GONNA BE THE TWIN-TAIL!!

By Valeria

Introduction

This may seem like just an ordinary, mundane Earth to the eye at first but this world is about to get a lot more heroic. And hairy. This is the world of Ore Twintail Ni Narimasu!, a setting in which the things you love can grant you genuine power and your obsessions can allow you to save the day. No obsession is more powerful or widely felt than the love for Twintails, a unique and difficult to maintain hairstyle. This Affinity, along with many other kinds, can be used to grant power for righteous purposes or it can be stolen from people for evil, selfish works.

Foremost among those who seek to do such heartless things is an organisation known as Ultimaguil. Already having attacked and harvested the Affinities of dozens, if not hundreds of worlds, before coming to Earth, they are feared and renowned across the many dimensions. Ultimaguil rarely just travels between worlds, preferring to hop dimensions to get right to the juiciest targets. They have locked onto Earth as a world ripe for the plucking, aiming to take away all the Twintail Affinity the world has, along with any other Affinities that they care to have.

All is not without hope though! Someone escaped from the last world that Ultimaguil raided, a young scientist by the name of Twoearle. Refusing to ever let such horrible crimes be committed again, she took her advanced technology and now seeks to find a worthy wielder for the legendary Tail Gears, powerful devices that turn an Affinity into sheer power.

In a few days' time, Twoearle will meet a young teen named Souji Mitsuka. Souji has an Affinity for Twintails like no other and once he accepts the offer Twoearle gives him, he will become the super hero, Tail Red!

You have 1000 Choice Points (CP) to buy advantages for yourself. You will spend the next ten years in this world.

Locations

Roll a 1d5 to decide where you begin in this world

1- Mitsuka Café

The family run restaurant, helmed by the Mitsuka family matriarch at the current time. Souji lives in the house above the restaurant and right next door is where his childhood friend Aika lives, a rather classic Twintailed Tsundere. It'll also be the site of the Tailgears hidden underground base in a few days. You'll appear inside the café, with a fresh breakfast served before you to start your day here.

2- Shindou Manor

You appear right in front of a huge manor estate. This is the Shindou family household, home of a very wealthy family that idolises Twintails and has done so for many generations. The young Shindou heiress is a big fan of superheroes and will eventually become the third Tailgear in this world. You'd probably not want to stare too long, else the combat capable maids here will come to inquire why you're standing around outside.

3- Local High School

An entirely ordinary high school that Souji, Aika and a number of other notable characters go to. There's really nothing special about it, though a Twintail club will soon form at the school under Souji's leadership. You'll start just outside the gates of this place.

4- Ultimaguil HQ

You appear on the bridge of the Dimensional Fortress floating above Earth that the Ultimaguil division about to invade the planet makes its' base. If you're an Ultimaguil member, you may take this for free and you'll be welcomed here. If not? You're going to have a helluva time making your way off this orbital spaceship. It's filled to the brim with warriors out to get any strong Affinities, which you likely have.

5- Free Choice

Jumper's a lucky one, huh? You may freely pick any of the above locations to be your starting position in this world.

Origins

Gear Girl

A future defender of Earth. You're a human with a powerful Affinity that has come into the possession of a Gear of your own, fitting to your Affinity. You don't need to be a girl or even turn into one to take this. Your home world here is very soon to be the target of the dark organisation Ultimaguil and you may find it worthy to help the Tailgears, the soon to be protectors of this world, fight back against those villains.

Ultimaguil

You are one of the many warriors in the dark empire. Not a grunt but far from an officer, you are a warrior that has progressed quite far in your Affinity training but have a long way to go still. You'll be one of the first few to get sent down to Earth to begin harvesting Twintail Affinities from the world, though you do have a few days to prepare. Do well and you could be in for a promotion. You may choose to be an Elemerian, the animal themed aliens that make up the vast majority of Ultimaguil's membership, or to be a human that has betrayed their home world and joined this foul group.

Your age is 15+1d3. Whatever you roll may be changed for 50CP. Your gender may be freely chosen.

Perks

All 100CP perks are free for their connected origin and all other connected perks are discounted for their origin.

Affinity- Free

Affinity is love. Almost literally even. An Affinity is a special source of power that lives within a persons' heart. An Affinity is the feelings that you have towards something that you care for, love and devote yourself towards. Not all Affinities are equal, just like not everyone loves everything equally, and there are some Affinities that can become so strong that they are able to manifest supernatural effects on reality. There are also those who seek to extract strong Affinities from people and use them as energy for dark dealings, chiefly Ultimaguil being responsible for such things. Despite what it may seem on the surface, a strong Affinity is not always held for the same reasons as other strong Affinities. One person may love Twintails deeply for the sake of loving Twintails but another person may love and care for Twintails only because of their feelings towards someone else that has a more direct love for them. So long as the love and devotion is genuine, the Affinity will be pure and strong no matter the reason.

