the later anime *Casshern Sins,* the broad strokes are the same. Close enough at least that if you'd like you can toggle the setting to it, you'll start at the beginning of the first OVA.

Loose Lips (+100 CP): You just can't keep secrets for some reason. It almost feels like spies are in your ranks, though, as your enemies always seem to obtain knowledge and information about your plans before you enact them. Beyond that you'll find yourself letting slip information you shouldn't even when you know there's a good chance they'd be listening; if you were captured by enemies you'd likely reveal your ally's greatest secret while talking to yourself.

Mistaken for a Spy (+100 CP): Circumstances will arrange themselves to make people who should be your allies perceive you as an enemy agent or a spy with alarming regularity. These misconceptions can be cleared up, but expect to need to put effort into making people think you're not working for the Andro Force; that is if you're not. If you are, expect to have to regularly go to extremes to prove your usefulness and loyalty.

Number One (+100 CP): You are a living showcase of why humility is a virtue. You won't arrogantly underestimate your enemies, but you do consider yourself better than your friends and allies, and you will make it clear to everyone that you think so. While you won't necessarily be violently abusive, like Leon the Hero you will expect the people you are 'saving' to treat you with fawning respect.

Priority Target (+100 CP): Braiking Boss or Casshan, whichever would oppose you (or both if they both would or you're neutral) is aware of your nature as a jumper and while they do not know the specifics of your powers they are aware of your general abilities and consider you a priority to be dealt with before you can threaten their plan for world domination/the world as a whole.

Resource Shortage (+100 CP): Eventually even the Andro Force was pressed for resources, forced to recycle damaged robots. You are now in a similar position. Any infinite or self-replenishing sources of resources, including food or ammo including guns that automatically provide their own ammo, no longer replenish on their own/are no

longer infinite; oh you might have a single clip of ammo, or whatever amount they'd normally replenish to if finite, enough food for a meal from the infinite food supply, etc, but they will be drastically finite. Similarly anything that allows you to simply create matter or energy ex nihilo no longer functions, and the same with things which allow you to create matter directly from energy. You will have to scrounge for resources like the mortals.

Robot of the Week (+100 CP): Alright only like half of the episodes had some new robot menace introduced that would usually never return, but still… Now you will find that every few weeks some new robotic threat comes to force you to battle them. Even if the Andro Force is destroyed you can expect this to continue. They'll not grow any more powerful than Neo-Talos and Robot Ace, though they may not have as serious of a weak spot, but you can expect them to occasionally be resistant or outright immune to any ability you have over relied on while fighting previous enemies.

Villain Aiming (+100 CP): You possess the aiming skills of a villain… that's shooting at a major character. Expect to rarely - if ever - hit with ranged attacks but instead have to rely on hand to hand combat at all times. You might occasionally hit minor enemies and threats, but you will never successfully take down a major character with a ranged attack. Even if you were using something like the Super Destructive Beam or a wide scale explosive you could expect to somehow miss some of your enemies and all the truly important ones.

Bittersweet Endings (+200 CP): While Casshan won victory after victory against Braiking Boss, these victories did not come without costs. You will find the same sort of fate awaiting you. Your victories will almost always be marred: you save the town, but the brave hero who stood alongside you will die in the process; you save the world, but you can never be human again. Not every victory will be marred in this way, and they'll generally be less things that weaken you and more things that just leave your heart aching, but expect the bigger the victory the greater the cost.

Cavalry of Peace (+200 CP): You have absolutely forsworn violence and the use of force and will not even allow your allies to fight for you. You find violence absolutely distasteful, and a reminder of your culture's dark and barbaric past that it should have already moved beyond. Hopefully you have a way to survive a robot apocalypse as a complete pacifist.

Energy Limits (+200 CP): No matter how expansive or even limitless your energy reserves and stamina normally are you will find both are now sharply limited, and that a

sustained fight, or use of high end powers will see your vision, and other senses, beginning to blur and fade with your body and powers weakening until you collapse. You cannot regain energy while active, but must rest to restore yourself, and you will find that your energy only comes back somewhat slowly.

Good Samaritan (+200 CP): You are a true hero, or at least you'll find yourself acting like one. You will attempt to save **everyone**, even the most despicable humans you will attempt to save. And when you fail to save someone you will feel the pain and sorrow that goes with it. You will even be willing to put your life at risk for strangers, being more than willing to walk into an obvious trap in exchange for the promise that they will be freed. If you'd be allied with the Andro Force, you will instead feel this way about all robots, even those not yet allied with the Andro Force, and will attempt to save and protect the common villain mooks.

