MegaTokyo 2032
The Story of Knight Sabers

BUBBLEGUM CRISIS 2032 JUMPCHAIN
v1.0
by AdmiralAnon

The year is 2032. The place... is Megatokyo.

Horrendously devastated in the Great Kantai Quake of 2025, Megatokyo has risen from the ashes to become a dominating leader in both scientific advancement and industry. And at the helm is the most powerful megacorp in the world, GENOM, a world-wide(and offworld) conglomerate focused on the development of Boomers - humanoid fighting and construction machines.

These artificial lifeforms range in sophistication from unmistakably robotic to being indistinguishable from other humans. But perfection is not without a price - despite their prevalence and saturation amidst the world economy, Boomers sometimes go berserk, laying waste and slaughtering all in their path.

This common occurrence has necessitated the creation of the Advanced Department Police - the ADP. Woefully understaffed and underfunded, they typically act as nothing more than lambs to the slaughter when caught in the crossfire of wild Boomers.

No, if Megatokyo has a saviour, it is in the form of the Knight Sabers - Four anonymous hardsuited vigilantes, piloting the most advanced and sophisticated military hardware known to man. Known to both stop rampaging Boomers and take mercenary contracts, no one knows who these four really are.

You get thrown into this dystopic world roughly 1 month before the events of Tinsel City. Your age is 1d8+17, you can pick both gender and age for 100 CP, and you have 1000 CP to make your way in this world for ten years, so good luck!

[Backgrounds]

Drop-in - Free - You know the drill. You appear in your location of choice, with the instinctive knowledge of where all your toys are stored. Have fun!

Boomer - Free - Channelling some Arnold, eh? You're a camouflaged BU-55C Combat Boomer. When you feel the need to wreck some havoc, you can shed your meat exterior in a shower of gore and let loose with a mouth laser cannon, chest heat cannon, or whatever other toy you might happen to pick up. You're tougher, stronger, and faster than a regular human. On the other hand, you're a sentient, self-willed BU-55C Combat Boomer, which means everyone is going to want to kill you. Or take you apart.

Megacorp Executive - 100 CP - Power determines who's right, and Megacorps are the ones that hold power in Bubblegum Crisis. It's a philosophy you've taken to heart as you've climbed up in the business world. So what if you had to make some sacrifices? Doesn't that corner office make it all better?

Sexaroid - 100 CP - You're a BU-33s Sexaroid. Yep. You're indistinguishable from other humans unless someone cuts you open, meaning you're somewhat disturbing to other locals that learn of your true nature unless you've managed to convince them of your sincerity beforehand. You're slightly stronger, smarter, and faster than baseline humanity, but nowhere near combat boomer specs. You also seem capable of stunning and/or confusing humans via hypnosis. You're also smoking hot, for the obvious reasons.

Knight Saber - 200 CP - Through chance, happenstance, or design, you've been recruited(or self-trained) to form part(or solo) of a Hardsuit Vigilant Team. Whether mercenary or out to fulfil a goal, you're in direct command of one of the most impressive sets of military hardware in existence. If you pick this option, you can choose to join the Knight Sabers, though you'll have to answer to Sylia at the end of the day.

Super-Boomer - 400 CP - Humanity is over-rated. You're stronger, smarter, faster, tougher, and more powerful than even other Military Boomer. Your combat form doesn't even look that different from your normal configuration, merely exposing some armor plates and shifting your skin and eye tone. You're fast enough to catch railgun rounds, dodge hardsuit-assisted kicks and make it look easy, and unleash powerful shockwaves with a punch.

[Location]

Roll 1d8 for your location, or take one of the free picks offered for your background, or pay 100 CP to choose.

1. USSD National HQ - The guys in charge of world peace via orbital firepower. The USSD manage a series of satellite particle cannons designed to shoot down nuclear ICBMs, thereby maintaining an uneasy co-existence between superpowers. Good thing you're just a lost tourist, right?

2. WIZ Laboratories - The burned-out remnants of the place where Katsuhito Stingray made history via the development of Boomer technology. Probably not anything interesting left, but you never know.

3. Hot Legs - (Free for Sexaroid) A popular bar, complete with live music. Pretty dead during the day, but at night renown for being one of the places Priss and the Replicants put on their live shows.

4. ADP Headquarters - The place where red shirts go to die. Underfunded, understaffed, the ADP is the walking joke of Megatokyo, doing little more than offering targets to distract Boomers until the Knight Sabers show up.

