
5555
グレッドマン
boys invent great hero

Welcome to Earth. Oh? You've been here before? Then you're probably familiar with how things look in your home dimension. Here things are different. Very different. The information age is upon us and everything is connected to the internet. Yes, everything, even things that normally wouldn't like that old fashioned egg timer. The world is under attack by digital lifeforms sent by a terrible power who wishes the destruction of everything. The only one standing in their way is the Hyper Agent Gridman! Able to enter cyberspace and duke it out with villainous viruses. He is not alone in this, however. Usually he gets help from a plucky group of kids in his never ending crusade for justice. You could even be on his support staff! Maybe sitting on the sidelines isn't for you? Maybe you want to be a Hyper Agent too? Wait, are you one of those people who want to watch the world burn? Eh, I'm not one to judge. Take these Cyber Points and make your choice.

+1000 CP

Age and Gender

Your gender is entirely up to you, I certainly won't judge. Ages come in two ranges. 1d8+10 (For High school) and 2d8+10 (for Adult).

Backgrounds

Drop-In - Hello new guy! Don't want to deal with a lot of foreign memories and dross? Then this is the option for you! The downside is that you don't have a support network to help either. Better work some magic to avoid being collateral damage. You start with a wallet, ID, and an address in a decent apartment building.

Support - Who are you? Why you're the plucky sidekick! What does that mean? It means that you're the guy (or gal) who gets things done in the background. You provide an invaluable reservoir of moral support and ideas when the going gets tough. Comes with a family and history free of charge!

Hyper Agent (100 CP) - Now we're talking! You're one of the heroes of the story. A sterling example of Justice ready to take on the Kaiju and save Earth! What this means for you is the ability to go gigantic and kick some Gigabutt! Your powers include being able to move through computers with ease and even enter Dreams! Wait, what…?

Kaiju (100 CP) - You want to play in the Dark Web? This is your lucky day! With this you can become a terrifying Kaiju able to destroy computer systems with ease. Your powers are rather

esoteric for all that they're tech based. You are the darker counterpart to the Hyper Agent. That doesn't mean you have to be evil, but expect some distrust.

Background Perks

50% Discount to Background

Drop-In

Just an Ordinary Guy (100 CP) - At least that's the impression you give off. There's no possible way you're that masked man! You can't secretly be the one everyone is looking for! That's just crazy talk! The more ordinary you appear in your daily life, the less you will be noticed. Just try not to use your powers in front of Muggles too often. Selective obliviousness will only get you so far.

Survivor (200 CP) - You do have a knack for making the best of a bad situation. Need a place to hide? You can find it. Want to help? You can find a way. It doesn't make you an instant expert, but you can learn basic survival skills much faster. Yes, this includes the fiddly things like keeping house and bookkeeping.

Heart is an Awesome Power (400 CP) - Don't let anyone tell you otherwise. Your heart will guide you even in the darkest of times. While it won't provide instant answers, you will find the strength of will to carry on no matter what. You can be a shining beacon to lead even the most downtrodden into the light or bury them further in the darkness. Hero or Villain, Salvation or Ruin, your choice.

The Strength of Cooperation (600 CP) - What's this? An interdimensional entity wants to act, but can't? They need the help of an ordinary person to use their powers? With this you can be that person! The benefits of this are many as it allows you to take on the powers of others. There are a few caveats, however. You must have the entity's permission as it is about cooperation. The strain of this ability is immense meaning you get 3 minutes of active time at first. With training this can be extended, but it will take a lot of work. The greater your bonds, the more powerful the resulting combination will be. They will know your heart, you can't hide your intentions while combined in this way.

Support

Otaku (100 CP) - Your knowledge of facets of Pop Culture is encyclopedic. No matter what, you will be able to find an appropriate trope to fit the situation. Even better is that you can find

patterns and use it to help your friends! No one will mock you for being a nerd when your Mad Skillz reveal the enemy's weak point!

The Idea Guy (200 CP) - Where would your friends be without you? Missing a valuable source of ideas that's where! You can take whatever scraps of information and formulate a working plan. Whether it works or not is kind of up in the air, but at least you gave them a direction. With time this skill is refined to account for more variables. Even the outlandish ones.

The Lynchpin (400 CP) - It's not glamorous, but your role is appreciated. The Hero goes off to punch the baddies, or the Villain schemes to end the savior, but you hold the group together. Any team that you're a part of will function like a well-oiled machine, covering for each others weaknesses and bolstering their strengths. Your contribution is not small or overlooked either. Trust me, you're important!