Governmental Competency (+200 CP): The initial response to Braiking Boss was questionable at best. Tanks and infantry against a castle. They then allowed him to build an army and fortify instead of doing something like bombing him with jets (which they had) or using artillery. While as the series progressed, and in the OVA, the shown responses got better now you can expect 'attack the rogue robot with a few soldiers and then begin declaring it to be the end of the world' to be the best response you can hope for from the government, and they might just go through with their early plan to build a robot army that can stand up against the Andro Force only for it to join the Andro Force.

That is if you're on the same side as the government. If you're trying to take over the world expect them to instead be suddenly extremely competent, doing things like uniting against the common threat and shelling Azuma castle immediately, and in general being an idealized, hyper-competent version of the government.

Swan (+200 CP): You are a swan. Well ok, if you took the Robot perk you are instead a robotic swan like Swanii, and if you took the Newly Built Man perk you are a Neohuman equivalent to a swan. Regardless you will find that you are unable to talk except under the light of the moon where you can beam forth a hologram of your normal form which can talk for you. You are locked in this swan form for the duration of the jump. Post-jump this becomes an alt-form.

Brute-King (+300 CP): You are an extremely short-sighted idiot. Trying to convince someone to work for you? You'll promise to kill their wife whether they do or not. Hire someone to build a machine to increase your and your forces' power and who is willing to continue working with you for money you have no use for? You'll kill him after he

makes a not-yet-tested prototype. You are similar to Braiking Boss at his worst, and to put it simply you have the intelligence of a saturday morning cartoon villain and will be lucky to go an entire day without shooting yourself in the foot.

By Abandoning his Human Body (+300 CP): While your heart may or may not be human, you have lost the ability to enjoy the simpler things in life. You have no sense of taste, and even if you still need to eat you will find no pleasure or enjoyment in it beyond the mechanical fulfillment of a bodily requirement. Similarly you will find that physical sensations are muted, while you will feel little pain your body will still react with difficulty when it should feel pain and you will be unable to feel the pleasure of a lover's touch, or petting a dog, just the dull pressure of it. Even scents and sounds will be little more than sensations to you. This could drive a person insane, and even if it does not it will make for a miserable decade, is it worth it?

Mook Durability (+300 CP): You seem to be made of cardboard, tinfoil, or wet paper. At least given the way attacks seem to tear through you. If you'd normally be at least as durable as Casshan you will instead be as durable as the general use spike-handed robotic mooks used by Braiking Boss, and if you'd be less you will be comparatively less durable. As one of the general mooks you'd be less durable than a normal human, and as a human well a normal fist would carve through you like Casshan does robots. Out of jump durability is similarly affected with the absolute cap being that of a mook robot's. Hope you're good at dodging.

You Hail Braiking Boss (+300 CP): You are loyal, absolutely loyal, to the Andro Force's leader Braiking Boss. No matter how he mistreats you (and he mistreats everyone other than Swanee and depending upon how you feel about making Warugar fight his new superweapons of the week possibly Warugar), no matter how despicable he acts, no matter what you are absolutely, slavishly loyal to Braiking Boss. You still won't do anything directly suicidal, and this will lift before your end of jump choice, but even if he ordered you to kill yourself while you'd disobey that order you would continue to try and help him from the shadows. If you'd like we'll lock your warehouse so you can't give him things from it during the jump.

Scenarios

You can select up to 1 scenario for an extra reward. Failing a scenario won't fail your jump, but it does mean forfeiting the reward. You can even choose to try and do multiple non-mutually exclusive scenarios (such as Iron Messiah, A Song for the King, and Casshan Won't Do It), but you can only gain 1 reward. Everybody Wants to Rule the World is absolutely exclusive with Casshan Won't Do It and the two are incompatible due to the changes to starting state and both cannot be attempted at once; it's also rather inherently incompatible with A Song for the King, and Iron Messiah as it requires you to exterminate humanity as Android BK-1 and all other scenarios require you to keep humanity from being exterminated or enslaved.

Casshan Won't Do It - Scenario:

It seems that in the timeline you have arrived in, Tetsuya Azuma has been killed and Kotaro Azuma never created the device he used to transform Lucky, Tetsuya, and Midori into robots. There is no Casshan, Friender, or even Swanii; alternatively you may choose to insert as Casshan, though there will still be no Swanii unless you bought a **Loyal Informant** (in which case you may have it be Swanii) and/or a **Canine Friend** (which can be Friender). However by selecting this scenario it is now your burden to save humanity from the Andro Force.