5. Silky Doll - (Free for Knight Saber) A Lingerie shop, run by one Sylia Stingray, leader of the Knight Sabers. Seriously. Hey, would you expect a brilliant, mercenary vigilant to run a lingerie shop?

6. The Canyon - (Free for Drop-in) A remnant of the Kantai Earthquake that devastated Tokyo. A lawless place, ridden with gangs, thugs, black markets, and those who just don't care to live under the tender mercies of Tokyo's various Megacorps.

7. GENOM Headquarters - (Free for Megacorp Executive) A kilometer high arcology, a near self-contained world in and of itself, a massive pyramid edifice rising over and above the rest of Megatokyo. From here, a man by the name of Quincy more or less rules the world. But hey, you're

just a tourist, right? Just be sure you actually get Quincy and not his robot double.

8. Lucky you, time for a free pick! You can pick any of the locations listed above, or, if you like, any location in the BGC universe, including the orbital complexes.

[Perks and Abilities]

Hacking - 200 CP - You put the cyber in cyberpunk. Electronics and computers are one big game for you that you mastered long ago. You're also skilled in battlefield hacking, alongside ECM and ECCM.

Punk - 200 CP - Simply put, you fight brutal and dirty. You've never seen the inside of a dojo or understood the mechanics of utilizing weaponry or battlefield tactics, but that doesn't stop you from using everything around you to beat the absolute fuck out of your foes.

Dextrous - 200 CP - The battlefield is your dance room. Take hits? Why would you do a silly thing like that? Dodging attacks is an easy as breathing, and your flexibility is extremely impressive.

Tactics - 200 CP - Organizing a combat team to effectively combat a multi-national, multi-billion Megacorp with more military assets than most nations? Child's play. You gain mastery of small-team combat, allowing you to turn a few select individuals into a force that can challenge armies. This also gives you the knowledge necessary to support them - finding the best deals on military hardware, Operations Security, ect, ect.

Dirty Harry - 200 CP - A revolver against a Boomer? Seriously? Okay, Ocelot... You gain effective mastery of all bullet-firing weaponry, wether it hand-held or mecha-mounted. You can shoot accurately enough that, with the right hand cannon, you can take out Boomers one-on-one. Just be sure to shoot first, because outside a hardsuit you're still rather squishy.

Too Cool to Die - 200 CP - Why aren't you dead yet? Seriously, why? Bluntly, you're tougher than everyone else, regardless of what weight class you're fighting in. As a human, you can somehow tank hits from Boomers, and if you're a Boomer? Expect Sylia to be gritting her teeth in frustration if she's trying to kill you.

Road Master - 200 CP - If it's got wheels, then you can win. Regardless of what you drive, even if it lacks a weapon system, your skills while driving give you a better than good odds at coming out on top. You are the ruler of car chases, everyone around you knows getting in your way is suicide, and if you put your mind to it, the chaos you spawn while tearing up the highway damn well might just take out that annoying Boomer trying to catch you.

Hardsuit Pilot - 300 CP (Free Knight Saber and Sexaroid) - You've got the know-how and skill to hop in a Hardsuit, Power Armor, Battlemover, et all and take to the streets to slaughter some Buma. From casting FIST to unleashing the Dakka, you're pretty good, kid. Stacks with the other combat perks/abilities.

Big Ear - 300 CP - You've got the word on the street, and off it, and in the board room, and the military headquarters. Simply put, your network of informants knows no peer. You know what rumours are true, false, and somewhere inbetween. This also allows for a clandestine line of communication where it would otherwise be impossible, allowing you to collect job offers and make them to places you

normally wouldn't be able - from GENOM to the Military. It also lets you keep an ear out for smart purchases on the black market - gotta get ammunition for your personal army somehow, right?

Visionary - 300 CP - Your brilliance is unmatched. You outshine anyone and everyone around you, forging a path on the edge of known science to completely revolutionize the world as you know it. Your only peer is Katsuhito Stingray, who more or less singlehandedly developed Buma Technology.

Idol - 300 CP - Whether in a back-dive bar or on stage in front of millions, you've the passion, energy, creativity, charisma and voice to be a famous musical icon. The ability to inspire undying loyalty is typically a useful ability outside the stage, as well.

Grease Monkey - 300 CP - (Discount Drop-In) What can you fix or build? What CAN'T you fix or build? Nothing, that's what. From hyper-cars to Buma, computers to Hardsuits, with the right tools and enough time and experiments, you can build it all, weaponry included.

