

ケータイ捜査官7

CAST

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松田悟志　三津谷葉子　長澤奈央
田口浩正　渡辺典子
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ケータイ捜査官セブン

It's awfully dark. You should have arrived at your next destination, has something gone wrong?

Ah, a light! That's a good start. Let's get our bearings, shall we? Hmm, not much to look at, four metal walls and a table in the center, but the box on top of the table is worth investigating. Inside you find... cellphones, and quite a few. Different makes, different models, there's not much rhyme or reason to the arrangement. The box is deceptively heavy, heavier than should be physically possible, but you manage to tip it over.

Oh dear, the phones have practically covered the floor now. There's no way that little box held all of these. There must have been at least a thousand in that box...

Wait, one thousand... Cell Phones?

Oh goddamn-

Cellphone Investigator 7

+1000CP

[Wake Up]

There will be plenty of time to groan at that pun later, but for now, I believe you're due for a proper briefing. You've found yourself in the world of *K-tai Investigator 7*, or *Cellphone Investigator 7*, or *Ketai Sousakan 7*, or whatever name strikes your fancy. You're going to be entering Japan in a time reminiscent of 2005, where the Net has taken root in society as the one place where all are truly free: free to learn, free to love, and free to crush anything and everything that other's hold dear.

Oh, and flip phones are still cool.

As they should be.

Net crimes are no less serious than their low-tech counterparts. With the rogues' gallery of hackers, bombers, thieves, cultists, hypnotists, and everything in-between, that would use the Net to facilitate their criminal activities, a countermeasure was in order. Namely, the counter network terror organization: Under Anchor. Under Anchor utilizes a select staff of highly trained agents and researchers to put a stop to cyber-terror wherever it appears, with the help of the revolutionary technology behind the Phone Braver series. Which is to say, walking, talking cell phones.

However, there's more to these incidents than a handful of misguided geniuses wishing to disrupt the status quo. Many of the most dire cases arise from the direct interference of the rogue Phone Braver 01, in his seemingly aimless quest to spite Under Anchor and grant the "wishes" of greedy humans. Beyond that, you'll have to worry about the machinations of the mysterious Migara and the widespread public release of Flanet's new line of cellphones: *Gene*.

Who knows, the threats on this planet might be the least of your worries.

[Global Positioning System]

I see you've decided to play along. Several of the cellphones open on their own to an outdated GPS app. Let's see where exactly you are? Roll 1d8 or pay 50CP.

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[1] Anchor HQ (Surface Level): Make no mistake, this is indeed the base of a secretive anti-cyber terrorist organization, but now is a good time to mention that Under Anchor is hidden behind the legitimate cell phone company: Anchor. You won't get in much trouble if caught loitering.

[2] Construction Site: A nondescript construction site somewhere in Tokyo. Stick around for a few more hours, and you'll get to witness the events that led to high schooler Keita Amishima meeting Takimoto Sosuke, and his trusted partner Seven.

[3] Suburban home: Your home, for all intents and purposes. It's nothing fancy, but it's a place to call your own, for now. Rent is paid for the next month, but you're on your own after that. If you're under 21, you likely live with your parents, which will buy you some more time.

[4] The Country: A rural, mountainous village inhabited mostly by old families subsisting off the land. One of these families has agreed to house you for the time being. It's not as if you're stranded though, there's a bus stop nearby.

[5] Abandoned Building: You're inside a long-abandoned building somewhere in Tokyo, possibly an old factory or warehouse. Either way, it's vacant, and likely to stay that way for some time. Do keep an eye peeled for Yakuza, just to be safe.

[6] Meiyo High School: A rather bog-standard Japanese high school. Not ritzy, but you'd be pressed to call it poor. It's unreservedly average. It might be a bit awkward if you show up here without actually being a student or staff member.

[7] Mt. Fuji: Huh, so that's why it's so cold. You're located somewhere on Japan's famous stratovolcano. Don't expect many exciting mysteries up here, but hey, it's a good camping spot. Just... try not to freeze on the way down.

[8] Free Pick: This phone seems to be on the fritz. It's showing your location at seven spots simultaneously. You might as well just pick one and hope for the best.

[Contact History]

All eight phones suddenly shut down. In turn, five more start ringing. These sound like private conversations. Snooping like this is a bit boorish, but a lead is a lead.

Police Investigator: An officer for Police Investigations Department 7, which investigates instances of high-tech crimes, and these reports of alleged "walking cellphones". It's nothing too fancy though, you investigate what you're told, and put a stop to crime wherever you see it. The only real difference between police investigators like you, and Under Anchor's agents is that you don't have any fancy future-tech to fall back on. Well, you're not supposed to anyway.

Under Anchor Agent: A field agent working for the secretive anti Net-terror organization, Under Anchor. You've received the training to match any regular Investigator in the field, and the tech to beat cyber terrorists at their own game. Unfortunately, Under Anchor is a test case that does not work alongside the police, while utilizing controversial technologies. Your true challenge is doing your job without tipping off the public or the police. The walking cellphones don't help.

Under Anchor Technician: Under Anchor, and more specifically, the Phone Braver project, were built on the efforts and ideals of three leading experts in robotics and AI design. You're here to continue this legacy and revolutionize the field of investigative technology by making tiny sapient cellphones to dish out vigilante justice to hackers and con artists. You'll rarely need to leave the lab, but stay on your toes for when Under Anchor HQ inevitably gets hacked again.

Cyber Terrorist: It's people like you that Under Anchor was formed to defend against. You may not be a hacker per se, you could be a bomber who uses a website to hint at their next target, a killer who targets through dating sites, or going out and using high-tech weaponry to mind control unsuspecting civilians. If you perpetrate your crimes with the assistance of the Net, or unusually advanced technology, you'll fall under this background.

Civilian: Actually... who even are you? There's something unmistakably off about you. The only feature you can be defined by is your intrinsic ambiguity. It's as if things like common sense, tone, or backstory, just don't apply to you. Either that, or you're just a very, very good liar. You don't even need a previous history coming into this world, if you don't want to. Well, on the upside, you won't need to get involved with any of this cyber terrorism nonsense, not until much later, at least.

[Hardware]

The conflict of this world exists along the border between human and AI, and the inevitability of this line fading to nothing, for better or worse. It's time to find out which side you fall on. Pick one.

Human: I suppose you are a bit too smooth to be a robot. You are a homo sapien, a descendant of primates and the dominant species on this planet. Much like a Phone Braver, you have two arms, two legs, vertical posture, and a facial structure to express your emotional state. You may lack the network capabilities of a Brave, but you easily surpass them in size, mobility, and physical strength.

- *Choose age & gender freely.*
- *If between the ages 15-18, you can choose to start off enrolled at Meiyo High School.*
- *+300CP stipend for the Programs section only.*
- *You get one Phone Braver Buddy for free from the companions section. For non-Anchor backgrounds, your buddy will have stumbled upon you during a mission and decided to stick with you for their own reasons.*

Phone Braver: You are one of the most advanced automatons ever created. A highly intelligent AI housed within a modified SoftBank 815T cellphone. You have two additional arms and legs, similar to a human, that retract into a large " battery pack". You have limited access to the Net and any nearby digital systems at all times, even so far as reading messages or tricking card scanners.