You do not have to destroy every robot that was part of the Andro Force, but Braiking Boss and his three android lieutenants must be permanently removed from the equation, and there must be no risk that the Andro Force's remnants will ever resume their campaign in an organized manner. Humanity also must not be allowed to be subjugated by robots - or yourself - nor can it be allowed to be reduced to less than ½ the population it has when you arrive.

This scenario comes in 3 severities.

In the lightest severity your start date will be shifted forward in time to the point that Kotaro Azuma is firmly in Braiking Boss's grasp, and he has had time to consolidate some of his gains. Unless you have purchased Luna Kozuki as a companion she and her father have just been killed; if you have you will arrive just in time to save her, but she will not gain the MF Gun until the end of the jump. Braiking Boss will be somewhat more intelligent and genre savvy than he would normally be, making sounder tactical decisions.

In the medium severity your start date will be shifted forward in time to a point where Braiking Boss has taken control of 1/3rd of the world much like he had at the canon end of the series. This isn't quite the same, he's not had Casshan holding him back so it's happened significantly sooner, but his armies are just as large and while he hasn't yet developed the mini-com guide robots that would serve as his ultimate weapon he is still winning the war faster and faster. Without Casshan humanity's hope is almost shattered completely. To make things worse there is no Holley's Comet in this timeline, and Braiking Boss is substantially more intelligent and genre savvy than he would normally be, acting as a truly brilliant commander which human history would be proud to be able to lay claim to; he's not a realistic advanced AI but all traces of being a Saturday Morning Cartoon villain is gone from his tactical decisions, and he is a master tactician and strategist by human standards.

In the highest severity your start date will be shifted forward in time to a point where Braiking Boss has pushed humanity to the very brink controlling something like 80% of the world. He is already prepared for his final push against humanity, and his location seems to be highly protected against technological and supernatural means of detection; finding him will not be easy whatever means you have at your disposal. There's still no Holley's Comet either, and this Braiking Boss is inhumanly smart, seemingly a true AI capable of thinking far faster and better than any human that has ever lived, and is for all extents and purposes a perfect military tactician and commander barring truly out of context problems. Hopefully you are one.

If you took the Casshan Robot Hunter toggle you may ignore the modifications to start time and condition on the lower two severities, and the third severity simply places you at the last episode of the OVA, though Braiking Boss will be better hidden with it still. Likewise for the lowest severity it does not modify his intelligence or the state of Luna (he's already smarter). For the middle and highest severities the MF field gun will have been lost, his intelligence will match the better of the OVA and the described, and the Andro Force will no longer shut down automatically with his death. Even killing him might not save humanity.

For completing this scenario at the lowest severity you get **+100 CP** to spend anywhere in this document, and a suit like Casshan's as a **Resilient Dress**.

For completing this scenario at the middle severity you get **+200 CP** and gain **Electric Punch** as a special perk; you also gain a **Resilient Dress** in the style of Casshan's suit.

Electric Punch (Reward): You stopped the robots and if you need to you will do so again. Against robots and machines your personal blows hit harder and do more damage. This is a substantial increase to the force of your attacks, but it only applies to physical attacks made with your own body - your fists, your kicks, and so forth. An exception is made for your Super Destructive Beam if you bought **Newly Made Human**, as it too will gain this benefit.

For completing this scenario at the highest severity you get **+300 CP**, **Electric Punch** as a special perk, and **Robot Hunter** as a special perk; you also gain a **Resilient Dress** in the style of Casshan's suit. If you'd prefer you can forgo **Robot Hunter** to gain **Electric Punch** above.

Robot Hunter (Reward): Robots should fear you, they truly should. You are a master at finding the weaknesses of machines, artificial intelligences, and robots. You can figure

out both their physical and mental weaknesses with an ease that would normally seem impossible as well as the best ways to exploit these weaknesses. Any flaws that a machine possesses you will be able to find and exploit them.