An Affinity can grow or weaken over time and even be stolen. Growth and weakening are simple affairs, just falling deeper in love with something or losing your affection for something will strengthen or weaken your Affinity respectively. An Affinity that has been stolen, usually with specialised technology, will be lost forever if it is outside a person's heart for more than 24 hours. Once an Affinity has been stolen, it is then impossible for the user to ever regain it. A Twintails Affinity that has been stolen will prevent the user from ever having Twintails in their hair and will even retroactively remove any recording of them having Twintails.

Now and then, an Affinity develops so strongly that it can grant a unique power to the one who possesses it. Incredibly rare in humans, even those with very high Affinity levels, these powers grow alongside the wielder. They also result in Elemental orbs appearing after the user of that powerful Affinity ability is destroyed. These Elemental Orbs hold the full Affinity of the former owner, including the unique power, and can be used to upgrade certain Affinity based devices like Gears.

Speaking of strong Affinities, it is said that those who possess Affinities of a nigh mythical level eventually become able to communicate with their own Affinities directly, finding that they take on independent minds within themselves. Their Affinities will be able to give them support and even increase their own power if a bond can be maintained.

You now have a very powerful Affinity within you towards something. It may be something you already love strongly enough to count as such or perhaps you would desire to be made to love something new to a great enough degree. Whatever the case, this perk will ensure you qualify for at least one Affinity and that you are strong enough in it to potentially use one of the Gears, powerful transformation devices that use the energy of strong Affinities in the wielder to grant great powers.

In future worlds, you will be able to awaken Affinities in those you come into contact with, though this does nothing more than allow those with strong Affinities to take advantage of them as described above and will not grant strong Affinities directly.

Magical Girl

Twintail!- Free
That affinity that was so strong it allowed you to power a Gear is not just some random, ordinary part of you. Whatever your Affinity is, you'll find that you possess it in one of the most beautiful ways. A Twintails Affinity user would find themselves endowed with gorgeous twintails that maintain themselves with no need for upkeep or anything but the users' wish for them to appear. A Glasses Affinity user would be able to summon a wide variety of glasses that fit their eyes on a whim. Whatever you gain, it will never need taking care of and remain in its pristine condition to be admired and enjoyed. You cannot gain anything with actual power or unique abilities through this perk. This perk only applies to the thing you chose in the Affinity perk in the general perk section, further affinities must be handled normally.

Incoming!- 100
When you're busting in through the roof to make a dramatic entrance on the bad guy's lair or needing to make a showy exit so that the heroes know you're not running from them, you're just having a strategic retreat, you'll need to be doing it in style. No one finds cool a gear girl that falls on their face. You'll always have a stylish entrance or exit into any location or situation that fits what you were going for. Want to appear mysterious and alluring as you exit? You can do that easily. Wish to show off how strong you clearly are as you burst through a wall? Your foes will at least for a moment be left astonished. Past that first bit, it'll be up to you to retain the impressions you leave.

No Thank You- 100
The sad side to the power of Affinities is that there are creeps in abundance who want to take things too far. Some people just don't know that an Affinity is best appreciated from afar or with consent. For you, most of the usual creeps will learn better. So long as you don't want them, you'll never find yourself given unwanted attention because of an Affinity someone has for you. In general, this translates to warding off any sort of creep that gets obsessed over you or a part of you. It won't stop the police coming after you for a crime or the bad guy overlord hunting you down for opposing him but you'll certainly never find yourself getting ogled or stared at. Unless you want them to.

The Twoearle Twist- 100
Gosh, don't you stand out. It's very rare to see anyone as curvaceous and well-formed as you are, much less someone who is entirely natural about it as well. While most gear girls are at least pretty or cute, you stand well above them and go straight into gorgeous territory. Doesn't hurt that you seem to be able to make absolutely any comment, action or situation feel lewd to all those involved. Some people might just find it strange but those with any interest in you will definitely feel a bit hot under the collar.

Everybody Loves The Red Ranger- 200
Everyone knows the most popular guy in the team is you. You beat last weeks' villain in a splendid flourish, you saved the city three times over the past year and you even rescued that little girl's kitty. Everyone loves you for these things, even if it was mostly your teammates doing them instead. You find it very easy to get the credit and benefit from feats and accomplishments that your friends and teammates achieve, as well as that those same teammates and friends just don't seem to mind that much that you do this. They might bitch a few times but they quickly put it past them and return to being as friendly as ever with you.

Eyes of Justice- 200
Interacting with people all over the world and saving their butts too has given you a lot of people experience. You've seen all different kinds of people that need saving and more than a few that are just pretending to get near you. It's made you pretty good about guessing who's on the up and up and who's not. You're well versed in realising what someone's true identity and motives are, finding it very easy to guess when someone isn't what they appear to be and the more info you actually have, the easier you'll find it to figure out what exactly they're after and who they are as well.