Boardroom Warfare - 300 CP - (Discount Megacorp Executive) Managing the comings and goings in a Megacorp is second nature to you. Not only are you skilled in Business Management, but personal management, as well. You handle the character assassinations, rumour mongering, and in-fighting with casual aplomb, having little difficulty in turning your enemies actions into an advantage. It won't take long for people to learn that it's better to follow you than get in your way.

Leon's Own Luck - 300 CP - (Discount Drop-In) You should be dead, shouldn't you? Somehow, despite everything, you manage to slip through and survive, even against vastly more powerful foes. You won't end up unscathed, but atleast you'll be alive to tell the tale. Just don't try to punch Largo in the face in your PJs, alright?

Knighto Sabers, Sanjo! - (100 CP for 1 Import, 300 CP for 4, 600 CP for all 8) - Why should you have all the fun? You can import up to 8 companions, each one gaining the Hardsuit Pilot skill and their very own Hardsuit. Enjoy.

The Big Desk - 600 CP - (Discount Megacorp Executive) You are one of the top CEOs in GENOM, second-in-command in all but name. You possess unrivalled, unchecked power beyond that of nation-states - your credit card limit could pay off national debts. You answer to one man and one man alone - Quincy, the CEO of Genom. You won't have to answer often, but be sure to have a good one when you do.

Master of War - 600 CP - (Discount Drop-In and Knight Saber) Battlemover, Hardsuit, Crab Tank - it doesn't matter. The moment you slip behind it's controls is the moment your opponents find Death waiting for them on the battlefield. In your hands, machines perform above and beyond what the material specifications state they should. You hit harder and with more accuracy, while others find your machine nearly unstoppable with what they're capable of soaking. You could even take the K-11 Powered Suit and have a good-to-even chance of stonewalling a Knight Saber, you're THAT good.

Fusion Boomer - 600 CP - (Requires Boomer or Hyper-Boomer) Your systems have been augmented with an extensive and sophisticated nanotech system that allows you to assimilate and control matter and other technology roughly analogous to a techno-organic grey-goo. You'd find Hardsuits to be slightly undigestable due to their construction and makeup, but other Boomers are fair game. Fine control of this ability, however, will take some time and learning... and being some sort of horrendous

techno-organic cancerous blob does cut down on the social opportunities.

[Items]

Apartment - Free - A run down, single-room apartment. Nothing special, but hey, it keeps the rain off. Don't worry too much about the rent.

Motorcyle - Free - A generic, Japanese-built motorcycle. Gotta get around Megatokyo somehow, don't you? Nothing special, but hey, it's free.

Canyon Garage - 100 CP - Hey, you gotta have some place to store all the bigger stuff, don't you? Secrecy is a problem, but given the Canyon's general lawlessness, I'm sure you can figure something out. Not that you'll have to worry too much about that - after all, who the hell would dare steal from you?

Workshop - 100 CP - You need tools? You have ALL the tools. Using this, you can effectively build and/or repair any damn thing in BGC, though constructing orbital shuttles might take a while. Nevermind getting ahold of the plans. Can act as an independant location or as an upgrade/attachment to Canyon Garage or Underground Hideout.

Arcology Apartment - 100 CP - (Free Megacorp Executive) You don't want to live like the common man, do you? This posh, multi-room living quarters comes fully stocked with everything you could dream of to make life just a little bit more enjoyable. Even better is the privacy - don't expect neighbours to be complaining about the noises you make. And given you're living in an arcology complex, the security is top notch! Rent? Having to pay rent is for poor people!

Underground Hideout - 200 CP - A classic that can't be beat. This underground complex gives you the safety and security to indulge in whatever your pleasure may be - launching vigilant and mercenary strikes against your foes, researching forbidden technologies, or simply kicking back to relax. Unless you do something monumentality stupid, even GENOM won't have luck finding this place.

Sexaroid - 200 CP - When you can't find a good friend... you make one, instead. You're the owner of a 33-S Sexaroid, personality and appearance customized to fit your preference. Loyal, friendly, smoking hot, and highly, highly illegal to own while on planet earth. Disturbingly capable at piloting military hardware, Hardsuits and Battlemover included.

Buma Bodyguard - 300 CP - (Free with The Big Desk) A Covert Operations Buma, designed for protection of critical VIPs. Despite the almost-human appearance, is capable of tangling with and defeating fairly sophisticated military hardware, Boomers included.