A Song for the King - Scenario:

To succeed at this scenario you must personally be instrumental in stopping Braiking Boss before Holley's Comet. However you are unable to take a direct hand except through the use of words, art, and music. You cannot use personal or military force, except in self-defense and even then you must not use it to kill Braiking Boss or any of his lieutenants, or even the threat of it, nor can you provide humanity with material aid in the form of information, technology, etc. In fact the majority of your contribution must be somehow derived from artistic or musical accomplishments; so pointing out to Casshan he should just kill Braiking Boss some time he sneaks into the castle while likely saving the world is not enough to succeed at the scenario.

If you somehow use your art to empower Casshan to victory, you gain **+200 CP** to be used in this document as well as **Song of Healing** as a bonus perk.

Song of Healing (Reward): Your music has helped to heal some of the wounds that would be dealt this world already, and now it can heal so much more. You now possess a magical song that can restore the cursed fairy tale prince into the real boy he once was, that is that can revert Casshan to his prior human form, and that can restore others who have been transformed in some technological or magical way back to their original form; though only if they desire it. You may also use music as a focus for any healing and restorative magic or powers you possess, replacing the normal words and hand movements of such magic and powers and increasing their effectiveness somewhat based on your skill with music.

If you somehow use your art to inspire humanity to victory to a higher level of performance/resistance and victory against Braiking Boss you gain **+200 CP** and **Fairy Idol** as a bonus perk.

Fairy Idol (Reward): Your art worked to preserve this fairy tale world before it could be corrupted by the iron devils. There's now something a touch magical about your music. It seems to intrinsically hold a minor charm effect, helping you to influence the emotions and thoughts of those who are listening to it, and of course music can already do that without magic if good enough as you almost certainly already know. Beyond this you can use music as a focus for any magic you possess, replacing the normal words and hand movements of such magic and powers and increasing their effectiveness slightly based on your skill with music.

If you somehow use your art to touch the cold heart of the iron devil Braiking Boss and get him to call off his campaign against humanity and allow the Andro Force and humanity to live in something resembling peace (or simply to get Braiking Boss to lower his defenses and get slaughtered by an angry humanity) you gain **+200 CP** and **Art Proves the Worth of Man** as a bonus perk.

Art Proves the Worth of Man (Reward): It would seem that yours did at least. Of course Braiking Boss already showed an ability to appreciate that at least when it served to flatter him. Still you will find the feat easier to replicate now, even with harder targets. Your art seems to be able to communicate emotions and values to others, and to make those who find value and beauty in your art more well-inclined not only to you, but to humanity as a whole. With time and sufficient skill, who knows what you could influence with this.

If you somehow did multiple of the above, you may only get **one** set of rewards, that is **+200 CP** and **one** of the special perks that you would qualify for.

Everybody Wants to Rule the World - Scenario

To take this scenario you must take the **Robot** perk with the **Android** upgrade. By taking this scenario you insert as Braiking Boss as the National Defense Force attacks him with a mixture of infantry and tanks, and you will find that you possess none of your powers, perks, abilities, items, pets, followers, or companions from outside of jump or anything from outside of this jump which would not be possible for a normal, real world human; companions you imported into this jump will be present but likewise limited to only those things gained in this jump.

Your goal is to conquer the world for robots, and completely exterminate humanity. There can be scattered survivors, but they must be below a stable breeding population. Unfortunately you will find that scientists as brilliant as Kotaro Azuma are hidden within the human population and willing to oppose you, and that you cannot prevent the creation of Casshan, Friender, or the MF gun, and that Casshan, Friender, and Luna will all possess their full plot armor and that the creation of such weapons and heroes are not a lone occurrence in this world; they may not be common, but you will face more threats than one man though only Casshan will possess his plot armor. And do be careful about when Holley's Comet comes by.

If taken with the Casshan Robot Hunter toggle, you begin at the potential beginning of Braiking Boss's rise to power before the OVA. The above will all remain true however.

If you can succeed at your plan for genocide and destruction, you gain **+200 CP** for having conquered the world. If you can succeed at it without destroying the Earth's biosphere with massive scale nuclear war or similarly destructive practices, you gain **The Earth** as an item.

The Earth (Reward): Your very own planet Earth. You can keep it as well as all life on it, though any non-robot sapient life will be removed, either importing somewhere in space in future jumps or existing as a pocket dimension. It won't automatically replenish itself, or its resources, and it will retain all changes, but it is yours. You *earned* it. If kept in a pocket dimension the dimension will end somewhere approximately 4/5ths of the way to the moon, but it will still act like there is a sun, moon, and outer space simply reaching them will be out of the question; this sun will not age or change, so you don't have to fear it becoming a red giant if you are jumping for billions of years.