Twintails is on the Rise- 200
If only the whole world knew the splendour of your Affinity, then surely no one would fight or commit crimes anymore. How could they if they knew that such a wonderful, lovable thing existed? It might take time to cover a whole world but you do happen to be pretty great about spreading your Affinity or similar things. It's a breeze for you to awaken your own likes, interests and hobbies in other people. With just a few minutes of talking, you can give someone the spark of interest in a particular thing that you are also interested in. Spending an afternoon with them and some examples of your Affinity? You could get them to be actually excited to be into that Affinity and have a genuine interest and liking for it. More time and you might be able to turn strangers into true believers. What Affinities and likes you try to awaken in others will work as above, even if it's something that targeted person is morally against, so long as you have the time to peacefully converse with them.

Nothing Is Lost Forever- 400
You might not be able to see or feel it anymore but by no means does that mean a thing has disappeared for good. When it's you, you'll find that restoring or healing things will be possible and as easy as it was at the start, no matter how much time has passed. If you're trying to revive the stolen Affinity of some poor soul, you'll be able to do it even if they've long since passed the point where they should have permanently lost the chance to regain their Affinity. If you're trying to fix someone's wounds, it'll be as easy to heal as if they were just wounded, even if the cut has been left to fester for hours.

Reach a Little Further- 400
When it gets down to the wire, you've always got that little bit more to give. That bit more will to resist the fear, that bit more power to push through your opponents shield and that little bit more speed to outrun the explosion. You perform amazingly well under pressure, to the point that you can always get just a little more out of yourself than it should be possible to do when pressured. That little bit won't double your power or anything too big like that but it can make all the difference in the world, especially when you're getting that little bit more to everything you do. You also find that you handle yourself under pressure or stress amazingly well, never panicking or wigging out because of those things.

Gimme a Tic- 400
They ain't never seen an engineer like yourself. You're not just able to keep up with some of the best and brightest in this world, such as creating teleporters that can be carried in your palm or energy shields that can offset a rocket launcher yet are contained within small pieces of jewellery, but you are also able to outright make what you design too. You work fast and hard, enough to do the work of dozens of skilled men working constantly over weeks of time in just a single night. You could construct a fully outfitted underground base beneath a house, excavating and manufacturing and

coding all the gadgets and rooms and devices needed, within a single night and not leave anyone above ground aware of it.

Cult of Personality- 600
People seem to like you for being you. Not just a few schoolmates liking you and inviting you out to play. We're talking about your entire community being fans of you for beings you. You attract popularity and stardom like moths to open flames and even when you don't do anything but act like yourself, you could rival a top national idol in popularity in your home country. If you start doing things that would normally make you famous or popular, you could see your fame shoot through the roof. Become a hero that fights criminals across the world? You could turn into a worldwide icon and media darling. Actually save the planet from a threat that everyone thought was going to kill them all? You might just get turned into a living saint by the people who believe in you.

You Will Be Mine, Tail Red!- 600
Going to have to get used to fighting your enemies while they've got bright red faces. It's not from taunting them into a rage either, it just looks like they can't help falling for you when they fight you. People who oppose you have a bad habit of falling in love with you or at the very least becoming deeply obsessed with you. While the most serious, grim or emotionless villains might still be able to hold themselves at bay if you don't hit their specific likes, most of your opponents won't be able to help feeling genuine and quite powerful attraction to you, both as a person and to your body. Those already into that sort of thing might pursue you through violent means but most of your antagonists will attempt to charm you to their side or at least support you when you are not working directly against them. It may even be much easier to get them to join your team. It's certainly a lot easier to fight someone so distracted by you. They'll need to recognise you as a worthy opponent though, if they ignore you or pass you off as an insignificant threat you won't have anyone falling in love with you. There are also some opponents whose existing beliefs may drive them to fight and even kill you despite their feelings.

Gear Formation- 600
The secrets of Affinity technology have been unveiled to your eyes and to your mind. You are able to create and even modify the Gears that are powered by Affinities and to use Affinities to power or alter other technology as well. Gears are created by a special process that requires the investment of one or more extremely strong Affinities on a permanent basis, so try not to use one of your own Affinities. You can also use Affinities to grant unique effects or powers to other things that you craft, investing them into the project to grant it an 'enchantment' based on what Affinity was put in, similar to the unique powers that Ultimaguil members often wield. With a bit of work, you can even use any important part of a monster as a substitute for this, sacrificing organs like a heart or brain of some monster to grant a unique ability to something that you are creating.

Ultimaguil

Special Skills- Free
While most Ultimaguil members do not possess a Gear, their powerful Affinities do grant them a measure of power that even the Tail Gear girls seem to lack. The Affinity that you chose for free in the general section will manifest for you as a unique power. Someone with an Affinity for Ribbons could gain the ability to summon and control ribbons that are as strong as steel cables. Someone who had great Affinity for napes could near instantly teleport behind anyone near to them to gaze at their nape. While the power will begin at a relatively low level, it will grow in power as you grow in power yourself. With great difficulty and much time spent, you can learn to gain a new power for a different Affinity, so long as that Affinity is at a high level.