Your most notable function is your ability to crack any digital system, taking control of its programming on a binary level, and rewriting it as you see fit. You can initiate this sequence simply by holding out your hands towards a device. This takes 5 seconds for most man-made programs, but code made by exceptional geniuses or other AI are significantly more difficult. A Phone Braver is rendered immobile during the cracking sequence, so a human buddy is required to protect them.

Your networking ability can be increased exponentially with the assistance of another Braver and both buddies' approval to perform a "Parallel Decentralization Link", where the Bravers effectively hack into each other. This is a horrifying process for everyone involved, as the Bravers deliberately corrode their sense of self to become one. Should enough Bravers merge in this way, they may very well emerge as a single god-like intelligence that could crush human society underfoot. It's for this reason that permitting a Parallel Decentralization Link is considered an unforgivable taboo.

Many of a Braver's functions require the express permission of their human buddy. This includes the ability to transform, utilize Boost Phones, or download additional applications.

- *Age and gender are superfluous.*
- *+300CP stipend for the Boost Phones section only.*
- *You get one free Human Buddy from the companions section. For non-Anchor backgrounds, you've gone rogue like 01, or you've lost contact with HQ by forces outside your control.*

[Investigator Features]

One 100CP perk free and all other perks 50% off for the Investigator origin.

They're Not Delusions! [100CP]: You know better than to disregard valuable information just for sounding strange. As long as you lack any tangible evidence to disprove it, you can accept even the most ridiculous claims at face value. Someone ranting about being attacked by a cell phone can be accepted with the same validity of someone saying they were attacked by a man with a cellphone. You can still write off information as useless, but it will always be your conscious choice to make.

He's My Dear Buddy [100CP]: Subservience just comes naturally to you. Not the position itself, but certainly the attitude. You have the patience to work with impetuous idiots for years without ever losing composure. You always know the exact manner to speak to butter someone up or keep hot-headed buddies firmly on the side of caution. On the rare occasion that your patience runs out, the resultant outburst will hit like an atomic bomb for those familiar with your usual disposition.

You're Not a Criminal, Right? [200CP]: You couldn't tell what it is about you that makes it so, but your own trust in the goodness of others is the next best thing to an airtight alibi. If you're acting on this faith, you can walk through things like red tape or protocols like they weren't there. This only applies when you sincerely believe in someone's honesty. If you personally know or believe that they're lying through their teeth, you won't accomplish much with this.

Unknown Signal [200CP]: Radio, electromagnetic, heat, light, infrared, ultraviolet, etcetera, whether people or machines, everything emits some kind of energy or wave when they exert themselves. You are now capable of picking up, isolating, and tracking a unique signature from any sentient being. If you have a clear enough idea of someone's "signal" you can use it to identify places they've been, or things they've interacted with, including programs, within the recent past.

Coming Under the Camera [400CP]: Any organization you serve in will develop quite a strange habit of performing all their most controversial deeds right before your eyes, usually in a way that doesn't implicate you as an accomplice. You're like a magnet for blackmail material, and your employers rarely realize this until it's far too late. As an added effect, public backlash tends to kick in shockingly fast. If you need to manipulate or straight up demolish your organization for one reason or another, one morning interview later and it's an instant scandal.

Abstraction Log [400CP]: You draw upon a similar phenomenon to the "collective unconscious". With those you spend a great deal of time around or share intense emotional bonds with, you are able to tap into their knowledge-base to supplement your own. This isn't mind reading as much as passively patching up any holes in your own understanding of a given subject. If you knew the basics of a game or martial art, you'd be able to master it in no time if you were close friends with a veteran without being directly taught. This is always on subconsciously, but can be toggled off.

The Word of God [600CP]: Once per jump, you can pass a single law of any nature that will be enforced without question. This obedience is only enforced on the government itself. This won't force the average citizen to accept it, nor is it immune to being repealed following some immense disaster or upheaval, especially if those occurred as a direct result of the bill being passed. Still, it'll weather anything less than that. You can only enforce a bill on a single governmental body. Passing a bill throughout the entirety or America or Japan is fine, the United Nations is not. This is a very different story if the entire planet or beyond is under a single, centralized government.

You Get One Call [600CP]: Upon your own death, you'll find your soul in what appears to be a train running past a serene sunset. You will have twelve hours before your chain ends. Grab the phone sitting on your seat and make a call, make it count. This phone can connect to anyone in the multiverse. However, if you use it to call someone in the current jump who can revive your body, you will be allowed to come back and continue your chain. Your consciousness and active powers are locked away from your corpse during thiss. You can only save your own life with this once per jump, but if you have any alternative means of revival, you're free to make a phone call anyway.

[Agent Features]

One 100CP perk free and all other perks 50% off for the Agent origin.

Not Amazing, Kind (100CP): It's rare to find a man devoid of any kind of morals and whatever yours are, you can hardwire them straight into your instincts. It's never a matter of opposing one's nature to do the right thing, because doing the right thing is your nature. Your body will never betray your beliefs, at times acting before you consciously realize you're at risk of violating them. This also applies to trained reflexes. Your instincts update to keep up with changes in your morality.

Forget That! Hurry Over Here! (100CP): Revealing Anchor technology to the public, least of all the revolutionary Phone Braver series, is among the greatest errors that an agent could make. Though, strangely enough, this doesn't apply to the terrorists you stop. You can reveal as many secrets as you want to your opponents, but as long as they lack any evidence and are legally reprehensible, their cries will unanimously fall on deaf ears, even as a bipedal cellphone strolls past their face.

This is Our Job (200CP): Within any organization you join, you'll come across a senpai-like figure who will end up regularly demonstrating the full extent of their abilities to you. They aren't the very top of the hierarchy, but close enough to give a decent mental picture. By observing them, you'll be able to objectively tell if you'll be able to keep up, or if you've already surpassed your peers. Whether they're willing to admit it or not, they'll quickly find themselves warming up to you.

Questionable Content (200CP): Under Anchor was built on ideals of altruism and companionship from the onset. You will often come across unrelated crimes or incidents within your power to stop. You'll never be condemned for handling these diversions with your organization's time and resources. At the same time, you won't be punished for turning a blind eye. Rest assured that this perk doesn't cause these incidents to occur, just ensure you'll be there to do something about it.

L-Let's Talk. Calm Down. [400CP]: Whenever you're facing an opponent with little to no training in whatever means of battle you're using, not only will their own competence drop even further, yours will receive a sizable boost. You barely need to exert yourself on these occasions. Though rare, some enemies can make up the difference using raw physical ability. This doesn't affect sufficiently trained opponents, even if they're self-taught. Just to be safe, this perk comes with enough martial arts training to be immune to this perk's effects yourself, in terms of marital combat.

