

Custom Robo
Jumpchain by Cthulhu Fartagn

Origins
Pick two

Drop In
You are new to this world. You've got no friends here, unless you brought one with you. Nothing but the clothes on your back, and some money in your pocket. And a Ray. A Ray Mark 1, if you wanted to be really precise.

Hobbyist
You are… A fairly normal citizen of this world. You have a Custom Robo, just like everyone else, and have a little bit of talent with it. While it doesn't consume every waking hour of your day, it is still your primary hobby.

Support (requires Hobbyist)
Where there is a fighter, there will ultimately be a teacher. And maybe a manager, accountant, and coach. You are partnered up with a Tournament Fighter, and your job is to provide training and advice. Maybe you've chosen this path because you can't dive, or maybe just because you really really suck at it.

Tournament Fighter
Whether it's school, city, state, or otherwise, you've participated in - and probably won - at least one tournament. Basically, compared to a Hobbyist, you are captain serious, and it shows. Your Robo sparkles, you have dozens of spare parts, and maybe even a few bodies to boot.

Police Officer (requires Tournament FIghter)
Your participation in tournaments has gotten you recognition from people other than your peers. The police squad took note of your amazing talent, and made you an offer. An offer that you accepted. Now go forth and enforce the law via mini mecha battles.

Scientist
After studying your partner for so long, you've started studying others as well, and their Robos too. You now work for a technology company, designing the newest in Custom Robos. Maybe it's for deep sea exploration, maybe it's for space. Maybe its for the Hobbyists, or maybe it's for the police. Hell, maybe you worked on the Ray Mk II.

Criminal (requires Scientist)
One step too far, Jumper. You went one step too far, and into the dark you went. Graybaum has recruited you and set you up as a scientist for Neobrain. They'll hide your crimes, but if you stop being loyal… Good luck Jumper, you will need it.

Custom Robo
Okay, you haven't got clothes on your back OR money in your pocket. Why? Because you're an eight inch high robot, that's why. Good luck surviving here for the next ten years. Try not to get kidnapped and experimented on by Graybaum. You can be any Robo you want, as long as it's legal.

Rahu (requires Custom Robo)
Did I say eight inches? I meant ten. Did I say good luck? I meant, please have mercy on my soul, because you are now a potential walking apocalypse. The Rahu I, soon to be destroyer of the world. That's you now. Or any other illegal Robo, if you aren't feeling it for the Rahu I.

Personal Details
Your age is 1d8+10 for a base origin, +15 for a bonus history. Drop Ins may choose to ignore that, and keep whatever they had last jump.

Your gender is the same as last jump, or effectively irrelevant if you are a Custom Robo or a Rahu. You may spend 50 cp to change both age and gender freely.

Perks

General

Free - Victory Fanfare

What is a victory without some commemoration? Whenever you win a fight, you will have the option of striking a pose, or shaking your arms in a certain way. If you choose to do so, then you will hear a victory jingle in heavy metal, and find a photo of you striking your pose over your enemies defeated 'corpse' in your warehouse the next day. Maybe you can start a photo album?

Free - Glowing Aura Of Significance

Whenever a commander dives into his Robo, there is a blue aura that surrounds him. It generally takes the shape of a pillar of blue light about as tall as he is, and fades away as it gets taller, with a slight bulge at the bottom. With this, every power can have its own unique aura - if you choose to have one, anyways. And if you use multiple powers at the same time, then the auras will combine and get real fancy.

Free / 200 cp - Man and Machine

Due to the rules of the jump, it's possible that you may be in a situation where you are both controlling a Robo and a Robo yourself. In that scenario, some of your perks and abilities may be less than fully operational. Who cares about your own defenses when it's the Robo you're controlling taking the blows? With that in mind, should you either be a machine yourself or have been one in the past, you may transfer over a small portion of the powers inherent to your mechanisms into any machine you personally control. This perk may be taken for free for the duration of the jump, but must be bought for 200 cp in order to keep afterwards.

200 cp - Special Jump (Free to Robo)

Each model of Robo has a unique twist to it that adds to the strategy of customization and the tactics to be used in a match. The primary trade off that the models revolve around are durability and speed. The Metal Grappler models are slow both on the ground and in the air, are incredibly durable, and may only jump a single time. Old Timer models are slow on the ground, are relatively fragile, and may jump up to six times before needing to land. As a Robo, one of these styles now defines your body and is free. As a Commander, you may pay 200 cp to do something similar, becoming stronger or faster in an imitation of your new favorite Robo model, as well as granting a small level of affinity with them.

200 cp - Charge Attack

Aside from Soulboost - which is a supermove on behalf of the commander - most Robos have a move called 'charge attack'. The execution varies, from simply running forward, to a flying press, to a headbut. However, more to the point, this attack is basically guaranteed to stun an opponent for a moment. Assuming it hits. With a telltale aura of dull red, the attack is VERY short range, and if you do miss, you yourself will be unable to move for a split second as you recover. Try not to miss. Whether you're activating the attack yourself as a Robo or a Commander about to pull out another trick, the usage of this technique comes with a brief flicker of invincibility for as long as the red aura covers you. Please note that the duration of this is dependent upon the model of Robo you are / are using, as well as exactly how the attack is executed. They all hit like a truck though, no matter the model.