The Guildy Obsession- 100
Not all Affinities are made equal. A man might love his Affinity focus with all his heart but some Affinities are just that much rarer than others. At least when it comes to you, you never have a problem encountering the things you feel great love and obsession for, like things you have a strong Affinity for. While it won't work terribly well on anything with great innate value or power, you'll be able to find yourself encountering people, objects or situations that fit just right with your desires, even those secret and ultra-specific ones that get you riled up at night.

Guarded Wits- 100
Even when you're fighting against the greatest representation of your own desires and wants, you'll not budge an inch or let yourself slip in combat. It's not possible to distract you just by appealing to your Affinity, likes or desires. Even in the most desirable situation or against a person that hits all the right notes, you'll be able to focus just as well as ever and fight or act as normal. Even the prettiest young thing won't get your mind off the job.

A Heart in Two Minds- 100
Normally, having more than a single Affinity at a time is a terribly difficult thing. Being pulled in two directions over what you love can tear a person apart, even ignoring how rare it is to feel so strongly about multiple things. You manage just fine with that emotional balance. While you do need to find on your own things you feel strongly enough to develop a strong Affinity for, you no longer have any difficulty with balancing multiple Affinities with each other. You can love a dozen different things just as strongly as you love each of them on their own and not feel any stress. You could feel genuine romantic affection for many partners at once and handle that multiple love easily, without causing problems for yourself or others.

Guildymaster!- 200
Ultimaguil often takes some surprisingly roundabout tactics to prepare worlds for harvest. Creating idols, singing and dancing performers with massive fandoms and whom focus on specific Affinities, is one of the most popular and effective methods the organisation has to farm worlds for Affinity. Few are as good at the art of raising and guiding idols to worldwide stardom as you. You've got years of experience in doing it and have made international stars dozens of times before, sometimes in just a few weeks of work too! You know how to make your idols stand out in skill, in stardom and how to get them the very best deals. It appears that those you guide to be idols also start to feel a great affection for you along the way.

Trapdoor Hole- 200
What fools are they to oppose you! Your foes may think that they are the valiant heroes who will successfully take you down but in truth, they're about to become just another pawn in your plan. You're quite amazing at manipulating your enemies, especially when you're actively fighting them. Be it luring them into a feint to get a sneak attack in or tricking them into thinking that you are not the real threat or even that you are secretly a good guy, you've got it down pat. You're not any better at tricking your allies or those neutral to you, you just find that those who opposed you are a lot easier to trick and confuse.

Spider Arts- 200
Long hours and even days of silently watching after your Affinity focuses have taught you how to lay motionless, to keep yourself quiet and even to hide your presence entirely. Your totally not stalking acts have allowed you to learn an ability that lets you entirely remove your presence from the senses of others. They can still see or hear you with their eyes and ears but any sort of sense that tries to detect your presence, such as your killing intent or desires or emotions or thoughts, will just fail to pick you up. There won't even be a gap where you are, it'll be as if the world is entirely normal for that sense.

The Dark Brotherhood- 400
This organisation of ours didn't come together out of a desire for money or power. It was the united love of Twintails that brought all of Ultimaguil's mighty soldiers under the rule of the boss. You're almost as good as him at uniting those who share even a single like, hobby or obsession as you. You're incredible at making others who share one of those things into close friends or even staunch allies, even if they're normally the sort to be hostile or outright evil to you. The more you share, the easier it'll be but even just one or two things could be enough to get them to befriend you.

Twinswords- 400
A secret art, normally known only to the foremost masters and adherents to the Twintails love. You learnt at the feet of Dragon Guildy and then expanded the Twintails Style even more. This combat art allows you to attack twice in the same time you would normally only strike once. Slash from both directions at the same time, cast two spells in two different directions in the same instant or give someone an uppercut at the same time as you slam them back down with a hammer blow. So long as it is an attack, you are now able to attack twice as many times as before in the same time frame.

Venom of the Heart- 400
A powerful enough Affinity, especially one held by someone who preys on other Affinities, can sometimes grow to the point of infecting others. You've learnt to harness and control your mighty Affinity, gaining the ability to force it into other people. So long as the opponent is not stronger than you, you can forcibly change their heart to believe in your Affinity and you can even change their bodies and minds to match your Affinity, such as transforming them into an example of your Affinity. You can do this over a wide area, enough to cover several city blocks of space each minute and instantly change anyone weak enough to be affected.

Heartbreaker- 600
A regular old greedy guts, aren't you? You've always been at the helm of all the Affinity stealing missions that your organisation sets up and damn if you haven't gotten quite splendid at the work. It looks like your hunger for more Affinity has grown so much that you just don't give any chance of them being retained at all. Normally, an Affinity can potentially be gained back if not too much time

passes. Even past that time, it might one day be awakened again. But not once you've taken it. When you take something from someone, be it a physical object or an innate part to them, it will be permanently lost to them should they not regain it within a single day. They might gain a different thing in the same vein as what they lost but no matter what they do, they will never get back exactly what you took.