In Your Sleep, You Are Dreaming [400CP]: No matter how complex or incomprehensible your psychology may become, you will at all times strive towards that ambiguous standard known as "humanity". You'll never truly lose your conscience and you'll always be able to comprehend the flawed perspective of a human. This is a passive process, that you can stop and start at any time. Should you die or leave a jump behind, your body will produce some memento that your loved ones can hold onto to keep your memory alive, or dispose of to move on with their lives.

What is This Feeling of Faith? [600CP]: You are, in simple terms, an unquantifiable exception. You're truly beyond abnormal in this regard. Any digital system or even excessively logical humans will find themselves at a complete loss when they try to apply any hard numbers to you, forcing them to rely on purely qualitative means. The effect this has on normal humans is negligible, but for AIs and AI-like minds, you can form a deeper connection with them that was thought to be reserved for humans alone. You are beyond their predictions, and by forcing them to rely on their own subjectivity, you plant the seed of what could almost be called humanity.

Destroy Me, To Protect Me [600CP]: You've become the "Sacrificial Lamb", so to speak. You've developed the unique ability to take any infectious force, regardless of its nature, into your own frame. Every last instance of that force in the universe will coalesce inside you. Even if you can deal with any direct symptoms, just holding all this will generate an unreal amount of heat that permeates your entire body. The amount of heat will vary depending on the sheer quantity and strength of the infection, but taking in something like the flu would be enough to kill even an above average human, just take solace that the infection itself would die with you.

[Technician Features]

One 100CP perk free and all other perks 50% off for the Technician origin.

Yokan and Coffee [100CP]: It's no secret that geniuses can be... opinionated at the best of times, making productive collaborations something of a pipe dream for most groups. You have a talent for clearing up disagreements in ways that respect the intelligence of all parties involved. Even better, once you can get these childish adults to set their differences, your team is all but guaranteed to create something truly innovative. This gives you talent for dealing with actual children as well.

Bringing the New Age [100CP]: This may not be conventional attractiveness or charisma, but there's some intangible charm about you that makes people immediately believe that they want more and more of what you're bringing to the table. Put simply, you have mass appeal in spades, you could throw together a small cult if you felt so inclined, or stamp your face on a brand-new product and see it become a household name overnight.

That kind of Chara [200CP]: Like most good creators, you have some kind of muse that you draw inspiration from. This can be a person, a hobby, a comic book, an ideal, etc. As long as you're taking inspiration from your muse, you'll almost never run out of ideas. Moreover, if you're trying to replicate a specific aspect of your muse, whether it's a hero's high-tech weapon, or your crush's beauty, you'll find your efforts tend to be rewarded when you incorporate it into your creations.

A Cell Phone Only For You [200CP]: Ah, copyright. For some, a reliable shield. For others, an indiscriminate weapon. For you, a minor inconvenience. You have the skills to subvert the patent system, or really any checks and balances preventing you from selling a product that you clearly don't own. You'll be able to fake patents so convincingly that even large organizations will be forced to bite their tongues as you publically sell their top-secret technology.

Focus on Functions! [400CP]: You've acquired the same expertise as Kohei Mito and Yuto Date, two of three founders of Under Anchor. You know how to make robots complex and precise enough to mimic human mobility and dexterity, but your true specialty is miniaturization. Any function you could squeeze into a microwave-sized machine can now fit inside a cell phone. Your engineering knowledge could reproduce any of the Boost Phones or Phone Bravers below with enough time and resources, but this skill set lacks the most important component for a true Braver, the mind.

Tell Me. Tell Me. Tell Me. [400CP]: You are you, even when mixed into the will of another. Whenever your soul, mind, or ego are at risk of "blending" into or being subsumed into another being, your sense of self will always be the last one standing, often giving you dominion over the end result. At worst, personality traits from the other parties will be grafted onto your own, but none of those you yourself had upon assimilation will be outright lost. This will only function if you actively resist the assimilation, as there's little that can be done with an already broken spirit.

Ubiquitous Network World [600CP]: You are able to replicate the contributions of the Under Anchor founder and CEO, Masayoshi Soda. Not only are you able to create human-like AI but also the mysterious Lambda chips behind the Phone Braver's "humanity". The Lambda chips are the "soul" of the Phone Bravers, allowing their AIs to evolve, accumulate memories, and simulate emotions. You can install these chips into any AI equipped device, upon which it will begin to evolve through prolonged interaction with humans or human-like minds. Upon fully maturing, the data on these chips will bear the full metaphysical weight of an actual soul, along with all that implies.

Mass Production Model [600CP]: Did you know that everybody on the planet has a doppelganger somewhere? For you, however, instead of having just one doppelganger, you have at least five per square mile. No matter where you go in the world, you'll come across many of these "yous". They will instinctively recognize you as the "original" and follow your bidding loyally. They can easily be subsumed into any hivemind you happen to control and have an uncanny talent for learning from each other's mistakes for permanent boosts in competence. Your doppelgangers aren't above suicide tactics, and if they happen to be robots, they'll all gain the ability to self-destruct.

[Terrorist Features]

One 100CP perk free and all other perks 50% off for the Terrorist origin.

The God of The Net Will Spill Real Blood (100CP): If a feat presented in a crime committed by you is observably beyond the abilities of those investigating you, it is all but impossible to make the charges stick, regardless of the evidence. This safety net falls apart if even a single member of the investigation could conceivably recreate the crime under ideal conditions, or if your abilities that would make such a feat achievable are common knowledge.

I Want to Learn Magic! (100CP): No matter what the skill may be, regardless of complexity, you will have no problem getting the basics across to anyone under your tutelage, even children. You can only use this on teachable skills that you already know, of course, but you can communicate the basics of it to even the most simple or impaired minds in record time. Comes with a soothing voice that flows through human hearts like honey.

Bad Memories (200CP): The screaming, the laughing, the crying and the whining, you know how to make all of these sounds and more with a little noise of your own. You know how to use precise hyper sound waves to alter the brains of organic lifeforms. Simple emotions are the easiest to induce, but with enough data, or trial and error, you can affect the brain in pretty much any way you could imagine. In time, you may be able to find more physical applications for this.

Your Heart Has Rung True to Me (200CP): You have a strange charm that inclines the desperate or otherwise dissatisfied to confide in you and seek your assistance in granting what they believe to be their deepest wishes. These individuals give you a bizarre amount of leeway in how you interpret their request, and should you appear to uphold your end of the bargain, you can manipulate them to feel loyalty towards you, or simply to draw out their most destructive and short-sighted impulses.

White Crow (400CP): You're free to take pride in your own independence, but even for the most solitary of people, there's a limit to how much one person should be reasonably required to do. You're a master of delegation, hiring reliable parties through untraceable methods in such a way that your expenses never outweigh your own net gain. You should have no trouble working any number of accomplices into your own elaborate plans. You can even structure your schemes in such a way that none of your assistants ever cross paths during the whole operation.