Drop In

100 cp - EXPRESSIONS

You sir, are silly. Very very silly, with your silly silly faces and expressions. Going from cloud nine to depressed in two seconds, do you think this is an anime?!? No, this jump is about miniature robot fights! Get your head on straight already! And don't even think of saying 'I thought I had it, but I don't' and trying to make others make silly faces too!

200 cp - Half Dive

The Half Dive is a very - I'm not even going to list the fifty or so 'very's - rare technique, discovered sometime during Rahu's destruction of society. How it got discovered and/or invented isn't important, but you have this power. Simply put, if Diving is part technopathy, then the Half Dive is part telepathy. Using it, you can read the thoughts of the commander in the last few moments of them using it. So think of a number, Dive into you Robo, and then stop. The Half Dive can read that number. Also, try not to use it on Robo's of the recently deceased, as that's a good way to get traumatized. In effect, it is a very light form of technopathy that allows you to view the recent history of machines.

400 cp - Ranged Hacking

During a secret experiment to produce 'the best commander possible' - run by the government, naturally - a woman named Vanessa Gregar was granted the closest thing to a superpower this world has ever seen. Her ability allowed her to use her Robo at range, and extreme range at that. While a normal commander has to be within 10 feet or so, she could connect to her Robo from effectively anywhere. Your natural range is boosted from 15 to 1500 feet, and you can piggyback through the internet to control your Robo. Sadly, you lack her ability to interrupt normal operations and 'steal' a Robo.

600 cp - Doppelganger

The original doppelganger was a pseudo-AI meant to slowly learn and adapt - not unlike the Hero Combat Data. However, it somehow downloaded the entirety of available combat data, and jumped from being a holographic enemy, to a real person. No, I don't know how. You are now one such being, a living hologram that specializes in mimicking everything it sees. This grants you what is effectively shapeshifting, taking the form of anyone you have enough data on. You can even copy their fighting style - and by that I mean how they command their Robo, not how they throw a punch. Though you can probably do that as well, you do specialize in that sort of thing after all. You can watch someone for a while to learn, or simply eat recordings of them to speed up the process.

Hobbyist

100 cp - The Very Basics

Everyone has to start somewhere, so let's start at the beginning. At the very bottom of the ladder of things to know in relation to Custom Robo battles is… Trivia? While you don't know everything there is to know, you can make some decent guesses at your opponents gear and fighting style. These guesses get more and more accurate as you learn more information - for example, they guy wearing boxing gloves probably uses close range combat, though you will need to actually see his gear to know for sure.

200 cp - Sparkle Sparkle Sparkle

A clean Robo fights better than a dirty one. Almost everyone believes this to be true, though few have ever tried to prove it as anything other than superstition. Still, it IS true. As such, the things you clean will end up a little bit more resistant to dirt than normal. Its not much, but it does mean that your Robo can fight at peak capacity for just a little bit longer. In fact, any machine that you shine until it sparkles seems to get a slight performance boost until that sparkle wears off. It pays to take care of your equipment, you know?

400 cp - Before You Learn To Battle, Brawl

Sometimes, when you have no clue what you're doing, you should step back, and try something else for a bit. Like when you can't seem to get into Robo fights, maybe you should learn to fight yourself. Doing so will probably provide you with a flash of inspiration to break past your roadblocks, and master your chosen subject. Effectively, if two subjects are related in some way, training one will train both. Like archery and sharpshooting. The closer a link between two subjects, the better.

600 cp - Handicap

Whenever a fight is hilariously one sided, the lesser contestant may be offered a handicap. For example, 'with one hand tied behind my back'. Whenever you lose a contest, you gain a temporary surge of something - exactly what is dependent on what kind of contest it was, such as chess and intellect - that will help you win the rematch. This boost is about 25% of your capabilities, and should you keep losing, will max out at doubling you. Sadly, if you do not immediately demand a rematch, the boost will null itself in moments, and will also do so if you win, as you will no longer have need of it.

Support

200 cp - What You Need To Know

In order for a support to be truly effective, they have to know what their commander doesn't - both in the sense of knowing what you need to know, and actually being able to tell you themselves. And if they don't, they need to find out quickly. You now can figure both these things out with great ease, so get to teaching.

400 cp - Eye Scan Registration

In order for a commander to use a Robo, they must first do an Eye Scan Registration, after which only they can use that particular Robo. There are ways around it, such as selling it, but for the most part it is a fairly effective method. You can invoke a similar effect on technology, tying it to a single user at any given time and making it significantly more difficult for others to try and use. The only major drawback to it is that any given person may only have a single piece of technology of any given kind bound to them at a time. A phone, a motorcycle, a laptop, so on and so forth. If you try to register a second one, you will lose the first. Additionally, this is meant to be used on personal scale equipment. A single person vehicle counts, a cruise liner does not.