Dragon Roar- 600
To those who truly feel the force of their Affinity flowing through them, there is another stage that might yet be reached. A power styled after the Gears yet only available to those who bring their unique Affinity power to the very maximum. You are able to take an Affinity you feel extremely strongly for and activate a transformation linked to that Affinity that greatly boosts your power. An opponent that previously was outclassing you by a large margin would be able to be fought equally for the short time you could maintain this transformation at first. The transformation will be linked to your Affinity, a Twintails Affinity would grant you a pair of immense and glowing Twintails. With this, you can also activate a similar transformation in any other sufficiently strong Affinity with no further work needed.

Dreamy Jailor- 600
A super-duper secret special power that you've unlocked, the ability to use the Imprisonment power! By laying hands on someone, you are able to forcibly send their minds and bodies into a dream world designed to be everything they could want in a perfect world. The only way to get out of this world is to declare that it is not real, such as by noticing something inconsistent with reality. Once they do that, they will immediately reappear where they were first sealed away from and will be immune to any further uses of this power for a few days. You also possess the Freedom ability, which allows you to free people from this dream world or any other similar situation in an instant, so long as you are in a close distance to someone so affected.

Items

All 100CP items are free for their connected origin and all other items are discounted for their connected origin.

Jumper Mascot- 50

It's a giant you. A giant, plushy, wearable mascot outfit of yourself to be more accurate. Who on Earth had the time or inclination to make such a thing? It seems to be a snug fit for you and to be able to change to fit you in any shape or size, also altering to match your current appearance. But it's still a mascot suit.

Magical Girl

WhateverGear- Free for Gear Girls
The incredible technology that allows humanity to have a chance of fighting back against Ultimaguil. A Gear is a device that draws on a specific Affinity within its wearer and transforms the energy it takes into a suit that greatly amplifies the power of its' wearer. The Affinity it draws on must be decided upon the Gear's creation and will default to the Affinity you have chosen from general perk section. When activated, a Gear will transform its' wielder into an appearance more suited to representing the Affinity it draws on, such as turning a male wielder of a Twintail based Gear into a young girl with Twintails. You have received one Gear free as a Gear Girl.

A Gear, drawing on an Affinity strong enough to use the Gear at all, provides a range of abilities to the user. It amplifies their physical abilities greatly, such that otherwise ordinary teenage humans can tear apart buildings or move faster than a human can see with their eyes. Each Gear also has both an element and a specific type of weapon used to channel that element. A pair of swords that can channel and control flames, a pike that can control water or an array of guns that can shoot out explosive beams of light. You will choose a kind of weapon, which you may summon or dismiss at will when your Gear is active, and a corresponding elemental power to link to it. A Gear is linked to your mind and thus you will have perfect control over it and any linked technology, acting as just an extension of your body.

Gears have several secondary abilities beyond this. Each Gear is equipped with Imagine Chaff, which obscures the face of the one wielding it from the mind of those who see them, preventing their identities from being revealed. All Gears are able to use the Aura Pillar technique, which creates a beam of light that holds enemies in place, though strong foes can shatter this beam. Each Gear is also able to temporarily enter a Break Release state, which greatly amplifies the power of the Gear and its weapons, most often used for finishing moves.

Gears are able to utilise the Element Orbs that are dropped by those who have innate powers based on their Affinities, such as Ultimaguil Elemerian warriors. Each orb that is placed into the Gear will allow the Gear Girl to use the Affinity power linked to that orb, though only two orbs can be used at a time in this way.

Ultimaguil origin takers may buy a Gear for 300CP.

Kamen Mask- 100
A simple combat helmet, covering all your head and leaving your face concealed behind an impenetrable visor, at least to any sort of vision. This helmet is a fairly advanced piece of technology, instantly appearing around your head when you desire for it to do so. It gives a basic readout HUD but will need to be upgraded if you want anything more impressive. Still, it conceals you and defends from the odd headshot too.

Imagine Chaff Dispenser- 100
The very same special technology that allows the Tailgears to conceal the faces of their wielders, though what you have here is a lot more customizable. The Imagine Chaff you have is a small device, easily wearable as an earring or necklace, which emits the Chaff and can be programmed to cover any part of your body. It will render that part unclear and fuzzy in the minds of any who see it, preventing them from seeing the true form of what you are hiding. Thus you can prevent anyone

seeing your real face, though they will still know you general features, or can prevent someone seeing any specific feature over your body, though they will still have a general outline and description.

Family Eating- 200
A humble affair but homely nonetheless. This is an old family business that you've been set to come into when you are of age. It's a cosy little restaurant, covering a theme of your choice, which can serve a fairly sizeable customer base despite its unassuming appearance. The staff have been with your family for as long as the restaurant has been opened and if you don't want to take a hand in the business, they'll always manage to turn a reasonable profit and keep the business afloat. The business will appear in future worlds, in the same situation as it is here.

