Vandread CYOA (Jumpchain-Compliant)

Ah, hello there! So, you've made it to this world. You're probably wondering, “what's a Vandread?” Well, if you'll permit an explanation...

It is the future, and the human race has spread outwards from Earth throughout the cosmos. Few remain of that original generation of colonists 100 years prior, and those who do are far between. In one star system, there exist two planets. Tarak, a resource-poor and militaristic world, is home only to men, who live in a rigid, orderly society, and who have forgotten (or had actively suppressed) their human history. They fight an endless war against Mejere, a world inhabited solely by women, who, while having more resources and better technology than the men of Tarak, are surprisingly wasteful and vain. In between, pirates of all stripes prey upon unwitting stragglers, and in a system far away, and yet so near, something is beginning to stir...

To help you survive the ten years you'll spend here, you have access to a budget of:

+1000 CP

Now, get out there and find the proof of your existence!

Section 1: Location

Roll 1d8 to learn where you'll be starting out. You can choose any location for 50 CP. However, this one's a bit different – men can choose Tarak for free, and the same goes for women and Mejere.

1 – Pluto – The outermost colony in Earth's solar system, it is home to a relatively advanced society. However, you live in fear of Earth for reasons the rest of the galaxy may not be so quick to accept...

2 – Desert World – This unnamed world in an unnamed system is home to a horrific plague that renders all of its inhabitants frail and sickly – the very air is laden with the disease. A solution may be coming soon, however...

3-4 – Tarak – The planet of men, Tarak is has a rather industrial, minimalist look to it – function over form in all respects. Making a baby (via genetic engineering) is just as much a casual activity for two men as going for a drink, as Tarak always needs more soldiers. In just five days, the ancient colony ship, the *Ikazuchi*, will be relaunched as a warship, just as the Vanguard series of combat mechs is set to be put into use against Mejere.

5-6 – Mejere – The planet of women, Mejere looks like something out of an old sci-fi comic: skimpy, sometimes gravity-defying outfits or skintight jumpsuits for those who can afford them, purple ringed skyscrapers topped with yellow domes, lights and sounds and bustling activity everywhere. However, the planet's resources are used so inefficiently that even with superior technology, Mejere is only at even strength with Tarak.

7 – Free Pick – Congratulations! You're lucky, aren't you? You can pick any of the above locations for free, or the ocean world of Anpathos (where the local populace worships sky gods represented by strange vertebral symbols).

8 - ??? – You're not sure where this is, but it seems to have a number of large gears in its upper atmosphere. The planet's life seems... forced, in a way, as if it were just barely holding up. Wait, why do the locals appear so sickly... and why are they looking at you like that?

Section 2: Identity

Your gender is the same as it was prior to your arrival, and your age is 1d8+14. You can choose both of these for yourself, however, for the price of just 50 CP.

Drop-In [Free] – You appear in your starting location as you are – no new memories to distract you or cloud your mind, but no friends or connections in this universe.

Soldier [100 CP] – Either against your enemies or merely in defense of your home, you have been fighting for years.

Mechanic [100 CP] – You've been fixing and improving machines for years, and you know your way around a wrench, I tell you what.

Medic [100 CP] – When it comes to curing what ails the world, it's you they turn to. You've seen more mangled bodies than any man or woman should and gotten most of them back in working order.

Section 3: Skills and Abilities

[Discount X] means that for X background, the skill comes at half cost.

Intuition [100 CP, free Drop-In] – You can tell a few things about people at a glance – their intentions towards you, their general level of health, their emotional disposition, and whether they know what you need to know.

Close Quarters Combat [100 CP, free Soldier] – You know six forms of (mundane) martial arts, and have adapted them for use in the tight corridors of starships.

Fixer-Upper [100 CP, free Mechanic] – You seem to be able to repair any sort of mundane device with just a half-hour at most and the right materials.