600 cp - Transfer

Certain Commanders - and by 'certain' I mean 'very very very rarely' - have a unique ability referred to as 'Transfer'. This ability lets them absorb mental energy from commanders, and then either use it themselves or give it to someone else. The ability can be used by force, as consent is not required for the Transferer to initiate the transfer, but it does make the process painless. If you were to gather enough energy, let's say a dozen mid to high class commanders worth, you could force yourself into soulboost until that energy ran out. Of course, whether that power is donated to you or taken by force is rather irrelevant in the face of finding enough people to draw from.

Tournament Fighter

100 cp - Youth And Skill

Simply put, you are a prodigy. You have raw natural talent that can rival those who have been using Custom Robo for years…. Specifically, the hobbyists. Still, that's a massive head start on the competition, and it can only grow from there, and fastest with adversity. Expect to be in the top ten of Custom Robo battlers by the end of your stay here. Assuming you actually fight, that is.

200 cp - I Demand A Rematch

When fighting with Custom Robos, usually one match is all you can pull off. Most people can only pull off two or three a day, so when its tournament time, those who don't have the energy to go on lose quickly. That said, you will find that you always have the energy for at least two battles, no matter how weak you should be. Why? So that you can use this perk to demand a rematch. Even in official matters, you can demand a single rematch against your opponent. Custom Robo fights? One rematch. Tic-tac-toe with the fate of the world at stake? One rematch.

400 cp - Perfect Match

A perfect match is an almost unheard of thing in the higher tier tournaments. Mostly because unless one commander is a complete novice, in which case how did they get into a high tier tournament, or the other commander outclasses the first by a VERY large margin, they are usually relatively equal. That said, you have an uncanny ability to predict where the fire from your opponent's weapons is going to go, and then not be there. You can also do this backwards, and have basically all your hits, well, hit. C-c-combo!

600 cp - Overflow

Certain Commanders - and by ‘certain’ I mean ‘very rarely’ - simply have larger reserves of mental energy than others. Some commanders can only do two or three battles per day, and others can do ten, or even twenty. You are one of those rare individuals who have high levels of energy. Besides just having more energy, your range is also increased, albeit slightly, from the usual 15 to the supposed max, 60 feet. Of course, the energy needed to operate a Robo at that range is rather large, but thankfully you can handle it. Beyond that, you’ll find that your reserves grow rapidly, allowing you to go from a rank newb who can only manage one or two fights to a tournament champion who can handle dozens inside of a couple of months. Given that you already start with champion level reserves, this will require you to push yourself, but could have great payoffs.

Police Officer

200 cp - Door To Door Policeman?

Well, this is a bit surprising. Times are tough all around, so the police have started selling bits and pieces of their surplus equipment under the name of ‘home security’. Because of that, you now have basic operating proficiency in basically all police technology, as well as the means to get your hands on it. And I guess you could make a mean door to door salesman?

400 cp - Age And Treachery

Youth and Skill? Ha, that's a good joke. You are a member of the police squad, and no newbie is ever going to pull one over on you, and certainly not with a Robo! You have military training, and not the ‘budget cuts inbound’ kind either. While a certain level of skill is needed, you have four years of honing yours against the best and brightest the police could throw at you. This may just be an upgrade to your skills, but it’s worth it.

600 cp - Soulboost

The Soulboost is a highly advanced technique, supposedly created through ‘a perfect balance of mind, body, and soul.’ However, in an actual Custom Robo battle, these factors tend to boil down to combos, quickly defeating your opponent, and not taking damage. Combined, they allow you to simply become a better Commander by knowing your Robo better. That said, what the Soulboost technique actually does is fairly simple. For fifteen seconds, the defense and offense of you Robo is doubled. And also your Robo glows gold. Not very fancy, but it makes for a good super move.

Scientist

100 cp - Outside The Arena

99% of all Robo battles take place inside a holosseum, but there are always exceptions to this rule. And of course, these exceptions are usually illegal in nature, but that's neither here nor there. You possess knowledge of the workings of the Custom Robo, enough to modify the safety precautions on the Robo, and allow it to fight outside a holosseum.

200 cp - Chrome, Cartoon, Chrometoon

Chrome plating or plastic? A metallic sheen, or a simple paint job? These are important questions in making a Custom Robo. Or, ultimately, not really. Still, with a minimum of difficulty, you have the skills to alter a design so that it has different aesthetics, or modify something that already exists to something you think looks cooler. An already existing Robo is a tad bit more difficult, but not by much.

400 cp - Upscaling

Custom Robo are only eight inches tall, and yet the weapons they carry can seriously injure a human, should one be caught in the line of fire. Even legal parts can do this, let alone illegal ones. So imagine what this technology would do if it was bigger? By the time it was the size of a human - let's say it's a suit of power armor - it could probably punch a hole in a tank. You have the skills to see this as reality, finding it easy to shove loads more power than necessary into an eight inch robot, or to take that robot and turn it into eight feet of invincible machinery.