Devil K (400CP): You're quite similar to a cockroach, you know? Even humans know better than to underestimate a creature that can escape their sight with such ease. You can evoke terror in beings who dwarf you in size and strength. Should you become feared by enough people, you may induce a "curse" on those who see you. In reality, this is just an extreme case of confirmation bias, wherein a target's belief in your power will cause them to interpret every little misfortune as your doing. Though, their degrading mental health will be very real. You can disable this at any time.

The Ultimate Science (600CP): You have inherited the techniques of the Koga-Ryu ninja clan. This grants you a superhuman dexterity, enough to make thrown weapons change trajectory mid-air. The true treasure of Koga-Ryu ninjutsu is in its advanced mental techniques. Able to seemingly clone yourself or teleport. You can predict an opponent's moves like a master shogi player, or directly alter memories through chemical or surgical means. Overall, you seem to outmatch the entire medical and psychological community with your in-depth understanding of the human brain, and can replicate practically any feat associated with mythical ninjas with these techniques.

A World Without Humanity (600CP): You are now able to cobble together memetic hazards with varying effects on organic observers. These initially require both an auditory and visual component to function, but with enough practice, either one will work. You could cause complex hallucinations, or even alter someone's thought process, or more... lethal effects. The time these hazards take to affect the mind varies from person to person, but a minute is probably the longest it could take for any normal human. You can affect human minds from the start, but for nonhumans, you'll likely require extensive knowledge of that being's psychology to affect them in the same way.

[Civilian Features]

One 100CP perk free and all other perks 50% off for the Civilian origin.

A Lemon is Left Alone for The Night [100CP]: It's just too fitting that a lemon is only lovable once it's been crushed. I believe humans call it "tough love". You always know how to hurt someone in a way that will help them in the long run. Your methods may be cruel, but at the end of the day, you only want the best for all these "lemons" around you. As long as you don't overdo it, the targets of your affection will grow as people or overcome whatever struggle they were facing beforehand.

The Degradation of Youth [100CP]: As long as you draw breath, literature will never die. You understand literary tradition better than the masters, and the passion that flows through every drop of ink. Your works could be lauded as a masterpiece among the most pretentious of circles. Worry not, your skills can be aimed at more flippant audiences as well. No matter the demographic, or the medium your words inhabit, your skill will reach even the most apathetic of hearts.

A Cuckoo Spits Blue Blood [200CP]: You are able to trigger what's known as the Suspension Bridge effect in others. By causing an individual to experience sufficiently extreme emotions, regardless of it's true nature, they will mistakenly attribute it to romantic attraction towards a present target of your choosing. A relationship between two people affected by this simultaneously can eventually develop into true love, otherwise it's a coin toss whether this bond will last.

Present and Past [200CP]: What is a family, really? You understand that there is so much more to a family than biological fact. Enforcing any kind of familial relationship on someone is as simple as referring to them as such. They are not required to change their fondness of you, as relatives are perfectly capable of hating one another. Still, somewhere deep in their heart, they will understand you as "brother" or "mother" or some such variation, and their behavior will distort accordingly.

Going to Hell as a Bride (400CP): I knew you were a liar, but I didn't think it went this far. You are capable of spinning false backstories on a moment's notice. When you give a false history to someone, evidence will seem to come into existence purely to support it. Evidence that actively "disproves" your true history, if you have such a thing, can also be found by those investigating you. You could even stand by multiple contradicting backstories at once. Take heed that this is just misdirection, and will not alter actual past events or present relationships.

Sands of Time (400CP): You have the strange ability to force someone into flashbacks of events you've experienced. You can even string together multiple flashbacks into "clip shows". You can cause these to occur to anyone you speak to, as long as it's depicting an event that all parties involved in the flashback, including you, either experienced personally, or had prior awareness that the event happened at all. You can even share these flashbacks with them, letting you "remember" information that you didn't personally experience or have long since forgotten.

A Bird That Does Not Fly (600CP): Ability cannot be measured in power, experience, or evolution, but in form. Through acts of pantomime, you are able to briefly mimic the functionality of any modern man-made vehicle to empower your own abilities. With a running start, you may take off and glide like an airplane. Become one with the spirit of a submarine and survive cruising depths. Act out the motion of a crane and wrecking ball, and your fists will shatter stone. You are barred from mimicking military or spacefaring vehicles, but that still includes things like formula race cars and construction equipment. A bird that does not fly, cannot fly, and you have decided to soar.

The Future of Tomorrow (600CP): Should you have a means of wireless communication and render it unable to pick up any signal, you can instead catch signals from another time. You won't just listen to them prattle on one-sidedly, you can hold conversations and share information from the future. If you can convince the person on the other end to heed your advice, you can even change their future, or in other words, your present. The butterfly effect seems to be extremely subdued in the changes you make, rarely extending past the other person themselves, and their immediate friends and family. The two of you will be the only ones with recollection of the interaction.

[Saved Numbers]

A few contacts you salvaged from the pile of phones. It couldn't hurt to have more allies. OC companions receive 500CP and discounts for their associated origin.

Buddy [Free / 200CP]: To a Phone Braver, a buddy is more than their thankless meat shield. A Phone Braver's entire personality is developed in response to their human buddy's behavior. A buddy is a partner, a best friend, and a parent, all in one to them. You may use this option to acquire a free buddy of the opposite species as your own, but after that you may purchase more for 200CP each. Additional buddies can be any species, but if they share the same species with you, they will just be good friends, lacking the authority of a designated buddy.

Your buddy can be an imported companion, or someone completely new, if you feel so inclined. This option can also be used to buy a canon character, but replacing their canon buddy could result in unexpected changes to the status quo, or not. Buddies receive 800CP, and the full benefits of the stipends from the species section. By accepting the first free buddy, you'll both be required to take the drawback: Why Were We Born?. You can ignore this if you pay the full price for your first buddy.

Companion Export [50CP Per]: It would seem you've grown attached to one of the natives. This can come in one of two forms with each purchase. You can select a specific character whom you will regularly meet on increasingly positive terms, and can take them as a companion with their informed consent. The second option is to take an empty "slot" that can be used to take any canon character as a companion with their consent, but receive no assistance in doing so.

Companion Import [50CP Per / 200CP]: In case you have a few "buddies" of your own, that you don't feel warrant the commitment of an official buddy. For 50CP each, or 200CP for a maximum of 8, you can bring in any of your allies from other worlds to stay with you in this place, or create one wholesale. Each companion gets 600CP to spend and receive the full benefits of their species' stipends. Companions cannot import other companions, except through the Buddy option.

Partner [50CP Investigator / 100CP]: Your excitable, yet eternally reliable partner from the force. He tends to let his mouth run off with his delusions of conspiracy. Despite that, he's unexpectedly competent as a detective and rarely lets his theories cloud his judgment. He just hasn't quite realized his own competence, due to feeling insecure of his relative inexperience. Moreover, his wild imagination actually makes him unreasonably effective at handling cases that do genuinely have a supernatural element to them. Just don't let him start thinking he's on a streak.