First Aid [100 CP, free Medic] – You have all the knowledge necessary to patch or treat wounds on the spot – anything that doesn't require hospital equipment, anyway.

Memento [200 CP, discount Drop-In] – When you hold a reminder of someone now lost to you whom you hold dear, your fighting ability and technological prowess is boosted by half again what it normally is. This cannot, however, be from a death you deliberately caused.

Pilot Training [200 CP, discount Soldier] – You have the know-how to pilot your homeworld's fighter ships or mechs (for Tarak, this is the Vanguard mech, and for Mejere, this is the Dread starfighter), and can more easily figure out how to pilot other such vehicles into battle.

Jury Rigging [200 CP, discount Mechanic] – You don't *really* need the proper materials to fix a machine anymore – as long as you can keep the internal components working at all and don't have any gaping holes in the thing, it'll work as well as it usually does. This doesn't make your patches as durable as the real thing, but it sure makes it cheaper to keep things running.

Way of Pai [200 CP, discount Medic] – You can now identify specific physical ailments and wound types with just a look, and can even be taken seriously while speaking through a hand puppet.

Crazy Enough To Work [400 CP, discount Drop-In] – If you couldn't think on your feet before, you sure

can now – when you're in a pinch, your creativity shines through, allowing you to drum up a somewhat tactically sound plan. This doesn't guarantee victory, but now you're not guaranteed to *lose*, either.

This Way And That [400 CP, discount Soldier] – Who ever said you couldn't use martial arts in a starfighter was an idiot! Any physical techniques you know, you can perform at least a variant of in a Dread or Vanguard (or any other advanced vehicle, for that matter).

Chrome Parfait [400 CP, discount Mechanic] – If you wanted to, you could probably fix an entire starship all on your lonesome, with enough time. However, if you're working in a group to fix or build one, you'll find your group cohesion improve exponentially as the group grows, up to a limit of fifty compatriots.

Keep It Cool [400 CP, discount Medic] – Not only are you better at remaining calm in the face of danger or mutilated bodies, but so long as you retain your composure, you will be twice as effective at any action you take to heal an organic, living being.

We Are One [800 CP, discount Drop-In] – When piloting a mech or starfighter, you can combine it with another mech or starfighter in mid-flight, allowing the combined form to access the weapons and abilities of both. It also looks cooler. This works with up to five vehicles.

Ramming At Sufficient Velocity [800 CP, discount Soldier] – So long as you are pushing the top speed that you or the vehicle you are in can possibly handle, you can crash into a larger vehicle or creature to create a weak spot in the target's armor or hide. An unbreakable material? Not anymore. No so unbreakable? Well, that just means you deal MORE damage. You will most likely *survive* this – but if you're not prepared well, said survival will be in only the most technical of terms.

Paksis Proxy [800 CP, discount Mechanic] – Well, now. You not only know of the mysterious Paksis creatures, but *exactly* how they work – how these living crystals produce as much power as a star, how they can modify and improve inorganic constructs, how they fuel and repair said constructs even if not directly connected – and how they sense and react to emotions. With a small but stable sample of the crystal, you could even grow your own miniature Paksis... with time.

The Doctor Is In [800 CP, discount Medic] – If it has a beating heart and was at least 50% organic when it was born, you know how to heal its fleshy bits. You also know, however, how to render said fleshy bits utterly useless – everything from pressure points to weak spots in natural armor are just blips on a sort of mental HUD for you.

Proof Of Their Existence [200 CP] – You can bring up to eight Companions in with you – they receive an Identity and 400 CP worth to spend on abilities or items.

Visit My Room Sometime, Okay? [300 CP] – One person in this universe will fall in love with you – enough, in fact, to join you on your journeys. It could be nearly anyone (though they can't take any vehicles with them unless you pay the price for it. How unfortunate.) However, if you should perish, they return to this universe, heartbroken at the loss.

Section 4: Items

Discounts still mean 50% off the price here.