Iron Messiah - Scenario

In the Casshan Robot Hunter OVA Braiking Boss had 3 primary directives: To respect and defend the sanctity of human life, to obey all human commands that do not inflict with his primary imperative, and to preserve the planet Earth and protect its environment from all harm. In the dub at least that was his primary imperative superseding all others which… Well, it doesn't take a genius to realize that's why he decided to kill humanity as they **were** harming Earth's environment.

You however have to try and do both. While you do not have to make Earth as green and untainted as it was before humanity, you must restore the environment to a state similar to that from pre-1900 CE; it doesn't have to be exactly the same (extinctions have happened), but pollution must be cleaned to levels similar to before 1900 CE, green house gasses reduced, forests restored, etc. You also must do so while actually respecting the sanctity of human life. You cannot commit genocide, cannot allow humanity to be reduced to less than ½ its starting amount by others or natural calamnities, and cannot subjugate humanity to your will or allow another to do so. You may be a ruler and political figure over humanity, they just must not be mind controlled or forcefully dominated; if humanity wants you to rule over them of their own free will that's fine. You also may not forcibly deport large amounts of the human population to another world; though if you can convince them to do this willingly that is also fine.

If you can do this, you will gain **+100 CP** to use in this document (this scenario restricts your actions less than the others) and the **Iron Messiah** special perk.

Iron Messiah (Reward): You are a master of green technology and clean energy. Not only do you have an extensive knowledge of this world's, and the real world's, sciences and technologies related to it, it simply seems to work better for you. Above all other clean energy you will find that solar power is especially potent in your hands. You are able to create solar panels as efficient as, if not Casshan's own then at least, those of the neoroids from the OVA. While not as impressive as Casshan's, these robots were still able to function indefinitely off of the power of the sun, even with various forms of weather and have enough energy to create electromagnetic force fields (though it is unclear how long they could maintain them). What this means is your solar panels can somehow get several times more energy from the sun's light than there is **in** the sun's light. And you can produce these; in fact if you have the **Robot Production Factory** you can have it mass produce these automatically, though you will still have to provide the raw materials.

Outro:

Whether you possessed a human heart or a heart as cold as steel, your time in this world has come to an end. Assuming you did not die or otherwise fail the chain there is now a final choice to be made.

Cancellation: Return to your original world and end your chain. You keep what you have gained but your story is over.

Happily Ever After: Or maybe you want to end your chain in this world. Stay here, take +1000 CP to spend in this document, keep what you have gained in this chain, and hopefully you will be able to live happily ever after.

Another Adaptation: The most chosen option. Continue to another jump.

Notes:

Jump by Fafnir's Foe.

Neo-Humans get an extra perk tree and one less item tree because Casshan is the main character who has the most narrative powers, special talents, etc, but he actually makes very little use of external items. The humans and Braiking Boss are always inventing new things, or showing off some new item, but Casshan not so much. I wanted to make you have to pay for being a Neo-Human and have Newly Built Man just be part of the race, but it made it simpler to make 3 trees to have it be a third capstone, but that you had to buy it as part of the background (similar to how Robots get Robot for free and thus you have to 'pay' for it with the background) which serves to balance the fact that a 3rd perk tree is typically going to be better than a 2nd item tree.

Casshan's exact capabilities are hard to pinpoint. His beam creates a mushroom cloud (which I've seen things say requires 15 kt though there's 18th century paintings of them from artillery bombardment, and photographs of somewhat misshapen ones from 2 kt explosions) but used in a city it didn't destroy entire blocks but did wipe a large street for multiple blocks before dealing damage at the end. So not even at Little Boy's power level, but probably in the range of kilotons still. As far as durability, Neo-Talos and Robot Ace both seem to damage him, but not in a serious way, Braiking Boss is capable of causing him to struggle and use a last result weapon, but while they emphasize it less than usual Casshan's eyes do their characteristic low energy flashes in the fight and until they do Casshan is dominating it while no selling Braiking Boss's blows so it seems more of an energy issue than Braiking Boss actually being powerful enough to damage him significantly. The Spy Robot 00B is shown to 'damage' him with its drill, Casshan's suit appearing torn, but it is repaired immediately after with Casshan saying he doesn't feel pain and it's unclear if this is a healing factor that is never mentioned, a minor animation error, or what. Similarly how long it takes him to recharge is somewhat inconsistent. In the episode with the rogue robot Romeo he is able to go and charge for the fight in 3 minutes, but he is not showing low energy signs beforehand, notes that he is not fully charged but that this is the most he can do without putting the town at risk and the minimum to maybe see him through the fight. Other times it seems to take hours. Casshan also probably has the Solar Powered perk for its faster recharge time.