Saber Suit - 300 CP - (Free Knight Saber) You gain your own Knight Sabers Hardsuit, a marvel of technology with no match in BGC, allowing a normal human to go up against Hyperboomers and come out victorious and alive. Each Hardsuit has it's own specialization that is picked when purchased; Electronic Warfare, Close Quarters Combat, Warfare Specialist, and Leader, each with thier own strengths and weaknesses.

Motoslave - 400 CP - A hardsuit... for your hardsuit. The Motoslave is an independant, semi-autonomous transforming exoframe for your Hardsuit that can shift from Battleroid mode for combat to Motorcycle for rapid travel. Capable of sustained flight, and equipped with a heavy particle beam rifle

that is capable, with assist, of targeting orbital assets for sniping.

D.D. Battlemover - 400 CP - (Discount Drop-in and Sexaroid) The Battlemover is an apex of warfare in BGC - a transformable, piloted mecha that can shift between a quadruped form and a humanoid configuration. Capable of sustained flight and equipped with a sophisticated cybernetic control interface, alongside a mini-missle rack, gatling cannon, and overwhelming melee power, the D.D. Battlemover can stand toe to toe with the Knight Saber's Hardsuits. Comes with a combat-assist J-2 military computer. Neutron suicide bomb NOT included.

Highway Star - 200 CP - While not the penultimate Highway Star, this customized motorcycle is, perhaps, it's equal... or more. Literally the fastest thing on two wheels, with a top speed of 300 MPH+, this monster has been extensively customized to your personal control scheme to the point where anyone else attempting to utilize it to break speed records would find themselves in the hospital morgue.

The Griffon - 300 CP - This low-slung cybernetic armoured behemoth has been extensively modified from it's original vehicular chassis, with a top speed of 300 MPH+. While not -the- Griffon, this car is it's sibling in spirit. It's capable of ramming motorcycles at high speed and coming out untouched, being immune to small arms fire, capable of self-repair, and gifted with a cybernetic control scheme that allows for uncanny and disturbing reaction time and control. It even has an autonomous cybernetic intelligence with extensive loyalty modifiers to bypass that annoying 'Come alive and try to kill and/or bond with my driver' habit. Grill-mounted lightbar sweep optional.

Data Archive - 400 CP - (Discount Drop-In) An odd data storage unit with the number '3' on the side. Within is the extensive building blocks, blueprints, and other sundries that will allow you to begin construction of your very own elite vigilant Hardsuit team, along with it's various support units, Motoslaves included.

[Hardsuit Setup]
Each hardsuit already comes equipped with it's own generic loadout; Strength and reflex augmentation, sensor suite, ect. However, each setup has it's own customized additions, as follows;

Electronic Warfare
Anti-Boomer Gun
Particle Rifle
ECM/ECCM Loadout
Jump Assist

Close Quarters Combat
Heavy Anti-Boomer Cannon
Knuckle Bomber
Melee
Jump Assist

Warfare Specialist
Heavy Anti-Boomer Cannon
Railgun
Jump Assist
Knuckle Bomber

Leader
Heavy Anti-Boomer Cannon
Melee
Jump Assist
Flight

[Loadout Options]

Want to customize your own Hardsuit with some extras? Don't we all. Here's some fun toys to get you started; these can also be mounted on Boomers somehow(barring Sexaroids), the Motoslaves, the D.D. Battlemover, and the Griffin, if you so choose.

Knuckle Bomber - 50 CP - You hit things, they turn into gore with a nice explosion. One blow is enough to do some serious damage to a Boomer, if not kill them outright, but you'll have to get in close.

Anti-Boomer Gun - 50 CP - You basic hardsuit gun. Fire enough rounds and you might kill a Boomer, assuming they stay still long enough.

Heavy Anti-Boomer Cannon - 100 CP - Now we're talking. A few shots from this will put a serious hurt on any Boomer. This typically takes up the entire loadout of a hardsuit arm.

Particle Rifle - 100 CP - Why deal with pesky ammunition and/or barrels? Hook this baby up to some power and you're good to go. Just, uh, don't run out of it.

Railgun - 100 CP - Your basic railgun. Does some nice damage.

Heavy Railgun - 200 CP - When you positively have to fuck shit up. Shots from this will be punching holes in Boomer and putting serious dents in anything tougher.

Mini-missle Rack - 150 CP - So, I heard you like missles. Hits hard, but there's this pesky little thing called limited ammo...