600 cp - Other Robos, Other Parts

In each production generation of Robos, there are a certain number of types, and three Robos in each type. However, as science marches on, more Robos are produced before the next generation is official. Like how the Ray is remade as the Ray Mark II and the Ray Mark III, and the X-Ray as the Ray Sky - a completely different type of Robo, for the record. These less than official Robos are known as 'Other' type Robos. You, as a scientist, gain insight into creating 'Other' type Robos and parts using technology from other worlds. Maybe it was a giant robot, maybe it was a spaceship. Now, the technology can be adapted to be used on a Robo.

Criminal

200 cp - 'Doctor Mars'

The most important part of being a criminal - other than being successful - is to not get caught. For this reason, wearing the appropriate clothing for a role will subtly convince people that you are one. Wear a lab coat, people will assume you are a scientist or doctor of some sort - even before you show off your probably fake ID.

400 cp - Mental Fortitude

Criminal's have a nasty habit of using illegal parts on their Robo's. Some use lots, and some use just one. The primary reason behind this is their mental fortitude, or exactly how far past the safety standards they can push themselves before they do more damage to themselves than to their opponent. You are guaranteed to be able to handle at least one illegal part, and more as you push yourself, and train to withstand the potential damage.

600 cp - Eternal Ambition

When fighting with a Robo, you do the controlling via some unholy combination of Ki and technopathy. Hence the physical damage from illegal parts. However, for a lack of a better word, your 'Mental Energy' is contagious. If you use the same Robo for long enough, your Mental Energy will seep into it, granting it a small semblance of autonomy, and obedience to you. The more energy that seeps into it, the more autonomous it becomes. And while there isn't anything in this jump other than Custom Robo to infect, it isn't limited to just them.

Custom Robo

100 cp - Cube Mode

Whenever a Robo is not in active combat, it is stored in the form of a small cube. No idea how, seeing as the cube is less than a third the size of the Robo, but somehow all the parts fit inside. Maybe it's got a minor pocket dimension inside? However, yours has been modified slightly. Instead of just folding up into a cube, you can put away only half your parts, allowing you to still have your arms and legs, but not the bulky weapons that go on them.

200 cp - Test Fight

Before a battle, you should get to know your weapons, doubly so if you've never used them before. Thus, the test fight function. A very dumb AI, using your own build, is pitted against you. It almost never wins, mostly because it exists to get blown up by you. Still, before any agreed upon battle, you can issue a test fight against yourself in an instant of frozen time. Or when you aren't busy, but then there's no time stop.

400 cp - Hit, Hit, Hit

During a Robo battle, there is a stun function referred to as 'Down'. This is preceded by doing a certain amount of damage to the opposing Robo. That amount of damage is segmented into three, referred to as 'Hits'. The amount of damage necessary to overwhelm each 'Hit' varies from Robo to Robo - smaller ones require less, larger ones require more. You have three shields that each are 1/30th as durable as you are, that must be broken through in order for you to take damage. The blow that destroys a shield will be diminished by up to an additional 2/30ths of your health before passing to the next shield layer or applying damage. Upon a shield breaking, 1/30th of your stamina or mana is drained.

600 cp - Down, Rebirth

The thing about Custom Robos is, they don't actually break very easily. Battles are won via a hitpoint system, and in the end the Robo is probably a little dirty, but not damaged. Flat out breaking a Robo is either something done outside of battle, or as a consequence of illegal parts. You can take this a step farther. Once per jump - or once every 100 years - you can self resurrect yourself - or, 'Rebirth', if you prefer - with thirty seconds of invincibility.

Rahu

200 cp - Reactive Armor

As the Rahu's power grew, so did it's armor and weapons. When fighting, your armor and weapons will slowly modify themselves to suit you. Bulky armor will slim down for a speedy fighter, allowing you to move faster - without actually losing any of it's defensive power. Similarly, short range weapons will move further away before losing power, but will lose none of that power.

400 cp - I Will Not Bow

The lighter the Robo, the quicker it goes into a down. The heavier, the longer it can last. The heaviest Robo, Jameson, does not Down. At all, ever. In battle terms, this mean that the Jameson cannot be stunned, and that it will keep trying to kill you, no matter what you throw at it. And now, so will you. You cannot be stunned, dazed, paralyzed, or anything other than physically restrained in order to restrict your movement.

600 cp - Adaptive Evolution

Rahu, over the course of the several hundred years between Arena and Battle Revolution, got his ass kicked in multiple times. And every time made him stronger, not just from learning how to fight better, but also from upgrading his 'weak points' until they weren't anymore. This power is now your power. Whenever you lose a fight - and I do mean lose, no throwing the fight - you gain a resistance to whatever kind of attack deals you the most damage, proportional to how long you spent healing from getting your ass whooped. Heal inside a day, and you'd be lucky to get 1% - spend months laid up in the hospital, and you'd get maybe 5%. Spend a decade in a coma the way Rahu did - or die and resurrect via Down, Rebirth - and you get 25% resistance.