Phone to Go- 200
This device is reasonably small, like a modern tablet computer, and wraps around your wrist. It acts as an extremely powerful computer and phone wrapped into one but has a special transportation function built in. Activating this function allows you to bring up a map that shows everything for several dozen kilometres and then allows you to teleport yourself and a small group of other people around you to any location on that map in an instant. The device needs a minute or two between jumps to recharge but otherwise never seems to run out of power.

Twintails Club- 400
The school you go to finally acknowledged just how righteous your Affinity truly is. Or you just know a guy in the administration. But righteousness! You've managed to organise a club based around anything of your liking, much like an Affinity. The club will draw attractive and surprisingly useful people to this club with either a very strong interest in what the club is based around or possessing the thing the club is based around. A Twintails club would bring in those who love Twintails and those who possess them, a Rich club would gather wealthy students or those who love wealth and so on. While the club cannot be used to bring in anyone with too much power/influence or supernatural power using this function, it can still bring in those deeply interested in such things and they will still possess a variety of useful skills. It also happens that you can easily befriend any club member that joins, even if they're not normally the type for such things. In future worlds, this club will appear in any school or business that you are part of.

Shiny Shindous- 400
The benefits of coming from old money huh? You've learnt to enjoy them or at the very least, live with them. Your family is extraordinarily wealthy and while they may not be on the top 100 list, they're not too far off either. You've grown up in all that luxury and stand to inherit some very large amounts of wealth. You've also got an astonishing amount of cute maid servants, all of whom seem trained in a wide variety of skills. Some say anyone of your family's maids is an equal to ten military men. In future worlds, your family, or you if you are of age, will possess this wealth and all connected benefits.

Trust of Twoearle- 600
Twoearle decided to do a special service for her favourite new friend. And it's not that kind of service either. She went around to all the properties you own and added a super-secret, super special hidden bunker base beneath all of them. Each underground bunker is strong enough to withstand the strongest weapons modern man can deploy. Within is contained a wide array of detection equipment, enough to detect any significant energy or supernatural signature across the

planet and to remotely monitor any non-shielded location in the world, and communication equipment, which works on a similar range. The bases have teleporters that can send the occupants to any place on the planet instantly and recall them with a few minutes of charging, though only one person can use the teleporters at a time. There are medical bays, armouries and labs to maintain or upgrade equipment. There are even Aikabatters, a special form of combat droid that defends the base and is equal to a fully grown human soldier, though only about a dozen are in each base. The bases all have a hidden entrance within each property they are connected to and are generally extremely hard to detect. Future properties you gain will also gain connected bases.

Progress Barrettes- 600

A unique form of Affinity technology, only possible with the investment of truly powerful and beloved Affinities. This pair of barrettes allows you to upgrade any transformation device, such as a Tailgear, or any natural transformation ability you already possess. When applied, the Progress Barrettes will disappear and the target device or ability will gain two new transformations. Each transformation will be much more powerful than the original and will emphasise a particular area of the transformation that is boosted, such as one of the two transformations boosting your speed to be much higher whilst the other one boosts attack power much more. The downside is that these transformations only last a minute each at first due to the strain of maintaining them. You can extend this limit over time with training however. You will gain a new pair of Barrettes every ten years and they can be applied to the same device or ability again. This will grant a new pair of transformations beyond the first pair, though they will also start at the same limited time frame.

Ultimaguil

Affinity Thief- Free for Ultimaguil
The small disc shaped device that is integral to Ultimaguil's goals. When placed on someone or thrown at them, it will expand into a large disc with an empty centre. This device's purpose is to steal away Affinities from those trapped inside of it. What Affinity and how many Affinities it steals may be programmed into it prior to activation with ease. It's a very efficient tool and can take in just seconds any Affinity short of those strong enough to power Tailgears or the likes of which the upper levels of Ultimaguil's combat division has. Those may take upwards of several minutes to fully steal. If broken, you will receive another device the next day. Gear Girls may buy this for 100CP.

Bubble Gun- 100
A standard issue Ultimaguil capture rifle. Rather than shooting dangerous bullets that would harm the precious livestock, this gun fires pellets that expand to trap the target in a large force field bubble. It's able to create a bubble large enough to hold three or four people at once and strong enough that no mundane human will have enough strength to break it on their own. It doesn't seem to need ammunition either, just a few minutes to recharge between clips.

My Fandom- 100
It would be just an embarrassment if you didn't support your Affinity financially and even worse if you didn't have everything you could collect for your Affinity. Whatever Affinity you choose in the general perk section, you now receive a huge assortment of items based around that Affinity. A wide range of items made for fans of that Affinity, such as figurines or posters, as well as a variety of items relating to that Affinity directly. Nothing very valuable or with innate power to it will be here but say, if you picked Twintails, you would have all the very best products to help in the creation and maintenance of your very own Twintails.