If Casshan Won't Do It Who Will was inspired by it being repeated in every episode and Casshan just happening to be at the right place at the right time even when not being fed information.

My Form Does Not Change is based on Casshan being a ridiculously human robot and the OVA where he directly tanks a blast from the MF gun because he's neither neoroid nor human. It might have contributed to his mounting damage from battles and death but it is not called out as doing so, and seemingly does nothing to him. While the jump is 95% based on the original anime - because it has roughly 8 times the material to draw from - it is attempting to cover the OVA as well so its unique features did need to show. Almost made it a full-fledged alt-form blender but decided that wasn't quite justified by the show. And in case it needs to be said you can change from anywhere along the 'human' to 'fully the alt-form' as if changing alt-forms, it is not intended as a one time choice. I added the bit about being able to heal as a robot because even if in the OVA Casshan died due to accruing wounds over the course of his war with BK-1's forces, in the anime he did seem to be able to heal, he went through a gauntlet of fights at the end, and human healing is slow enough that given he never took the time to rest wounds would have accrued. Plus you're a jumper with alt-forms not including it is just an annoyance, and this gives you an excuse to use regeneration perks as a robot (if you needed one).

They Never Try It Twice is meant to enforce a certain amount of Saturday Morning Cartoon villain tactics on enemies, how if you fully defend a town against them once unless the town is their main goal they'll move on and similarly even their more successful plots are rarely re-used or become mass produced. While eventually the show started giving in-universe reasons that Braiking Boss did not repeat plots - such as the Pierot Robots being a computer error they couldn't replicate except at that one factory - this started early into season 2, but it still left some headscratchers even after it started and Casshan still left places he defended once as if the Andro Force would never return to them for some reason. It actually was sort of interesting watching and seeing how the first hints of moving away from episodic shows like you'd get used to in the west in things like He-Man, Thundarr, or Space Ghost (yes I know He-Man is a decade later than this) to continuity played out in comparing season 1 and season 2 of this show where season 1, except for the first arc introducing Casshan, Luna, and the MF Gun nothing had consequences to Season 2 where there were subtle hints of it building towards something and the world state shifting as Casshan fought a series of victorious battles in a losing war… also stopped breaking into Braiking Boss's fortress every other week.

So on the power level of robot form with Robot… most of the mook mechs go down in an instant to Casshan or Friender, and can be destroyed piecemeal by grenades or taken out with the main guns of tanks. The elite mooks may be a bit more noticeable, but they aren't really any more of a threat to Casshan himself. The diamond bladed robot could

hurt Friender, but Friender who is substantially less durable than Casshan only took easily repairable damage. The episode focus robots can typically take multiple hits from Casshan, and might even be the equal to Friender/Warugar; Big Jam was durable enough Casshan used his own weapon to destroy him after a few punches and kicks failed, but it's entirely possible he could have brought it down with a bit more effort and it was simply easiest to overpower it and force it to point its arm cannon at itself. The Androids are noticeably more durable, and whether Braiking Boss's lieutenants are as durable as him is questionable, they can survive magnetic effects that destroy other robots - though not the MF Gun or the final weapon that destroyed all robots who weren't sheltered - and Braiking Boss himself was immune to flamethrowers and point blank shots from tanks as well as receiving blows from Casshan, though Casshan did demonstrate the ability to hurt him. The 400 CP options are arguably stronger than Casshan (Neo-Talos or Robot Ace), Neo-Talos actually beat him forcing Luna to save him - though if Casshan had known its weak spot he could have almost certainly defeated it with his Super Destructive Beam or crashing Friender in tank form into its foot. Robot Ace was beating him, while it failed to do any visible damage he was obviously struggling to stand after its blows and it wasn't being hurt at all by his; he still one shot it when told to hit it in the eye. In general, though, they are bigger, stronger because they are bigger, but lack his speed, are compared to their scale (even before talking cube-square law) weaker than he is, and lack anything comparable to his super destructive beam. Warugar and Friender are mostly comparable - Warugar's vehicle forms are larger than Friender's but Friender got the upper hand in every battle between them - with Friender seeming to lack Casshan's stamina issues, and while less durable and weaker (and lacking anything like the Super Destructive Beam) possesses useful vehicle forms. All of them are mostly comparable with Casshan, somewhat worse (hence it's 500 CP total vs 600 CP, or 400 CP and 1 of your 100 CP discounts versus a forced buy, 300 CP and one of your 600 CP discounts). The combined form I just wanted to include the fact that the basic mooks did combine on multiple occasions to form robots that while not as threatening as Neo-Talos or Robot Ace were strong enough to take a few blows from Casshan (before self-destructing to no effect), and I thought being a whole group of mook bots would be a fun possibility. The Super Ray robots were sabotaged so their actual power is unknown, they were supposed to be 10 times more powerful than they would be without the super rays, and possess beam weapons capable of completely destroying multi-story buildings, so I would guess at being tougher and stronger than an android (but not up to the level of Neo-Talos) and possessing a very powerful and relatively spammable beam weapon.