Long Distance Relationship [50CP Agent / 100CP]: It doesn't matter what kind of relationship it is, but you have a close companion who happens to live physically far away. You share a history with them, and even over the phone, they have an unnatural ability to pull you out of your shell and get you prattling on without a care in the world. They're very adventurous, and love to take you to new places whenever they visit, but if they come to find out that you've become more independent since you last met, they may become dejected if they feel like you don't need them anymore.

Cosplayer [50CP Technician / 100CP]: A fellow fan of your favorite action hero. You met her at a con one day and you've been inseparable since. Their favorite hobby is cosplay, and she's quite dedicated to the art. She'll often hang out with you on her days off, and she'll take you to all kinds of conventions when time allows. Just know that outside of her close circle of friends, she's quite embarrassed about having other people learn of her hobby, especially her coworkers. Whether you enable her embarrassment or convince her to embrace her interest will depend on your actions.

Accomplice [50CP Terrorist / 100CP]: You've acquired the support of the owner of a formerly legitimate business. Something like a loan office or amusement park. Whatever the reason, they're certain that your unsavory methods will be a boon to their profits. He appears meek and weak-willed, but is deceptively business savvy. As long as it can't easily be tied back to his company, he'll be willing to support your activities to the best of his ability. If you actively refuse to help him, he'll eventually grow a backbone and cut off his support until you do.

Terrifying Man [50CP Civilian / 100CP]: This large, well-dressed man is possibly as mysterious as you are. He's covered head to toe in wounds that straddle the line between a street fight and a bear mauling. This man is far from a violent grunt. His ambiguously tough life has made him a wellspring of wisdom. Whenever he comes across anyone stuck in a state of inner conflict, he'll rush over immediately to counsel and inspire them. His advice may be cryptic, but it's always laced with the sincere intention of helping the person walk away as a better man, even if they're a woman.

[General Products]

There are still phones left? This is beginning to become tedious.

Pouch (Free): A small, belt-mounted pouch for holding a cellphone. The pouch can only hold one cellphone at a time, but it seems to change in shape to fit whatever phone you put in it, even those that are abnormally large like the Phone Bravers. Other than that it's a completely mundane leather phone holster. Still, better to have one and not need it than need one and not have it.

Ringtones (Free): You're provided with a digital copy of *Keitai Sousakan 7*'s entire soundtrack, including the intro and outro themes: *Wake You Up*, by Hitomi Shimatani, and *Sands of Time*, by *BACK-ON*. These songs will appear on any cellular device as possible ringtones. Alternatively, you can have them simply play at appropriate moments without any apparent device. Togglable.

Contact List (50CP / 100CP): On any digital device in you possession, you will find the contact information of every cellular device owned by every one of your companions, and updating automatically as they change and lose numbers. As long as both ends have cell reception, you're able to make an expense-free call to anybody on this list from anywhere. This list automatically removes itself once the device falls into non-companion hands. You can pay double-price to grant all of your companions the same list that functions for them in the same way.

Hidden Server (300CP): From any device capable of emitting and receiving transmissions, you are able to access a hidden server located in a remote location of your choice. This server contains a record of all of your memories, all the way back to your first moments of cognizance in your original world and updated up to the present every time you access it. It's far simpler to access with a robotic body, as the information can be streamed directly into your mind, but even for organics, the memories can be viewed as video or audio files from any compatible device. You have my guarantee that no one will find the server unless you lead them to it. The server can be set to automatically email you if you experience severe memory alterations or loss.

[Targeted Products]

Discounted based on origin.

Cuffs [Free Investigator / 100CP]: A handy, self-repairing pair of handcuffs. You only get one pair of cuffs, but as long as the pair isn't in use, you can pull them out of seemingly nowhere at any time. They're far more durable than their materials would imply, but they aren't immune to lockpicking. Unconscious people stay that way longer with these cuffs on.

Takeout Number [Free Agent/ 100CP]: You have the phone number to the Chinese catering service Shanghai-Tei. They may take their time, but their sheer willpower seems to transcend dimensional boundaries, as they're able to deliver insanely large orders to your location regardless of what jump you're in. As a word of caution, overeating Shanghai-Tei's food can result in vivid hallucinations.

Silverman Merchandise [Free Technician / 100CP]: A sizable collection of Silverman books, posters, figures, and DVDs. Silverman is a fictional superhero that was popular quite a few years back, but its fanbase is as vocal as ever. In addition to being a generally good watch, the various sci-fi concepts are surprisingly sound from an engineering standpoint.

Ramune [Free Terrorist / 100CP]: A perpetually refilling supply of the popular hard candy known as Ramune. I'm doubtful actual Ramune has such an effect, but these are somehow nutritious enough to replace entire meals, just by shoveling these into your mouth. Given that this is an endless supply, you could go without eating anything else for an entire lifetime, not that you'd want to.

Scars of The Past [Free Civilian / 100CP]: Maybe not an actual scar, it could just as easily be a tattoo or birthmark. You have some symbol or defining physical feature somewhere on your body that just screams "there is a story behind this". What form this mark takes is completely up to you, but it practically suffocates all who gaze upon it with both curiosity and trepidation.

Patrol Car [100CP Investigator / 200CP]: You get a classic white and black patrol car for your own use. You'll always find your way back to it when lost, and no city or institution will ever be able to claim official ownership of it, so it belongs to you. Moreover, nobody seems to be able to determine what country or police force it belongs to. You'll still get in trouble if you're caught driving this around as a civilian, but as long as you look like a police officer or some similar official, this car will pass as one of their vehicles and bizarrely few questions will be asked.

Translator [100CP Agent / 200CP]: Some of the more practical sci-fi tech that Under Anchor just seems to have lying around. This pair of earpieces allow two parties speaking different languages to understand each other in real time. The translation is extremely fluent, picking up on nuances that would escape most modern translation software. It's as if you were speaking the same language from the start. Being wirelessly connected, you aren't required to be within earshot to communicate with the other person, but the range is still quite short, so you can't stray too far.

Scrap [100CP Technician / 200CP]: A cardboard box, roughly the size of a toaster. Within this box is a seemingly infinite supply of small scraps from various electronics. Much of this seems to be from discarded Boost Phones, and Phone Bravers. If you spend enough time sorting through here, you should find more or less every component necessary to construct a Boost Phone or Phone Braver of your own. No matter how much you pull out, there's always more scrap, but you won't find anything bigger than a flip phone in there. Still, an infinite supply of phone parts adds up.

Hyper Sound Wave Emission Rig [100CP Terrorist / 200CP]: A two-piece rig for directing hyper sound waves to manipulate a targeted human's brain. Should you possess a greater grasp of the technology behind it, you could alter the equipment's wavelength to cause different effects. Even if you don't have such knowledge, the equipment comes with a default setting, which induces a specific emotion or mental state that you choose now. The effect is temporary, but for that brief moment it could reduce regular men and women into raving berserkers or terrified wrecks.