Minion Maker (600 CP) - Where do they get those wonderful toys? From you of course! You have the coding skills to make advanced weapons and vehicles. With enough time and creativity this extends to making monsters as well. For best results, you can make a deal with a patron to act as a source of power. All of your creations hold a small amount of the patron's power, but are permanent unless destroyed. Hope you remembered to save!

Hyper Agent

For the People (100 CP) - You can hear it. The cries of the people who need a Savior. Their voices demand that you act! With this you gain a sense of where danger is located and the means to reach it. Whether it is cyberspace, or perhaps in the real world, you can trace the threat to its source. Requires that there be an active threat.

Resolved to Conflict (200 CP) - Sometimes Justice can't be attained through words alone. For those times you must be ready to fight! You are able to master complex fighting styles and strategies as easily as breathing. Go from barely able to throw a punch to throwing down with masters! The more righteous your cause, the better you fight.

Heroic Visage (400 CP) - Your presence is an inspiration to others. When all seems lost just a look in your direction is enough to restore hope. You have a heroic build that can't be marred or blemished, unless it would be an improvement. Just the sight of you is enough to cause villains to tremble in fear. It takes a stout heart indeed, or utter stupidity, to ignore the power of your charisma!

Yume no Hero! (600 CP) - Awaken the Sleeping Giant! When Evil strikes Good must rise to the occasion! Even in the darkest times your power can banish evil! Surpass all previous limits, let nothing hold you back! Your power is increased by orders of magnitude in the face of adversity. Only the vilest hearts can stand against your Light, but remain firm and even they will fall. Grow

to immense size with a vast increase in strength and durability. Despite this increase in size your agility is unaffected. In fact you are far more acrobatic in this form. Unleash your Grid Beam for Great Justice! (Incompatible with Ascended Might)

Kaiju

Bringing the Darkness (100 CP) - Kaiju come in all shapes and sizes. You gain an empathic ability to read what others fear and capitalize on it. The Boogeyman is here and ready to bring the pain! You gain the ability to take on a form based on the fears of others. Size is up to you, but most Kaiju are pretty big.

Engine of Destruction (200 CP) - You're big, mean, and ready to make the scene. Your capacity for destruction is greater than your appearance would indicate. The more exotic, terrifying, or just plain weird your form is, the more devastation you cause. Even the sturdiest of materials may as well be styrofoam for all the good it does.

Aspect of Calamity (400 CP) - Lesser Kaiju rampage in a wild frenzy with no rhyme or reason. You're different, you're better than that, you have a talent. A special ability that is yours alone and unable to be duplicated. You're special. This power can be nearly anything like pyrokinesis, cryokinesis, unassisted flight, etc. If it can be used to cause destruction, it's within your ability. (Does not include full on reality warping. Please fanwank responsibly.)

Ascended Might (600 CP) - The Darkness rises to match the Light to turn day into night. All of your abilities are heightened to an unprecedented level. This can even come with a new form entirely. Want to walk down the Bishonen Line? Go full One Winged Angel? Good cannot be allowed to triumph! It is time for Evil to rise and conquer all! Will you be a benevolent dictator or a terrible tyrant? That is for you to decide. (Incompatible with Yume no Hero!)

General Perks

Traitor! (100 CP) - Switch Background Perks. Want to be a Kaiju who becomes a Hyper Agent? Want to be a Fallen Hyper Agent? With this Perk you can switch one Background Perk for another of the same cost.

Uncommonly Skilled (100 CP) - Pick a basic skill, you are now extraordinarily talented. You might not be the best in the world, but certainly the best in the region. Can be purchased multiple times, but a different skill must be picked each time.

Unique Fashion Sense (100 CP) - The basic Anime sense of fashion. No matter how weird it would look, somehow you just make it work. Socks with sandals? Go for it! Tie dye at school? Why not? This won't cover things like being a nudist, but most things it will. Heaven help us all.

Reliable (200 CP) - How is this a power? Simple. You are incredibly reliable. Reliable to the point of always being on time and having the right thing for the job. Regardless of what that job might be. It doesn't guarantee you will have specialized equipment, but you might have an idea where to find those things too…

Resources (200 CP) - You have access to easily found goods and services. Enough to never worry about going hungry, without clothes, or basic amenities. It won't cover more exotic things, but you have simple tastes. Right?

That Certain Something (200 CP) - You just got that something. What is it? Who knows, but you got it! What that means is you have a unique quality that others admire. Pick something you like and you are guaranteed to find others who share the same interests.

Tech Savvy (300 CP) - Computers, smartphones, ereaders, notebooks, satellites...you're a technophile and you love it! You have an almost supernatural ability to understand electronics. Anything you work on runs faster, better, and longer. It doesn't make up for parts that are missing, but it does mean you can jury rig something with the right materials.