Ultiroids- 200
They're not all that bright but they're pretty darn cute. You've gained the personal service of a good hundred Ultiroids. The grunts of Ultimaguil, these bodysuit covered monkey-like aliens are about as tough as an ordinary human and about as smart as a human child. They're at least always gonna take orders from you to heart and try their best to carry them out. Hand them all guns and ask them to shoot at something specific? They can do it just fine. Any of them that get killed will reappear just an hour later so if you're really just in a pinch for some meat shields, these guys will serve as happy applicants for the position.

Cover Job- 200
Not all of Ultimaguil just raids and causes chaos. They have need of those to go in with a subtler touch and prepare worlds to be at their ripest for plucking at a later date. You're just one such being, provided with the perfect cover identity and job to carry out the goals of spreading Affinity. You've gained a near perfect cover identity here on Earth, along with a job that puts you in a fairly famous celebrity role. Perhaps an up and coming idol or actress? It pays well but more importantly, it gives you a way to communicate and have your voice heard to millions of people, along with the potential to become even more famous. In future worlds, you may either receive this celebrity job outright or have it and the cover identity be separate to your actual identity.

Armour of Power- 400
An advanced suit of armour produced by the research division of this dark organisation. This mighty suit of armour fits around you, no matter what size or shape you might be, and never seems to slow you down or hinder your movements in any way. Yet, despite feeling lighter than a feather, it has as much defensive power and durability as an advanced, defensive focused Tail Gear does. Only the most notable of Gear Girls will be able to harm you at all through this mighty suit of armour and given the sheer intimidation it exudes, they may find that they're too busy shaking in their boots to move against you.

Fortress Ship- 400
Ultimaguil has many great ships to carry out its conquest, one now coming under your command. One of the immense Fortress Ships of this organisation now has you as the captain, though it only has the bare skeleton crew it needs to run and no active soldiers. With space for a small army to live, train and ready for war in for years on end as well as the ability to travel between dimensions with ease, even to hide between dimensions, and being able to travel between solar systems surprisingly quickly. It has numerous ship-to-ship armaments but little weaponry suited for orbital bombardment, though it does possess a few dozen drop ships to send down and back a few men at a time. It'll be awaiting in orbit in each new jump if you wish, with a drop ship ready to descend to pick you up when you call for it.

Pool of Tranquillity- 600
Beneath a property that you own lies a mysterious cave. The cave is little more than a small rock outcropping overlooking a large pool of softly glowing water. The pool has a special property that allows one who enters and meditates within the pool for several days to unlock a powerful new state for themselves. This new state is greatly empowered from what they previously were, boosting one's overall abilities, and often provides some cosmetic change to a degree as well. To reach it, you must successfully reach a state of true peace with yourself and come into balance with the pool. The pool's energies are too much for more than a single such transformation each decade to be handled however. Even once you are ready, achieving the proper state will be exponentially harder for each time you have already undergone the process, though the transformations are permanent.

Evil Executive- 600
No longer are you just another warrior in the army. Now you are one of the top Executives of Ultimaguil, gifted with your own army to command. Under your watch are several hundred Guildy soldiers, all powered by a shared Affinity that matches your own and often with a smaller, secondary Affinity that sets them apart from each other. Utterly loyal to you, even when you are betraying the ideals they believe in, they'll do almost anything you command. Most of them are just at the average level of power for an Elemerian soldier but around a dozen of them are elites in their own right, on the power level of someone like Drag Guildy or Spider Guildy, making them worthy threats even for a Gear Girl. In future worlds, you'll be granted a small army in a similar vein, though you can choose to not have to be part of some other organisation to have them if you want. They'll be at the same level of strength. Optionally, you can have them become a single group companion at the end of the jump.

Companions

Import- 50CP per

Everyone has their own team, big or small, and you seem to be no different. For every 50CP you spend on this option, you are allowed to create a new companion or import an existing companion into this jump. They gain a free Origin, all connected freebies and discounts, as well as 600CP to spend on anything they want.

Canon- 50CP per

Who could blame you for having your eye on one of the shining heroes of this world? Or the surprisingly likeable and honourable villains? Every purchase of this option gives you a chance to meet and make a companion one of the existing characters in this world. You'll be sure to meet them at least a few times, provided they don't die, in good conditions that put you in a favourable light. You do need to convince them to come though.

Robo Mate- 200

It's completely out of place and yet still completely awesome. You've got your own robotic best friend right here. Appearing as a towering suit of high tech robo-armour, this robot is a real jokester and constantly tries to brighten your day, though they're not averse to pointing out your problems when needed. They're just as strong as a Gear Girl in their transformed state, though the robot seems unable to draw on Affinities. They're also able to transform into a Jet or Motorbike mode, in case you needed transportation.

Drawbacks

You may take up to 800CP in drawbacks from the following list.