Reliable Bike [100CP Civilian / 200CP]: This homely little motor scooter makes up for what it lacks in style with pure efficiency. This thing needs fuel like any other vehicle, but its engine takes practically half the gas of any other scooter like it, and it's all but immune to sabotage. I feel that it's worth mentioning that sabotaging a vehicle, and tearing it in half, are two very different things. This just means that the mechanisms can't be tampered with. The speed is nothing to write home about, but no matter how old it gets, driving this will always feel like gliding across silk.

Campaign [150CP Investigator / 300CP]: Scattered around in bits and pieces, you have everything you could ever need to run for a governmental position of your choice. You have fliers, suits, a megaphone, and even human resources like high-ranking officials that would love to see you in power for one reason or another. As the final cherry on top, you possess a special secret bank account holding one million yen, which is only accessible if you intend to use it to help your campaign. They won't win the election for you, but they'll make sure you always have a fair shot.

Convoy [150CP Agent / 300CP]: Once per month, you are able to call upon a sizable convoy of enormous buses to cover up an event of your choosing. The convoy is loaded to the brim with armored agents. On scene, they will detain any witnesses, and thoroughly wipe any physical or digital evidence of the event. They won't bring a tow truck with them, so if it can't fit in a bus, or be destroyed on sight, it's staying put. Beyond just the cover-up, the convoy will give you a ride to or from the scene, should you require it. An ambulance or two is also included in the convoy.

Prototypes [150CP Technician / 300CP]: You now possess the countless prototype robots that eventually led to the creation of the Phone Braver Series. The prototypes vary from simple toys to full-sized humanoid limbs. The engineering that went into these is comparable to the Bravers themselves. This even includes a few early models for the Phone Braver body. With the exception of 001, none of these have ever been fully functional let alone given an AI. 001 is a handy tengu-faced robot that rolls around, accomplishing whatever small tasks its owner would ask of it.

Cloned Sheep [150CP Terrorist / 300CP]: This is an experimental cloned sheep stolen from a high-security genetics laboratory. If you're feeling sympathetic, you could keep it as a pet, but its real value will require it to be sacrificed. The sheep's unique constitution allows for the creation of a parchment that emits fumes that render someone's mind malleable, allowing you to rewrite their memories. A new clone will show up in your home every time one dies. Although, there's nothing stopping you from developing a safer method for harvesting these chemicals. Just saying.

Maid Café [150CP Civilian / 300CP]: You're the owner of a trendy maid café somewhere in the nearest shopping district of your current jump, along with a new selection of relatively attractive employees. It's up to you how your café is run and what themes or niches your establishment is tailored towards. The kitchen is always stocked and the menu changes itself automatically to add dishes that reflect your progressing adventures. You'll receive a salary just for owning it, but the cafe will run just fine even if you take a completely hands-off approach to running it.

[Programs]

A few nuggets of human ingenuity before you go. Admittedly, most of these are viruses designed solely to cause pain and suffering. Buying a virus will also provide you with a vaccine to distribute or monopolize at your leisure, which will work against the canon viruses they were based on.

Blog (50CP Per): An ordinary blog, with a subject matter of your choice. You can buy this as many times as you want. Blogs bought in this manner are guaranteed to attract plenty of visitors of the nature your blog was meant for. Perfect if you're really that desperate for validation.

Net Yakuza Operations (100CP): A series of shoddy fake dating and insurance sites that draw in gullible netizens to practically hand their bank information to you. These sites aren't immune to being taken down, but as soon as one goes down, a new site is automatically set up not long after.

"Magic" (100CP): An annoying yet relatively harmless virus. This can be sent to any homepage of your choosing to cover the screen with childish scribbles. They can't be erased or moved without removing the virus itself, but it isn't infectious and doesn't harm the underlying data.

Loneliness (100CP): When linked to an artificial intelligence, this virus will simulate the human emotion of loneliness, and cycle the AI through a constant loop of what could only be called "nightmares" that reflects this new sensation and pries open any other mental scars. The only reason this is so cheap is that it requires a continuous physical link to whatever is being affected.

Feelings of Desperation (200CP): A deceptively ruthless virus for the especially petty. The virus starts out targeting personal blogs, corrupting all text and replacing it with a selection of text that you specify. The virus inevitably spreads from blogs to company homepages to entire databases. Until the virus is dealt with, it will continue to spread endlessly, destroying all data in its path.

Net Guardian Virus (200CP): Even without a large database to leech off of, this virus can spread at an alarming rate and can't be easily treated until the damage has already been done. The effects are simple, the virus spreads from computer to computer stealing and distributing personal information to other infected computers at random. If you want to spread chaos, this is the way to do it.

"Do Not Search for Me" (200CP): What you have is a video filter with hypnotic effects. Anyone who watches the altered video will proceed to have terrifying hallucinations of whatever or whoever was in the video. Initially, the hallucinations can only be seen when the target is alone, even if just for a second, reinforcing the idea that this is some kind of supernatural haunting. In time, their spirits will be completely broken, opening their minds to suggestions.

Anti-Lambda Virus [300CP]: The effects of this virus have only been witnessed on one account, during the first attack on Under Anchor HQ by 01. Infection rapidly corrupts a Phone Braver's Lambda chip, their soul, beyond recognition. It's unknown what the exact effects of this are, aside from eventual loss of functionality, but the screams of agony that accompany infection are telling. Akin to a basilisk's venom, this code is so horrifying to an AI, that simply seeing the code typed out could make most digital beings break down in terror. The copy you receive will function on any artificial intelligence, with magnified effectiveness on machines with souls or emotional capability.

Under Anchor Security [300CP]: You receive a copy of Under Anchor's allegedly invulnerable security system. Although there are multiple instances of this "invulnerability" being overpowered or bypassed entirely, it must be noted that most of these were hackings that occurred through Phone Bravers, and those that weren't were exceptions in their own right. The whole security system is composed of at least two dozen custom-made firewalls, capped off with three highly advanced AIs. The AIs in question not only defend against viruses, but attempt to stall it, and create a rudimentary vaccine in the event that HQ, or one of the other AIs are already infected.

Eliza System[300CP]: Under Anchor's network supervision that handles practically every function of HQ's systems. Unfortunately, you only receive the part that actually links up with the Net. When introduced to a sufficiently capable network, the Eliza system becomes capable of searching the entire Net at incomprehensible speeds, tracking down any relevant data that would assist in a given task. As mundane as that sounds, Eliza was built with complete irreverence to all written laws, so think of it as your own personal search engine that can navigate the entirety of the internet in seconds, including unlisted sites and private information. Eliza is perfectly capable of carving its way through most any non-governmental security systems if deemed absolutely necessary.

Space Virus [400CP]: The virus from space that almost brought society to a standstill in a single day. The virus consists of four pieces of data, usually manifesting as a series of four tones. The danger of this virus is that it doesn't seem to have any criteria for what it's able to infect. As long as it receives some kind of signal or power from any larger system, this virus will seize control of a device's functions to reproduce itself. The virus's primary function is to spread to other planets. Launching the virus back into space is the only reliable way to get rid of it. An offhand remark by an Under Anchor researcher noted its similarity to the structure to DNA. Make of that what you will.