Items

You receive a 200 cp stipend to spend on items, and only items. Companions do not receive this.

Free - Commander's Licence
This thing here is basically the closest thing to an identification card that this world has. It's like your driver's license, credit card, social security number, and resume all wrapped into one. It also shows that you are legally allowed to use a Robo. Do try not to lose it.

50 cp - Badass Outfit
You know, there's something distinctly non threatening about jeans and a t-shirt. So, obviously, you need something better. You need a badass outfit. Maybe it makes you look like a magical girl, maybe its half made out of military fatigues. Maybe its a pair of high tech goggles on your forehead. Whatever it is, its intimidating and iconic.

50 cp - Spare Parts
As is standard for protagonists in this dimension, you started out with a Ray model. And a set of standard parts, but those are universally shit. However, if the Ray model doesn't suit you, or you don't like the standard parts, then you can pick up some spare parts - your choice between a legal bomb, pod, gun, and legs, or a body. If its an illegal part, then its 50 cp, period. So no Illegal Bodies, and no Hadron or Rahu parts. While you can pick these up in-universe, the ones you buy here are basically insured - if they break, you get a new one in the mail within a week.

Drop In

100 cp - Briefcase of Cash

A small and professional looking briefcase that simply seems to show up whenever you aren't looking. It contains 1100 dollars inside of it in a variety of small and large bills, all untraceable. Funnily enough, this is the exact amount a full set of illegal parts costs to buy from the underground. A coincidence, I'm sure. When spent, the briefcase will reappear no more than one week later, once more filled with cash and ready to be spent.

200 cp - Auto Closet

This robotic closet is a wonderful invention, one that will dress you into any number of preset outfits in about three seconds. Gone are the days of hopping around on one foot trying to pull your pants on, just walk right up, wait just a second, and walk away! Mind you, you do have to actually put the clothes in the thing in the first place, but after that you'll never need to worry about forgetting to tuck your shirt in before an interview. It also cleans anything it has stored if you put it in dirty.

400 cp - Parts Machine

This machine is the future's answer to part stores. Instead of just going out and buying some, you connect your fight recordings to it, and it grants you the data for your opponents parts. Most of the time, at least. Of course, given that the future has slightly different rules for Robos, you still have to build these parts yourself. There are two other major limitations, it can't make 'illegal' parts till post jump, and it can only spit out one part per fight. If you want a suit of iron man armor, you'll have to fight him with your Robo a full six times. And win, of course. Also pray that he doesn't switch to a different armor.

600 cp - Deus Fit Machina

In a distant future, the spirit of Hadron would wander throughout the world as it slowly destroyed everything and everyone. Eventually however, scientists would figure out how to trap it back in the form of a Robo, a form that would eventually become known as Rahu. This special Robo body and parts are utterly unique in that they are blank - they hold no special abilities or power, and are even less use in battle than the bog standard Basic set of parts. They can however interact with spirits, ghosts, rogue AI, and so forth, and trap that mind inside themselves. The parts will quickly warp into something appropriate for that spirit, at which point it can fight back against you - but make no mistake, unless you allow it back out, the spirit is very firmly stuck inside the Robo body.

Hobbyist

100 cp - Garage

This thing here is literally one of the most basic things a commander should have. Its not much bigger than a briefcase - or even half that - but its got a few mechanical components to it that expertly remove parts from you Robo so that you can swap them out. You can alway do it by hand, but that risks breaking them. Comes with a simple cleaning cloth that never gets dirty. Ever.

200 cp - Robo Weekly Subscription

No matter where you go, there will be door to door salesmen trying to sell you magazine subscriptions. Universal fact, that. Aside from that, you ordered these online. They don't go into any great depth, but they outline all the newest developments in the field of Custom Robos. Post jump, they either become generic technology magazines, or if the current jump has a strange focus on something - for example, racing - they turn into that kind of magazine.

400 cp - Clubhouse

Its not much, but its useful. A small out of the way building with a few small amenities in it, such as a small fridge, a microwave, and a holosseum deck in the middle of the only room. Its situated somewhere near your house, and its legally yours. Good for if you need to practice something in relative peace and quiet. Oddly enough, the nature of the clubhouse seems to encourage breakthroughs, so you'll get more bang for your buck while practicing here.

Support

400 cp - Ray Series Data

The Ray is one of the most well balanced Robo's in existence. Neither overly fast, strong, or durable, but neither is it overly weak. In addition, it is one of the few models that is being continually improved. Other models may be based on each other, sharing naming schemes, but the Ray Series is one of direct improvements. From Ray to X-Ray, to Ray Sky, to AIRS, or from Ray to Ray Mk II, to Ray Mk III. Or even from the Ray Mk II to the Ray Mk II Dark, it's history is long. Even better, while still neither overly strong or overly weak, each model is stronger than the last, though 'siblings' such as the X-Ray and Ray Mk II are usually equal. You now have enough data to build the Bodies for every model known.