Dirty Mind- +100

You went into the gutter once and you never managed to crawl back out. Your mind is always attached to pervy things, even when in dangerous situations. You just can't help fantasising about…well, pretty much everyone and everything that fits your likes. Often you'll even make some rather rude and naughty comments to people, though you should be able to hold yourself back from doing any physical teasing with a bit of effort. Still, other people are unlikely to appreciate the way you act, especially in a sensitive situation.

But Mooooom- +100

Mom and/or Dad are still around in your life, somehow managing to be a very active and ever present character no matter what you do. Unfortunately for you, it can often seem like their sole purpose in life is to embarrass you as much as possible, even in front of serious foes and rivals. Even worse, it seems they're quite obsessed with setting you up with as many cute girls and/or guys as they can, regardless of your own wishes. Are they just that into grandchildren or are they really just taking things too far?

What Team?- +100

It's not your fault, really. Who could blame you for the fact that the team just can't get on? It's not like this happens to every team you work with. Except it does. Which makes things awkward. Teamwork is just about impossible with you there. People work fine with each other but when it comes to you, arguments and fights are aplenty. It might even get so bad that they refuse to come to your aid in battle, though they won't sacrifice themselves or their friends just to see you suffer.

Tale of Two Earles- +200

The legendary scientist Twoearle has decided that the saviour of Earth is to be you. Aren't you a lucky one. She's completely determined to see you drawn into the battle against Ultimaguil and rather unfortunately, seems to be very good at getting you into fights against the powerful dark empire to protect the Earth. It doesn't seem like you're able to force her to go away or even make any damage stick to her either. She's quite a nuisance and the fact that she constantly pervs on you really doesn't make it any more bearable. Worst of all, she's not willing to use her own technological prowess to help you out. Something about a hero's journey being taken alone. Good grief.

Not Everything Is Twintails- +200

Affinities, even strong ones, are not normally dangerous to the user. They may certainly occupy quite a bit of a person's time and may colour some of their views but they do not innately endanger or drive mad the owner even at strong levels. You seem to be different. Whatever your Affinity is, it has deeply affected your mental and emotional state. Every thought you have is coloured by and controlled by your obsession with your chosen Affinity. It drives your core motivation in life and you will almost never seek to do something not directly related to or involved with your Affinity. You'll even find your life put in danger a few times due to your obsession. Sadly, this does not actually increase the strength of your Affinity, only how much it affects you.

M Rated- +200
And here I thought you were only about the Twintails. It looks like you've had an additional, extra strong Affinity forced into you. A Masochism Affinity is quite the awkward thing to have, especially at the strength you possess it. You have a deep desire for pain, punishment, humiliation and all sorts of nasty things being done to you. You'll unconsciously strip off your armour in battle for a better chance at taking a hit or egg on dangerous people to start fights with you. You won't take outright suicidal actions or purposefully surrender but you will find yourself unconsciously making it a lot easier to get into those situations and to make it easier for others to harm you.

Someone's Got A Secret!- +300
Some people found out about the skeleton in your closet, you keep letting things slip by accident, unlucky coincidences just reveal your deepest shames Any embarrassing secrets you have are constantly brought out into the open now and if you happen to not have any you'd be ashamed of or even any secrets at all, people will just start believing some very horrible things about you that while completely untrue, seem quite convincingly true to everyone else. Beyond the embarrassment this may cause, it also happens to get you into a lot of fights. It turns out that the secrets you have been keeping, or even just what people think you might've done, are things that really piss off some very capable people. You might not have all of Ultimaguil after you but you're sure to get into no end of brawls and even a few life or death duels.

No Affinity- +300
You've already lost your heart and a good deal more along with it. Someone took your Affinity and in the process, tore out something even more important. Not only are you prevented from using the Affinity that you chose in the general perk section, you are outright prevented from using any sort of supernatural power or ability or emotion based technology. You still possess knowledge and skills but any supernatural capability has been removed from you along with your main Affinity. Perhaps you could still help in this world with just your knowledge but you'd be little help in any kind of direct fight.

Grasping At Your Heart- +300
You caught the eye of one of the top generals in Ultimaguil, a corrupted human that possesses a powerful Gear and immensely strong Affinity. Unlike Dark Grasper though, your new Dark Stalker has much more violent inclinations towards you. They want you for themselves and they're paranoid enough to believe that there is always a threat towards your destined love together, even sometimes believing that you are that threat. You'll need to regularly fight off this powerful warrior who has the backing of a large section of Ultimaguils' forces. You really don't want to get tied up in a room alone with this psycho.

Ending

Ten years have come and passed. You must now make a choice as to your future fate.

Do you want to *Go Home* to your original world?
Do you long to *Stay Here* in the world of Twintails?
Do you desire to *Continue On* to a future world?

Notes

Special thanks to NuBee, ever my adorable little honey bee and constant source of motivation for all this.

Tale of Two Earles- You can take Twoearle as a companion for free at the end of the jump if you have this drawback.