Optimization [800CP]: What you have here is quite possibly the most dangerous weapon known to man. It's a looping series of clips and accompanying sound pulses that affect the human brain on a subliminal level. When humans watch this video with the accompanying audio, their brains and bodies die on the spot, painlessly and instantly. If they're only experiencing one or the other, there's absolutely no effect. It also takes a different amount of time to trigger the effect for each person. This is not a virus per se, so you will receive no countermeasure for this phenomenon. The simplicity of the attack allows it to function through any device with audio and visual capabilities.

[Boost Gadgets]

Ah, here! These will be sure to lighten the mood. The Boost Phones were designed by Under Anchor to act as mobile drones and tools to be used for a variety of functions, but they're also capable of combining with a Phone Braver to act as specialized equipment for different missions. Under Anchor refers to this connection process as "Chakushin".

Almost every Phone Braver shares the quirk of trying desperately to make their Chakushin process as stylish as possible, but given that the Boost Phone just breaks into multiple pieces that the Braver has to attach by hand, it's quite awkward to witness if you aren't used to it. Boost Phones all possess some form of independent mobility and artificial intelligence. Their AI is closer to the mind of a dog or infant than the human-like intelligence of the Bravers. Unfortunately, the ability for a Braver to Chakushin is yet another feature that requires their buddy's express permission.

Axel Devices (50CP Per / 100CP): This subseries of the Boost Phones was designed for space exploration, rather than in-depth investigation. Individually, they're quite unimpressive, but the truly fascinating quality of the Axel Devices is their ability to be equipped simultaneously, unlike most standard Boost Phones. You can pay 50CP for just one, or 100CP for all three.

- **[AD-S001] Searcher:** Simply put, a flashlight. Nothing much on its own, but when attached to a Braver's arm, the light's wavelength can be adjusted or focused into a laser cutter.

- **[AD-S002] Detector:** An advanced motion tracker. Its sensors allow it to monitor every object within 3 kilometers. When attached to a Braver's arm, its sensors are enhanced to gather a wider variety of information from within its slightly expanded detection range.

- **[AD-S003] Chrono:** This Axel Device is not a timekeeping device, as its name would imply. Chrono acts as a remote communicator. When attached to a Braver's head and feet, it acts as a much-needed battery pack, as well as a pair of treads for increased mobility.

[BST-C002] Observer (100CP): Boost Phone Observer was designed for fixed-point observation over long periods of time. Observer has two solar panels that let it generate its own electricity. Observer can emit electric fields to control ions in the atmosphere or stun nearby electronics.

[BST-P001] Seeker (200CP): Seeker improves a Phone Braver's optical and analysis abilities to a great degree. For a start, Observer can let a Braver spot another Braver-sized target from miles away in a busy city. Not just limited to telescopic vision, Observer can see through walls, in infrared, and many other wavelengths of light. Even when detached, Seeker can stream its camera feed directly to a Braver, acting as a small and mobile surveillance camera.

[BST-P002] Speaker (200CP): Speaker can emit, receive, and manipulate sound waves to an impressive degree. It can generate sound waves at just the right frequency to physically impact someone from far away, or find frequencies to counteract sound-based attacks. Speaker can pick up the smallest of vibrations, and even while detached, can accurately mimic specific sounds, like that of a gunshot, footsteps, or even a specific person's voice.

[BST-P003] Analyzer (300CP): Analyzer can be considered the epitome of what a Phone Braver is. It gives a Braver a significant boost to their ability to interact with data and the Net in every capacity. On one account, Phone Braver 01 used Analyzer to hack Seven to use as an intermediary to gain control of Under Anchor HQ. Shortly after 01, Seven, and Third joined into a three-way Parallel Decentralization Link, during which 01 maintained control of himself, HQ, and Third.

[BST-P004] Demolition (200CP): The most simple and destructive Boost Phone. This unit equips the Braver with a chainsaw that can cut into steel pipes and a blowtorch that can burn through similar materials with ease. Demolition has by far the most offensive capability of any Boost Phone.

[BST-P005] Medic (200CP): The function of Medic is as kind as it is convenient. Medic allows a Braver to quickly and efficiently examine computer viruses to quickly develop and distribute a vaccine to counteract said virus. Any virus made by man can be vaccinated with Medic, but it has been overpowered in the past by AI made viruses or those of an extraterrestrial origin.

[BST-P006] Grinder (400CP): Inspired by TV hero Silverman's signature weapon, the Grind Crusher. Grinder uses a mechanism akin to a cellphone's vibration feature to emit powerful oscillating waves capable of melting or shattering solid substances like metal and concrete. The oscillating waves do this by breaking apart the atoms' composition, in turn generating heat within the target, similar to a microwave. When used, the phone braver is able to destroy a large area of solid matter, despite the tool's small size. At most, Grinder could reduce a catwalk to dust this way. Using Grinder requires a solid surface and a few seconds to determine the surface hardness and what frequency is necessary. For some reason, Grinder communicates through baby noises.

[BST-P007] Solid Driver (400CP): Technically, this is a Boost PC, not a phone. This device has a number of features, starting with its default "Slider mode". As the name implies, Solid slides around at high speeds, following remote control by the human operating it through the tablet-like screen left over from Solid's laptop form. In addition to being a good way to kill time, Solid Driver is equipped with an Remote Communications Interruption System, which allows it to temporarily block all signal-based communication within a short range. Phone Bravers can attach to Solid as a kind of mech suit, benefitting from Solid's comparatively superior strength, speed, and mobility. Solid's real value comes when used alongside a Braver and other Boost Phones. A Braver equipped with solid can equip multiple Boost Phones to increase its abilities or even combine their abilities together. Notable combinations include fusing Seeker and Speaker to imitate the siren of a police car, as well as using Medic and Analyzer to detect and vaccinate a virus from kilometers away.

[Phone Bill]

Finally, it looks like that was the last of the damn phones. Now that all that's over and done with, let's get out of here, the door's this way. I think we were just locked in a storage crate this whole time. Funny how things work out like that. Hmm? What are you doing? Let's get out of here.

Now that you mention it, some of these screens are still lit. I'll admit that this is interesting in its own way, but do you really think it's a good idea to mess with them when they look like that? Wouldn't be surprised if they're infected with something.

Why Were We Born? [+0CP]: A cell phone is not a Human and a human is not a cell phone, yet it is this distinction that allows the Buddy System to function. As a human, you will lose all technopathic abilities, short of mundane hacking. As a Braver, you will be unable to assume an organic form or use your abilities to control your buddy or alter your own programming.

Aliens... Of Justice. [+0CP]: When faced with walking, talking cell phones, you'd be surprised how many people make the logical leap to extraterrestrial involvement. Even Under Anchor's Initiation for new agents is a mock space battle. Now, it's more than a joke. Aliens really are among us, Under Anchor is Earth's last defense, and the Bravers were reverse engineered from alien technology.