Uniform [50 CP, 1 free for all] – Your choice of the clean, crisp and sharp military uniform of Tarak or a flattering bodysuit from Mejere. It's resistant to wear and tear in either case, and will be replaced if broken.

Tarak Food Pills [50 CP, 1 free Tarak] – A bottle containing 30 food pills from Tarak. These pills are so rich in calories and nutrients that just one can sustain a grown man for 300 hours (or about twelve and a half days). It also comes with a recipe for making more – with relatively common ingredients. Sadly, they have no flavor whatsoever.

Laser Ring [50 CP, 1 free Mejere] – A ring that fires a laser with killing power roughly equivalent to that of small arms fire. It just doesn't run out of power.

Vox Collar [100 CP, discount Drop-In] – A collar worn about the neck that allows you to disguise your voice.

Pyoro [200 CP, discount Medic] – A small, hovering, egg-shaped robot assistant, this companion seems to be able to analyze just about anything. However, it can be annoying to live with sometimes, and is terrible at coming up with names.

Hijacked Harvester [300 CP, discount Mechanic] – A half-biological star drone. It would normally be collecting your organs, but it appears to have malfunctiones just enough to let you take control.

Dread/Vanguard [400 CP, discount Soldier] – A high-speed starfighter, the Dread unit is capable of storming even large battleships in groups of five or more, taking on vast numbers of drones without sustaining heavy damage, and high sublight speeds. The Vanguard, whilst slower and less maneuverable, is more durable, comes with more variable weaponry, and as a mech, arguably looks cooler. It is also more resource-efficient.

Section 5: Drawbacks

You can gain up to +600 CP in Drawbacks. Any further taken are simply for flavor.

Public Enemy [+100 CP] – You are automatically more repulsive to the opposite sex – twice as much as every other member of yours, in fact. While this won't do much beyond Tarak and Mejere, whichever one is your opposite knows where you are, and they will send someone after you every so often.

SPAIed On [+100 CP] – There will always be someone spying on you and taking pictures of every incriminating thing you do, then leaking them to the largest possible audience.

Mister Aaaaliiieeeen~ [+200 CP] – It appears you've fallen in love with someone of the opposite sex from this world! Obsessively so! Not only that, but they appear to be utterly terrified of your constant presence in their life!

I Hate Black Boxes [+200 CP] – The technology in this universe... and ANYTHING more advanced than 21st century products, for that matter... just doesn't act right. And by "just doesn't act right," we mean malfunctions, viruses, glitches, and even explosions everywhere! Don't think sapient machines are immune – they'll become either murderous or madly possessive of you.

Buzam Anon Calessa [+300 CP] – You get a free Vox Collar, yay! Oh wait. It's stuck on a ridiculously androgynous voice, and you're stuck being mistaken for whichever sex anyone you're seen by dislikes (or seen as a spy). For ten years. You might not want to go anywhere near Tarak or Mejere with this.

We Lived In Fear Of The Harvesters [+300 CP] – The organ-harvesting ships from Earth seem to have taken an interest in your... unique biology. Expect attacks every day by drones, and a fully-equipped mothership every year.

No, Anon, You Are The Earthlings [+600 CP] – Uh-oh. While everyone else in the galaxy sees you as being affiliated with the Harvester Fleets, turns out that Earth doesn't. Which means... good luck fighting all of humanity. ALL of it. In fact, a certain ship named for a sort of blissful existence *will* find

you by the last year, even if you manage to evade them until then, and they'll be three times harder to beat than they'd normally be, with *all* of their usual plot armor.

Regardless of your choices here, after ten years, all Drawbacks are revoked and you have three choices:

Go Home – You want to go home. It's time to wake you up inside. You reappear at home at the moment you left, retaining everything you've earned so far.

Stay Here – Eh, this place isn't so bad, right? You stay here, keeping everything you had so far.

Move On – There's more worlds out there, and you're probably tired of all this “gender war” mess what's going on. You'll hop on to the next world with everything you already have.