Intro:

Over fourty years ago, Earth was suddenly attacked by an alien force known as the GEATHJERK Federation in what would be called Earth Defense War 1.

With their backs to the wall, humanity discovered the power of the Shirogane Drive, a powerful energy source, with the help of Professor James Shirogane.

This technology become the foundation of the CENTINELS Planetary Secret Service, providing advances in war technology and the development of the CENTINEL suits, and the group of 100 that would become the first Wonderful Ones.

Driving back the invaders, Earth enjoyed its first victory.

But only twenty years later, GEATHJERK would return once more in Earth Defense War 2. And while humanity would repel them once more, it came at a heavy cost of life not only during the conflict, but in the development of Earth's defenses after EDW2, such as the planetary defense shield Margarita and the supercomputer known as Mother Platinum.

Now, with the return of Geathjerk once more, in its full strength, the curtain is now set for the decisive battle of Earth Defense War 3.

The alien invasion of Earth will be met by a group of fearless warriors. That number just 100 souls. One hundred wonderful defenders of our world. Their faces are forever masked. Their tombs are forever unknown. They are



I knew we forgot someone.

You

For this Wonderful Adventure: UNITE +1000 CP

Origins:

Drop In (Free Option): If it isn't.... wait who are you? You're completely unknown to both CENTINNEL and GEATHJERK forces, but you've clearly got some platinum charm that shines on the field.

Wonderful One (Free Option): If it isn't Anon, Wonderful One from the Inter-World District, otherwise known as... WONDER-JUMPER! As the 101st member of the CENTINEL Secret Service, equipped with a CENTINEL-Suit and Wonder Mask, you Unite together with the other 100 members to fight back against alien forces, such as the currently invading GEATHJERK Federation. (if you'd like, you can opt to be from a given country and have a different gimmick/appearance rather than be WONDER JUMPER)

Space Pirate (Free Option): If it isn't the Heir to the throne of the roaming Rhullo, leader of the space pirate band known across the universe as the Guyzoch, Prince Vorkken...'s Second Mate, Jumper! Alongside First Mate Chewgi and the other 98 members, you've been forcibly conscripted by (Heir to the throne of the roaming Rhullo, leader of the space pirate band known across the universe as the Guyzoch) Prince Vorkken in his quest of revenge to defeat the GEATHJERK Federation.... except he's been brainwashed by GEATHJERK into invading the planet Dearth. Forced to follow your leader, it would take a Blunderful- er, Wonderful Miracle to free him and the rest of the Guyzoch.

GEATHJERK Commander (200 CP): If it isn't Officer Seventh Class of the GEATHJERK Federation, the terrifying and mighty Nah-Nah-Shee! From a broken future where the Greater Galactic Coalition has annihilated the galaxy: you, 6 other surviving aliens, and the AI Planet and Supreme Overlord Jergingha, have resolved to end the nightmare before it has begun. This could only be achieved by going back in time to destroy the root of the Collation: The Blue Marble Chi-Q. While the residents of Chi-Q enjoyed their victories decades ago, it was only the scouting mission. This will be the decisive all out battle.

Perks:

Drop In:

Jump Star (100, Free Drop In)- You've gained an incredible timing for dynamic entrances. From the right pose, lightning, balance, and muscle strength to leap down from high places without taking any toll on your body, you've got all you need to jump in right on the scene. Nothing indicates you're the hero like a dynamic entrance, so JUST GO FOR IT.

Ukemi (200, Discount Drop In)- The art of breaking one's fall. Even if you were to get sent flying from a devastating blow, you're able to instantly recover from contacting a wall, floor, or ceiling, negating all momentum and impact damage. Never get caught with your face down on the ground again!

Macho Forever! (400, Discount Drop In)- Who said only the Wonderful Ones could fight? You've discovered that if you perform certain dynamic action poses, you can actually cause damage to even armored GEATHJERK vehicles! Whether you're posing to boost your punches/kicks, posing to create a devastating area explosion, or posing to shoot a mighty long distance laser beam, you're like a mighty warrior of posing, a POSEMAN even!

Perfect Platinum (600, Discount Drop In)- The twinkling star that shines in the sky, it's you! Your body's agility, reaction speeds, and even strength can rival the basics of what a CENTINEL Suit can provide, able to fight basic Dough-Goo and Chew Dough-Goo footsoldiers with little required training. Running along walls and double jumping come right out of the box, and you'll find that your combat instincts are bizarrely good, finding weird, flashy, and adrenaline boosting ways to finish combat. This party's about to get curazeh.

Wonderful One:

Hero Historia (100, Free Wonderful One)- United, the Wonderful One's knuckles crack in two hundred (and two) very different ways. In fact, you're probably the heroic leader (or nerd) material to be able to recognize each one. Much like Wonder Red, you've remembered every single Wonderful One's name, real name, occupation, titles, and maybe a few catch phrases. Besides that, it's easy for you to recite the same of anybody you've encountered even once (provided they do reveal all that information). It might just be useful to know.

Enthused Exchange (200, Discount Wonderful One)- Almost all Wonderful Ones have a wit as sharp as the sting of Wonder Blue's Valiantium Blade, and you're no exception. You're able to keep up taunting and witty banter, cheesy quips, and other cheeky shenanigans in the heat of battle between both comrade and enemy alike. You can even clearly communicate with anyone, even across a cityscape laced with explosions. C'mon, you got a one liner, give it to 'em!

Reaction Action (400, Discount Wonderful One)- While your CENTINEL Suit is doing most of the work, a clear and sharp mind is the critical factor between victory and defeat. Whenever you dodge an attack at the last possible second, your body's adrenaline goes into overdrive to the point where it feels like time has dramatically slowed down, and yet your body feels like (and is) moving at normal time. This will only last for scant seconds, so give those Jerks a swift counter.