Tournament Fighter

100 cp - Robocade Key

A small coin with the logo of the Robocade embedded on it, this key allows access to the back room of the Robocade. Even without it, you can use the front room and have some fights with other people, but with it? With it you get the back room, home to a highly advanced AI capable of masterfully pulling off dozens of fighting styles. If you ever need to fight a variety of opponents, this is where you need to go. This might not seem like much, but it is incredibly useful sometimes.

200 cp - Recommendation Letter

Much like how Hiro Greary obtained a recommendation letter from Kris, the chief of police, in order to learn the soulboost from Stark, you have obtained one of your own. Of course, yours is far more… generic. When you hand it to someone, so long as they actually have an apprentice who could have written it, they will accept you as one, if only temporarily. The effect is only guaranteed to last until you learn one vital skill or secret technique, but if the teacher genuinely likes you, they may decide to keep you around. Only works once per jump.

400 cp - Police Special Licence

The Special Police Licence - occasionally referred to as the S-class licence - is something bestowed by the police squad if you meet two conditions. One, be a kickass commander. Two, be someone the chief approves of on a personal level. And the third unofficial requirement, to have won the Robo Cup. That last one's a bit of a joke, but those who get this are usually going to go far. After having it, you can waive most rules of Robo battling, such as using a holosseum and not using illegal parts, if you have a half decent excuse. Basically, you get mad respect from the police and they'll allow you to get away with quite a bit so long as you have this.

Police

400 cp - AIRS Data

While there are many Robos based on the Ray, the AIRS - Anti Insurgent Ray Sky - is quite frankly, one of the best. The Ray became the X-Ray, and the X-Ray became the Ray Sky. It also stopped being a Shining fighter model, and became a Lightning Sky Model. And then the Ray Sky became AIRS. Quite frankly, its an illegal robo. Or rather, its military grade. And with the exception of the Rahu Models and the Ray Legend, its one of the strongest Robos in existence. This information isn't a physical copy of the Robo, sadly, but it is all the info you would ever need to build it, and its associated parts, the ARS series.

Scientist

100 cp - The Ultimate PDA

Most phones and computers are only compatible with certain things. Trying to open one kind of file on one device may work perfectly well, but try it on another, and it could refuse to acknowledge there was a file. Or it could crash, or maybe just say 'file not supported'. Regardless, this mid sized touch pad is compatible with everything. That said, most things will be read only unless you have the proper software to actually edit it.

200 cp - Non-Portable Holosseum

This thing is a large ass ten by ten table, with dozens upon dozens of different recording devices built into it. It's the kind of table scientists use when trying to gather data, and its the kind of table the Hero Combat Data was made with. Its also got a pair of weak AI in it that can test drive the data for pretty much anything you put into it.

400 cp - Dark Commander Mark

The dark commander mark can be considered the opposite of the Special Police Licence in most ways. While the police licence will let you get away with using illegal parts, this is what you need to actually get them. Showing this off - while criminals don't exactly do respect - will get you a minimum of courtesy from most criminals, and will act as a pass into most black markets.

Criminal

400 cp - Jameson Data

The Jameson is one of the most powerful illegal robo's, barring the existence of freaks of nature like Rahu and Hadron. Its got two things going for it, the fact that it can fly, despite being goddamn huge, and the fact that it has the single best durability out of everything. Not only does it take less damage, but when it downs, it keeps moving and fighting - no stunlock here. Unfortunately, this is just a data chip. Good news is, its a data chip that details absolutely everything about Jameson, as well as the Indigo part set.

Custom Robo

100 cp - Data Chip

Most AI connected to computer opponents are dumb as bricks, relegated to running in circles and forgetting to shoot at you. On occasion they will copy the style from others, but even that makes a poor opponent. This data chip will absorb, copy, steal, or otherwise obtain a recording of every fight you enter, for you to peruse at your leisure. Use it to refine your fighting style, or steal your opponent's move

200 cp - Illegal Robo Body

While equipping yourself with an Illegal part via 'Spare Parts' can be good, actually having an Illegal Body is better. For a certain definition of better, that is. Regardless, choose one Illegal Body. It's now yours, and insured in the same manner as 'Spare Parts'. And no, you still can't pick Rahu. You can pick Hadron if you want though.

400 cp - Hero Combat Data

The Hero Combat Data was a fight recording between Rann Nexes, aka Sling of the Graybaum Syndicate, and Hiro Geary. It was also used as the primary part of Hadron's source code, thus giving the AI controlling Hadron access to Hiro's raw talent, and leaving him almost unbeatable. This is an upgraded version of that, combined with combat data from winners of the previous Robo Cup. Use this data as the core of a combat AI, and within a week the AI will know its 'body' effectively perfectly, and strategies to go with it.

Rahu

400 cp - Rahu I Data

The Rahu I - or just 'Rahu' - is the walking apocalypse of Battle Revolution. Responsible for singlehandedly wiping out most of humanity, he is a force to be reckoned with. And when you're finished reckoning with him, he upgrades himself and tries again. Sadly, this set of schematics is only the information on the Rahu I, not the Rahu II or Rahu III. Still, its quite powerful. It also comes with his signature parts, the Rahu I Gun, Penumbra I Pod, Grand Cross Bomb, and Ultimate Legs.