A Little Help From My Friends (300 CP) - No man is an island. It takes a village to raise a child. There are many ways to say the most basic of truths. In order to get ahead in life everybody needs somebody to help. With this Perk any effort made as part of a group is multiplied by the number of people. Friends help each other, right?

A God Am I (600 CP) - At least in cyberspace. This allows you to project yourself into cyberspace and create a virtual world. The more effort you take, the more real it becomes. You have full control over your digital avatar from looks to parameters. The digital world is your oyster. Viruses and other virtual threats are still a problem, but at least you can rebuild.

Items

Wardrobe (50 CP) - A wardrobe full of clothes for a variety of occasions. Whether it be for school, hanging around, or swimming you're guaranteed to have something to wear. What did you expect? It's just clothes.

School Supplies (50 CP) - Books, notebooks, and writing utensils. Nothing too fancy. Comes with books related to your hobbies as well.

Fast Travel Unlocked! (100 CP) - ...Except...y'know...it's just a bicycle. A very nice bike in your choice of colors, but that's it. Guaranteed to never need repairs. That has to count for something, right?

Arts and Crafts (100 CP) - Enough supplies for all your hobbies! Just watch that exacto knife, would ya?

Junk (200 CP) - This is a replica of the original Junk Computer that housed Gridman. Perfect for just about anything computer related. Despite it being made from a load of crappy parts its still able to outperform modern systems. Used as a terminal to access the local cyber realm. Comes with everything needed to program support units or even design kaiju, if you have the skill.

Assist Weapons (400 CP) - A group of cyberspace vehicles specially designed to act as power armor and weaponry. Each one can be used separately, but with the right processing power, can be combined to act as a suit of power armor. In future Jumps these can be deployed from any computer. Includes 4 Vehicles and 1 Weapon.

Companions

Assemble the Team! (50 CP per Companion or 200 CP for Eight) - Do you want to bring in your pals? Go right ahead! Heck, you can even make some new ones too! Each Companion gets 600 CP to spend and their choice of Drop-In or Support Background.

Superhuman Samurai Syber Squad (100 CP per Companion) - Maybe you want a Hyper Agent or a Kaiju for a buddy? Each one gets 600 CP to spend.

The Legend Lives On (300 CP) - Maybe you want to recruit a canon character instead? With this option you can! Whoever you choose comes with all of their Background Perks.

Drawbacks

Clumsy (100 CP) - Butterfingers! Hope no one’s expecting you to walk and chew gum at the same time. Somehow even carrying a tray of food can turn into a disaster.

Wardrobe Malfunction (100 CP) - Nothing major, not usually, but you have a tendency of losing your shirt. Maybe your pants. How did you lose your shoes? At least you will always have enough to retain some modesty. Pink hearts on your boxers? I won’t judge.

The Last Hot Dog (100 CP) - Not necessarily a hot dog, but it can be. Whatever your favorite food is, you have a 1 in 3 chance of just missing out. Annoying, but hardly painful. You can handle this!

Odious Personality (100 CP) - There's just something wrong with you. You can be pleasant all the time, but there's always something just a little off. The more stressed you are, the more this strangeness manifests. It can be anything that would be seen as a negative trait.

Walking Disaster (200 CP) - Somehow, some way, if it can go wrong it will. It's never enough to cause permanent harm, but it will always be inconvenient. I hope you weren't expecting to make a lot of friends in this Jump. They might just run the other way.

Techbane (300 CP) - Now that's not good. How can you be expected to do anything with cyberspace when computers hate you? Expect epic slowdowns, freezing, glitches, and even system failures.

Amnesiac (300 CP) - Congratulations on your newly discovered Swiss Cheese memory! I hope you weren't planning on using out of context powers and knowledge here. This even extends to your Companions. Can't have you cheesing this by leaning on them.

Enemy Magnet (400 CP) - Is it your cologne? Maybe you told a few too many Yo Mama jokes? Whatever it is, your enemies want you dead. Deader than dead. Dead, deleted, and wiped from the hard drive. Whenever you take the field expect anyone who holds even the slightest animosity to try and kill you.

God is a Yandere (400 CP) - Well this sucks. The Big Bad wants you and not in a good way. In the short term this might seem good. You get what you want because the crazy Yandere likes you. The problem is that she, or he, is the jealous sort. The kind of person who would erase someone from existence for bumping into them. Remove them from reality for squashing their hot dog. This is what you have set on yourself. Sweet dreams.