Gatling Cannon - 150 CP - You're not an A-10 Warthog, but you come close. Adds some weight to your Hardsuit frame, though, so expect some hit to your manoeuvrability.

Heavy Particle Beam Cannon - 300 CP - Lift off and nuke 'em from orbit. The only way to be sure. Using this in close quarters is inadvisable. You bring this baby out to reach out and touch people like the finger of a god - few things can stand up to it's firepower. Combo with the ECM/ECCM system, and you'll be sniping things in orbit.

ECM/ECCM System - 200 CP - Battlefield hacking, ECM spoofing, jamming, augmented sensor suite, the works. Can also assist other Hardsuits with aiming at far-off targets.

Melee Weapon - 50 CP - From mono-moleculor ribbons to your basic armblade. Have fun.

Jump Assist - 50 CP - Jump farther, faster. You can even mount this on vehicles to give them a Knight Rider-style boost jump.

Flight System - 200 CP - The ground is for plebians. With this, you'll be lording over the battlefield. Allows for continuous flight in an urban environment. You're not Iron Man, though; mach+ speeds are still the realm of fighter jets, and if you want faster, you'll have to bust out the Motoslave. No, you can't mount this on the Griffin or Highway Star, sad to say.

Heavy Armor - 100 CP - Sure, they can hit you, but can they actually do anything? Most hardsuits are built for speed and dodging, but hey, go ahead and buck the trend. Can be stacked for even more durability with a logical loss in manoeuvrability.

[Drawbacks]

Take as many as you like. Jump-chan delights in suicidal behaviour, after all.

Blood Dependancy - +200 CP - (Sexaroid Only) Uh, oh. Seems someone at GENOM was shoddy with your construction. You're unable to produce your own blood, requiring human blood to maintain your systems. Fixing this means you'll have to physically infiltrate GENOM to acquire a data disk with the requisite firmware updates. Good luck!

Angel's Kiss - +200 CP - Priss seems to have become rather infatuated with you. Given that people close to her tend wind up dead, this is a problem. Expect to deal with increased Boomer attacks, gang activity, and other various shenanigans interested in seeing you harmed bodily. Oh, and dealing with Sylia, who doesn't like the Knight Sabers developing abusable emotional bonds outside of work. On the plus side, Priss is interested in you, if you're into that.

Fugitive - +200 CP - Well, aren't you the naughty little one. Seems you've done something the law doesn't like, and they found out. Expect to be dealing with the ADP on a regular basis if you're out, large, and in charge.

ADP - +300 CP - (Incompatible with Megacrop Executive) The day after you settle in, the Chief of ADP calls you up and starts yelling in your ear about being late to work. Yeap, you've been employed at the AD Police. Expect to be constantly on the front lines of any callout to deal with rampaging boomers, thrown out into battle with shoddy, sub-standard equipment and poor tactics. Have fun!

At First, You Had My Curiosity - +300 - Uh oh. It seems Quincy has taken a specific interest in you. This could vary from increased expectations if you're his direct understudy, to out-right possessive lust if you've been throwing around hyper-tech.

Now You Have My Attention - +300 - Largo, the Hyper-Boomer with aspirations of Godhood, has become interested in you. Not good. As he's been shown to take a hit from a kill-sat and survive, dealing with him may be problematic.

God-damned Military Complex - +300 - Seems the USSD wants to have a talk with you about all the hardware you're flouting. Or maybe it's all those international laws you broke. You forget. While not as bad as GENOM, they're still the guys in control of all those orbital laser satellites.

[The End]

It's been ten years! Hope the world is still standing. I'm not saying you did it, Jumper, but GENOM sure has a raging hard-on for world domination... But hey, you survived! Now, you only have a final

choice to make;

1) Go Home
2) Stay Here
3) Continue the Jumpchain!

Enjoy, regardless of your choice. And have fun with all the toys you picked up!

[Notes]

* Neither the Highway Star, Griffon, or D.D. Battlemover require fuel. Also, their cosmetics and appearance(within reason) are customized to your specification.

* Yes, this is the original Bubblegum Crisis OAV. No, you don't get a BGC 2040 Drawback. You'll take the original and like it. Young whippersnappers.

* The Knight Sabers hardsuits started off regular and later got upgrades - you start off with the upgraded version if you purchase it. Yes, even if you're working with the Knight Sabers. Maybe Sylia just likes you in that case.

* Yes, you can be a male Sexaroid.