Commander is based on how each of the 3 androids Braiking Boss built took on a specific role and were fairly competent in it. Barashin, despite losing repeatedly to

Casshan ,would often point out why the assaults were a bad idea. Sagrey caught Swanee multiple times and figured out Casshan was a robot; it's not his fault that Braiking Boss wouldn't listen. Arkborn seems to have taken over designing robots after the first few episodes, which means he probably designed the ones that betrayed, and while the basic mooks stopped flying and combining the newer models were better than the original ones Braiking Boss made. Meanwhile Braiking Boss is stated to have improved intelligence, though he never demonstrates particular intelligence in the original series, with the Administrator being based on the OVA version of Braiking Boss where his intelligence and planning was emphasized as why the robots were winning, he wasn't shown to possess the original's incompetence, pettiness, and despotic indulgences, and was generally less of a Saturday morning cartoon villain.

If you buy Commander multiple times while you will not see a direct boost to the other specialties there is synergy to be gained. While an Administrator-Scientist will not be directly better at Military command than an Administrator, a greater understanding of Science can have military applications, and combining Administrator with Scientist will most likely make you a better Scientist than without it; but you won't have increased memory or raw computational power compared to Administrator even though Scientist would normally give a small part of Administrator's increase. Similarly a Military-Scientist won't see the increase to multitasking from Administrator increase compared to one with just Military or Science but may find that the understanding of military logistics has applications in running a lab.

Almost removed Hail Jumpking Boss after the episode with 00A and the machine brains getting wiped by the electromagnetic waves, but I decided to just add a part pointing out that wiping their programming could break that loyalty, because the Android Squad and its three leaders were pretty stupidly/slavishly loyal to Braiking Boss still. Almost removed it again after the episode with Romeo, but decided that 1 in 1000s (-10s of thousands? The anime isn't big on hard numbers of scale) after he started recycling the wounded, and one with an obvious head wound at that still said he had some surprisingly good loyalty given they weren't actually programmed to be unable to disobey. Also given Arkborn took over new designs at some point and was the one who introduced 00A both of these might have been designed by him; the show stated Braiking Boss made the initial army but he obviously delegated parts of making more of it to Arkborn and how much is questionable.

The canon TNB bomb did **not** cause a mushroom cloud (or even a crater) iirc, but the animation of its destruction was similar to Casshan's super destructive beam - I haven't rewatched the episode side by side with a use of the Super Destructive Beam but I

actually think they reused parts of the stock footage for the super destructive beam - and it destroyed an army of about the same scale as any use of Casshan's beam. Also I honestly expect that mushroom cloud animation or not is not really an indicator of destructive force, given Robot Ace made one when it exploded and didn't even knock back the nearby androids, while the TNB bomb exploded from further away and sent Barashin flying and running away apparently damaged his vehicle having taken the brunt of it and been destroyed (similar happened with the Super Destructive Beam). The stockpiling ability is just to make it worth 400 CP when you could get Casshan's beam for 600 CP and because there was nothing to indicate this was the limit to its size just the one the scientist made to serve as a basic test. I figured while an estimated kilotons range is going to be quickly outgrown by jumpers, a relatively small megaton bomb 1/jump is still potentially useful a bit longer.

Robotic Repair Pod… Braiking Boss was in a pod recovering from being damaged by Friender in one episode and it gave me the idea.