Companions

300 cp - Police Onee-Sama, discount Tournament Fighter
Jumper, why haven't you joined the police yet? Jumper, why are you dressed so raggedly? Jumper! Why did you fail that test on Custom Robo parts?!? Congrats Jumper, you have an older sister who is a member of the police squad. Maybe even a ranking member? And while she might be an endless font of advice on things ranging from Custom Robo, to your love life, to the way you dress, she's also going to harp on you endlessly to join the dman police already. She means well though, so don't get down about it. She comes with all the freebies of the Police origin, as well as 700 cp

300 cp - Autonomous Robo Prototype, discount Custom Robo
You realize that this thing is probably the precursor to Rahu, right? Also that it might be haunted by the Eternal Ambition of 'Dr. Mars' aka Scythe of Greybaum? And you want it anyways? Well, okay. You now have a proto-Rahu as your companion. Quite frankly, its a bit of an idiot. Very low level AI controlling it, though it IS learning. ...Slowly. Regardless, it has quite a bit of potential if it gets up there enough, AND its very loyal to you. Something about you being the only person not to try and take it apart? She/he/it comes with all the freebies of the Rahu origin, as well as 700 cp.

300 cp - A Good Support, discount Hobbyist
Everybody needs a friend you know. Everybody needs some help sometimes. Granted, this friend seems to think 'sometimes' is all the damn time, but nobodies perfect. They could be a sibling, or your first friend at a new school, but whereas you may not excel at anything, they excel at finding those who aren't… But can. And they fully intend on beating everything they know about Robo's into your head. Good luck? They come will all the freebies of the Support origin, as well as 700 cp.

50-400 cp - People You Can Depend On, discount Drop in
When the clock is ticking, and there's a small army of Robos bearing down on you, you might find yourself in need of backup. You can now import anywhere between one companion for 50 cp, and eight for 400 cp, at 50 cp a companion. Drop in's still cap out at eight, but they gain two companions per 50 cp. Each companion gains a total of 600 cp, and a free origin, though they will have to pay for a bonus history if they want one.

Drawbacks
800 cp max

+000 cp - The Hiro Of The Story
Remember the Hero Combat Data? The fight between Rann Nexes, aka Sling of the Graybaum Syndicate, and Hiro Geary? Well, that's you. You are the Hiro of this story, Custom Robo Arena. Now, you don't HAVE to be a tournament fighter, but it is recommended, otherwise you might not be as good as you need to be. Or maybe you might be Ray Zypher, the hero of Battle Revolution if you take the 'Start The Revolution drawback.

+100 cp - Junk Robo
Remember that Ray model Robo you were supposed to start with? Doesn't exist. At least not here. You have a junk Robo, such as the chick, the oil can, or the garapon - and garapon is literally made out of trash - and their equally shit tier parts. So yeah, good luck winning pretty much any battle with it. On the other hand, if you manage to do so, mad respect from pretty much everyone.

+100 cp - After The End
Sometime after the defeat of Hadron, the Robo known as Rahu made an appearance. Maybe it was an upgraded version of Hadron, maybe it was built by another organization entirely. Regardless, it proceeded to utterly wreck civilization until only one city - Dome City - was left. Home of the hero of Battle Revolution, Ray Zypher.

+100 cp - What Is This Robo You Speak Of?
This world is a world where everybody and their uncle Bob knows about Custom Robo. But not you. Maybe you're just really damn lazy, or maybe your mother was worried about violence and you getting hurt. Either way, you shall know nothing about Custom Robos. And don't think you can game the system by being a Drop In - If you do that, you'll have a real bad time trying to learn about them.

+100 cp - Bright Robo Club Member
Standards. Standards that make you -think that you are - above the common man. For you see, your Robo is so clean it sparkles. Wait, what's this? Is that a spec of dust I see? YOU IMBECILE! HOW DARE YOU CALL YOURSELF A MEMBER OF THE BRIGHT ROBO CLUB! CLEAN THAT ROBO OF YOURS IMMEDIATELY! Ahem. And don't even think of letting someone else see that your Robo is dirty…

+100 cp - Shiny Shiny Shiny
Ah, I see that you aspire to be a member of the Bright Robo Club. I also see that you've developed OCD about cleaning your everything. Well, it seems like you're on the right track, so I wish you good luck and a clean Robo.

+200 cp - Dirty Cloth, requires Bright Robo Club Member or Shiny Shiny Shiny
Now, super cloths are good. Compared to a regular cloth, they clean two or three times as fast. Problem is, that means they get dirty two or three times as fast. Sadly, in your case the phrase 'a watched pot never boils' is applicable. The cloth won't get dirty as long as you look at it… And if you stop, it will instantly turn into a dirty cloth, and start spreading filth all over your Robo.