Air, Like Nothing's There [+100CP]: You are like air. You're apathetic, unenthused, and flakey. No matter the circumstances, you almost always choose the path of least resistance. Not only does this rub a lot of people the wrong way, your unmotivated lifestyle has left you with poor stamina.

Shallow [+100CP]: Humans are complex beings, but it looks like you're one of the few exceptions. You are in fact, very simple, not to mention superficial. You have hardly any consideration for nuance, and your motivations tend to be naïve at best, and mindlessly selfish at worst.

Handicapped [+100CP]: You now require a cane to stand and your walk is better described as a prolonged stumble. This won't leave you in serious pain or inhibit any other ability you may have, but running with your own legs is completely out of the question for these next ten years.

Tie-Dye and Trench coats [+100CP]: Your fashion sense is... well, it doesn't exist. You're like a teen trying to emulate an outfit from an anime, without the self-awareness to realize how stupid it looks in real life. Whatever you think you're accomplishing with this getup, you're wrong.

A Fated Meeting (+200CP): It's an unspoken rule in Under Anchor to never get involved with agent Touko Asano's love life. She seems to be followed by some malevolent force that guarantees the suffering of anybody even remotely involved with her romantic affairs. Touko is now unshakably insistent on roping you into any and all such problems. She may use you as a fake boyfriend to ward off a stalker, who happens to be in the Yakuza, or grab you at pivotal moment to watch her current date's sub-par street performance in below freezing temperatures, or maybe just poison you in her failed attempts at making curry. For some reason, you just never have the heart to refuse her.

Boy A (+200CP): You are nothing more than Boy A. More of a filler space than an actual person. That's what those around you think, anyway. No matter what amazing feats you accomplish, you will never receive proper credit. Partnering up with even an incompetent buddy will Net them all the credit for completing a mission. Your pay will be cut constantly in response to your "laziness". Even in situations where there is no conceivable way for anyone to take the credit for your work, the events will be reported as the actions of "Boy A", or "unknown assailant" or something along those lines. This also extends to pseudonyms, so don't expect any indirect credit either.

You Are Out-of-Range (+200CP): This may appear as a blessing at first, as now you draw wealthy benefactors to you like flies. Unfortunately, you invariably become dependent on these supporters, at which point they will always rescind all support and leave you with either crippling debt, or as a scapegoat for their own crimes. This will always leave you worse off than you were before meeting your sponsor, but these outcomes are rarely life-threatening. Even once you recover from whatever rut your last benefactor left you in, you'll accept the "help" of the next supporter that comes your way without a second thought. Benefactors of a... supernatural persuasion, are above this curse.

Under Anchor's Princess (+200CP): Maybe you don't belong to Under Anchor in particular, but wherever your allegiances lie, one thing is certain, you can't go a month without getting kidnaped by someone for some reason. Doesn't even need to be an opposing organization, even clingy exes and loan sharks are getting in on the action. Nothing stops you from trivializing your escape, once you arrive at your holding cell, should you have the power, but for some inexplicable reason, any efforts to prevent the initial displacement will be wholly ineffective.

Indoctrinated (+300CP): There are many philosophies and deities that humans turn to in times of despair, but you've latched onto one of the less scrupulous ones. You've become emotionally dependent on a small cult that's barely even hiding its intentions of draining your wallet. No matter how little it is, or what kind of life situation you're in, your religion will always pressure you into "discarding all material commitments", which translates into giving all of your physical wealth to the cult. If you don't mind living off instant ramen for a few years, and maybe even needing to steal for food and "donations" down the line, you should be able to deal with it, for the time being.

Information Entropy [+300CP]: At risk of oversimplifying, Information Entropy is the amount of uncertainty within a system. Compared to the average human, your entropy, and to an extent your mentality, is about on the same level as a human baby. You have such a curiosity and overall lack of understanding regarding pretty much any topic, that it wouldn't be inaccurate to describe you as an infant mind in a grown body. Depending on your brain's natural learning capability, you could very well regain the entirety of your intelligence over the course of the decade. Your memories are untouched, so that's as good a place as any to start. Try not to crawl off a building before then.

As Long as I'm There to Witness It [+300CP]: Through some inconceivable circumstances, you've developed possibly the worst coping mechanism known to man. When you find yourself sincerely scared or at least paranoid or anxious about something, it will become a psychological need for you to take steps to ensure that your fears come true. This applies to a lesser extent to anger and other negative emotions. Did a robot kill your partner? You just volunteered to upgrade him, and mass produce his personal army. Scared of heights? You now sleep on the roof of a skyscraper. If it will actively make your concerns worse, you're willing to do it without really understanding why.

Buddy Killer [+300CP]: Maybe not directly, but anyone who becomes your buddy is practically destined to die with you at their side. They're almost always accidents, or forces completely outside of your control, but you're likely to blame yourself anyway, especially if you remember taking this. Whenever a buddy of yours dies, a new buddy will quickly come to replace them, who will receive the same fate soon enough. This does extend to companions, both new and imported, but since it would be a bit cruel to line your companions up for the chopping block like this, any bought or imported companions will be revived at the end of the ten years.

A Stable World Where I Can Live [+600CP]: The Flanet Corporation has rolled out their "Gene" series of phones months ahead of schedule and they're already a worldwide phenomenon. Your arrival in this world triggered the release of their deliberately flimsy safety lock. They will quickly fuse into a disembodied world-spanning AI. In this state, the Gene AI will have performed a Parallel Decentralization Link with every single Gene unit, as well as every single electronic device on the planet. Every single database is now a part of his own knowledge, which is why he intuitively recognizes you as an unknown variable that must be destroyed. He will waste no time streaming memetic kill agents to every single monitor under his control. Just to be mean, you'll be robbed of any defenses you may have had against memetic agents or instant death effects. You don't need to destroy him, you don't even need to stop him from eradicating the human race, you just need to survive. Just know that it's unlikely anyone else will come around who will be able to do either.

[Power Off]

I assume you're all finished here? Well, alright then. This may or may not have been the craziest pitstop you've made so far, but I certainly had fun and I hope you did too.

Wake! You! Up! : **Go Home**

Just you can do it! : **Stay Here**

So much the better! : **Move On**

Jump by Gene

The TV-Nihon translations I was using while making this were no longer available by the time I finished the jump. In case they still haven't been seeded, here's a link to everything I had saved.
1/2: https://drive.google.com/file/d/1xWW2r3r5X53vAK7dANXui8zflZi4he5R/view?usp=sharing
2/2: https://drive.google.com/file/d/15iamhuRFbISLxzeI3KWFKY-_ZlLJVlNb/view?usp=sharing

In future worlds, Braver companions can be imported into as regular companions, or they can be treated like items/followers. In the latter case, the Braver will not take up an active companion slot, but will be stuck in this form without their "battery pack", effectively immobilizing them.

Since I used some non-canon content for perks and items, I'm going to say that they're canon in every way that counts. Aside from the 4th-wall breaks, there's nothing too tonally dissonant. This also means that Bravers are susceptible to tongue twisters, and can go to Heaven when they die.