Jumpaa Gundan is well the Andro Force/Android Army/Andro Corps/Android Force/however you want to translate it is the Andoro Gundan, and I didn't just want to call the item Robot Army so you get weeb instead. It's 10,000 because about halfway through the series they said that was how many battle machines Casshan had destroyed in total, and the only other mention of a specific size was early on when they were down to 2,000 machines which just didn't feel enough to be the nucleus for conquering a post-WWII world which the show… well they don't seem to have any long range missiles, or even heavy artillery or battleships but they were eventually shown to have carriers and bomber jets (which just makes me wonder why they didn't bomb Braiking Boss in the first 2 episodes). So I went with the number Casshan had destroyed, it's a sizable core force, though you'll want more than that to begin conquering the real world.

Mini-Com Guide Robots I am assuming can't control AIs because they didn't attach to any computers, Casshan, or Friender. And given they weren't shown controlling anything but simple non-computerized machines while I'm willing to assume, partially from the earlier episode with automated vehicles being controlled by what seems to have been a predecessor to the Mini-Com Guide Robots, that they could control computerized machines, given they didn't even try to control any of the shown enemy robots (i.e. with full fledged minds) which were the main threats to them I'm going to err on not being able to do it. Though I will admit 'it's a saturday morning cartoon and Braiking Boss is that stupid' or even not wanting to give it away suspecting Casshan could resist (which would imply they didn't think they could control AIs) are valid reasons to assume they might not have tried it.

Luna as a companion really gets perks from both OVA and anime Luna.

Kotaro Azuma was the best scientist in the show, and while Father of Disaster should put you close, he is a bit better hence Commander and Roboticist's Assistant.

Arguably you wouldn't really need the narrative/meta enforcement perks to be Braiking Boss/Casshan, but it let me justify making Braiking Boss 100 CP when he gets 1400 CP a lot more than if he only got 600 CP worth of perks and items… and only 300 without the item. Casshan got more but I wanted to give him as much as Braiking Boss and it was simple enough to do; while he very much does not have one of the Neo-Human perks (except in the OVA where he lacks other capabilities), I didn't give him all the narrative enforcement perks to keep things 'balanced' with Braiking Boss. OVA versions had slightly different perks because for both there was a perk based on the OVA and they showed some less of the other abilities (like in the OVA Casshan goes for Braiking Boss while his army is in the field instead of all the other robots being destroyed first).

The OC companions are just me wanting to give OC companions. They're roughly speaking 'Luna if she was the one to become a Neohuman', 'your own trio of Androids', and 'Oooh I can give discounts on these… guess I need one for Neo-Human… let's go with a scientist'.

The scenarios started out as simple 'no casshan you must save the world instead' and 'you have to conquer the world' drawbacks. But then I decided they'd be more fun to make as scenarios. I added the music one because I enjoyed the Concerto in Flames and War episode and because I wanted to touch a bit on the fairy tale themes of the anime - the Azuma family lives in a fairy tale castle, Casshan seeks to become a real boy once more with the help of a princess turned into a swan, for some reason it takes place in idyllic fairy tale European villages and occasionally Mexico - while also touching on the episodes which had the aesop of art/music/appreciation for such purely aesthetic things is part of what makes us human. The scenario rewards for it are 100% bullshit I made up, this is after all not actually a magical setting. The Iron Messiah scenario was based off of the environmental message in the OVA (which was much more overt and different from the one in the original anime where the robots would take over a town that was an idyllic fairy tale village and then it'd be a city surrounded in smog and pollution)

Changelog:

Version 1.0.0: Posted.

Version 1.0.1: Some grammar fixes (not all the ones I noticed but the ones I could remember). Noted that Virtuoso and Commander could be purchased multiple times. Added a bit about being able to heal naturally as a robot or other non-living form to My Form Does Not Change. Added a 300 CP stipend for Items/Companions because the double sized perk/item list makes it impossible even with 1000 CP to buy full perk+item lists, and every major character had some big item purchase (even if Luna's full perk list and items could be purchased for 1000 CP, Casshan/Braiking Boss are more the characters you should be able to build to emulate). Added that repeat purchases of items are discounted even if not otherwise. Reduced price of Robot Pet or Sweet Smelling Flower to 50 CP each. Noted that if you bought Robot Rats the Robot Manufacturing Plant will build more of them with no need of resources. Improved Jumpaa Gandan by adding a few commanders to the basic purchase as well as 1 super mook, and increased the number of additional robots gained per additional 50 CP and gave the option to buy order of magnitude increases for the basic mook bots for 300 CP; increased its replacement rate from 1/5th annually to 1/3rd.