+200 cp - Its All About That Robo
While it should have been fairly obvious that this world really, really, REALLY, likes Custom Robos, its safe to say that there probably existed other sports in the background that were played by humans. Something like Soccer, or Football. Well, not any more. Now its CUSTOM ROBO all day every day. Hope you don't get bored easily.

+200 cp - And His Name Was Evil
Rivals motivate us, rivals challenge us, rivals inspire us to be better. Rivals steal our paydays and ruin our reputation. You have one such rival, and while he doesn't seem to actively hate you, he is going to ruin your day. Often. Actually being named 'Evil' is optional. And no matter what you came into the jump with, it will take you five years to outdo him as anything more than a fluke.

+200 cp - Traumatic Backstory
The Dive is the act of synchronizing one's mind with the Robo via quantum shenanigans. I like to refer to it as an unholy combination of technopathy and Ki/Chakra/Generic Lifeforce Power #37. Regardless, due to childhood trauma - probably Robo induced - you have next to no ability to command a Robo. This isn't permanent, but getting catharsis is gonna take at least half the jump.

+200 cp - Extended Trauma
Due to circumstances, you have become emotionally fragile. Due to Jump-chan dickery, your various perks and powers and now dependant upon your emotional state. Keeping a calm head will leave you more or less at 100%, but get too angry or upset and your emotional control will fail, and your perks will go on the fritz.

+200 cp - You Are Under Arrest
Ah, the police. Loyal officers of the law, and generally useless. They're on your case. What for? Sneezing wrong. Jaywalking. Anything and everything, because you either have the worst luck I've ever seen being caught at the scene of every crime, or they just flat out hate you. Expect to be threatened with being arrested on a regular basis, and to be actually arrested occasionally.

+200 cp - Mission List
In order to help commanders train themselves, the Custom Robo Association offers a small - tiny - wage for commanders who will only accept certain kinds of fights. Similar to the BRC, but it revolves around using a certain part or body style rather than merely being clean. Suffice to say, since the average commander only has one or two sets of parts, this means that clearing the mission list - a list of all the commanders with requirements - is a pain in the ass. And you have to clear it.

+300 cp - Custom Jumper Battle Arena Revolution GX Ver2
This may or may not be considered mandatory for the Custom Robo Origin, but you are eight inches tall. Whether this means an eight inch Robo or an eight inch human is kind of up to you, but you are eight inches. And, not only that, but all your perks and powers scale accordingly. So that planet busting laser now needs to be about seven to eight times as strong. Finally, you're kinda stuck at eight inches. No growth powers or stuff like that. ...Okay, you can have half an hour per day, but that's it.

+300 cp - Grudge Match
Rematches, Jumper. Rematches everywhere. No matter who it was, from former Robo Cup champions to the awkward kid in class, if you beat them in a Robo battle, then they WILL demand a rematch sooner or later. And by 'later' I mean in about a week. There are no exceptions, you will fight these rematches on a constant basis. If its been more than a week and there hasn't been one, the apocalypse might be starting.

+300 cp - Time Attack Mode
Congrats Jumper, you done goofed. In any 'official' match - and that means pretty much anything that isn't blatantly illegal - you're stuck on time attack mode. If you can't win your fight in three minutes or less, you automatically lose. Good news is, this is only Robo battles, not fistfights or something.

+300 cp - Start The Revolution
Its time to kick things up a notch Jumper. Its time for the Revolution to start. You don't start a few days before Hiro Greary meets Liv, you meet years afterwards. Right when Rahu shows up and starts wrecking everything. Now, I know what you're thinking. 'Beat him while he's weak!'. Nope, he's got plot armor now. He will destroy almost everything, he will be stopped by the memory erasure device, and you will be forced to assist Ray Zypher in killing him permanently. And since that's 200 years in the future, good luck because you're going the long way round. Don't worry about old age though, we wouldn't want you to… Skip out early, would we?

Notes

Drop in's starting Robo is a Ray.
Hobbyists and Supports may choose any one legal Robo - Not including the Ray series.
Tournament fighters get a Ray Mark II, and Police Officers get a Ray Sky.
Scientists get a Ray 01, and Criminals get a Ray Mark II Dark.
Custom Robo gets a Ray Warrior, and Rahu gets a Ray Legend.

Discounts increase if you buy a higher tier origin. It goes as follows, and the same pattern can be followed for items, though there are no 600 cp items.
1/2/4/6 - 2/4/6
0/1/2/3 - 2/4/6
0/0/1/2 - 1/2/3

Commander - Anyone who uses a Robo
Dive - The process of actually using a Robo.
Robo Cup - A world tournament of commanders
Robo - the titular eight inch tall robot.
Robo parts - Body, legs, gun(right arm), bomb(left arm), and pod(back)
Illegal part - A part that fails to pass safety regulations for the masses. May injure both target and user.
Rahu - The main villain of Custom Robo Battle Revolution.
The Ray - A Shining Fighter model Robo, variations of this Robo are used by the 'protagonists'.

The special companion options can be imports, canon companions, or OC's at your discretion.