Our Future (600, Discount Wonderful One)- To describe you as the ideal leader would be an overstatement, but the results you get are more than just Wonderful. You're able to spurn even civilians into developing hidden and unique strengths, overcome their fears, doubts, and hatreds, to not only develop themselves for the better, but to unite together to save the earth. Additionally, you've gained the combat sense to properly combine and synergize these strengths flawlessly, such as coordinating multiple Unite Morphs between the Wonderful Ones. Danger's coming, looming large, who's gonna make a stand? With you and Wonder Red, possibly even more than 100 rangers will take charge.

Space Pirate:

Eulogy of the Prince (100, Free Space Pirate)- If there's anything the Guyzoch are familiar with, it's that the heir to the throne of the roaming Rhullo, leader of the space pirate band known across the universe as the Guyzoch, Prince Vorkken has a habit of long speeches. Very long speeches, speeches so long, elegant, and wordy that enemy and ally alike use them to take naps. Unfortunately for everyone involved, you've also figured out the secret to delivering long speeches, constant stream of thought and only unbreakable by only the most extremely impatient. Thankfully though, your long speeches seem to take up less time than they should, especially if a time limit is in play.

Viewtiful Noble (200, Discount Space Pirate)- Cold, refined, elegant: words that could best describe the Heir to the throne of the roaming Rhullo, leader of the space pirate band known across the universe as the Guyzoch, Prince Vorkken's lifestyle and fight style. Through years of working with the Prince, all Guyzoch (including yourself) have learned to maintain that same agile and charismatic combat style, compromising to nothing, not even crippling wounds, devastating blows, or emotional damage.

Interrupt Me Not (400, Discount Space Pirate)- Whether it's a mission of revengence, or looking for some Blunderful Ones to recruit, it does sully the mood if some stray artillery or an annoying spaceship were to interrupt your battles. Now, whenever you declare an honorable duel (even if said duel is technically group vs group, such as the 100 numbers of the Guyzoch vs the 100 Blunderful Ones), the chances that it will be interrupted by passive interference, such as artillery or other forms of collateral damage, are completely removed. Additionally, all parties and factions involved will respect this duel, reducing the chances of duel rejection and duel interference.

Legion (600, Discount Space Pirate)- Individuality only gets in the way when working as a group, therefore the Heir to the throne of the roaming Rhullo, leader of the space pirate band known across the universe as the Guyzoch, Prince Vorkken, commands the Guyzoch with such ruthless efficiency that they're effectively just an extension of the Prince. And now you too have that same commanding aura, able to control a group of allies with the ease and effort as moving your own arm.

GEATHJERK Commander:

The Biggest Jerk (Free and Exclusive GEATHJERK Commander)- If anyone asked "Who's the Boss?", it'd be clear that it's you. Almost all GEATHJERK officers tower over Chi-Q's lifeforms, often being anywhere from 7-10 times taller than the average Chi-Q marble dweller. Even if you opt for a more smaller size, people will be able to identify you as the head honcho. Additionally, your alien biology not only makes you capable of breathing in space, but also allow you to go toe to toe against groups of CENTINEL suited Wonderful Ones in terms of strength and durability, tanking a multitude of Unite Morphs before the idea of taking you out is even feasible.

Elemental Commander (200, Discount GEATHJERK Commander)- Much like Heyourgah, Walltha, and Lambo, your alien biology has one specific elemental affinity out of the three: Fire, Ice, and Electricity. As a GEATHJERK commander, your utilization of this element can affect entire battlefields (such as fire/thunder storms or blizzards) and destroy buildings and vehicles (say for example, making weapons out of your element or shooting an elemental beam) . If you've taken this with any other origin, your elemental skills are more player like than bosslike, shooting basic elemental projectiles or imbuing your body with the element for strikes or in Unite Morphs.

Rising Revengance (400, Discount GEATHJERK Commander)- You know what's better than seeing your enemies wiped before you? Knowing that they've done it to themselves. You find it especially easy to foster hate in anyone. Whether it’s to spurn your enemies into hating you, or fostering pre-existing hatreds, it’s only a matter of time before their rage completely blinds them from any purpose besides their own anger. Very effective if your target is in a group.

Konquest (800, Discount GEATHJERK Commander)- The Wonder Mask: the symbol of the 100 fiends that destroyed the galaxy 1500 years from the future. Now, the knowledge of how to construct GEATHJERK's last resort, a variant of the accursed technology that destroyed your world, is yours. Derived from standard Wonder Mask technology, the Wonder Mask Z does not rely on others equipped with Wonder Masks to perform Unite Morphs, but uses energy fields to manipulate metal (which can be gathered from the environment) into Unite Morphs, thus being called the Hyper Unite Morph System. In the hands of a driven being which can power the Psycho Link, a Wonder Mask Z could rival even hundreds of Wonderful Ones and hundreds of GEATHJERK spaceships. Considering these features, the fact that the mask is capable of shifting itself in size to accommodate to even the largest of beings, and it being prototype Greater Galactic Coalition technology, its little surprise that even with the immense resources of GEATHJERK, that only one would be made.

Purchasing the Konquest perk will also provide you instantly with your own Wonder Mask Z, for those impatient to take it out for a spin.

Wonder Mart:

Drop In:

Collectable Figures (100, free Drop In)- Sweet childhood plastic memories. From major character to minor enemy, all who you've encountered will be lovingly recreated into fully posable figures that you can find in this perfectly organized, infinite storing, tin lunchbox shaped container. These high-quality figures would probably be sold around the 30-100 dollar price range for a Tamashii Nations type figure, if you need a benchmarker for quality.

BRAVE-WEAPON (200, Discount Drop In)- A weapon that far exceeds standard CENTINEL Wonderful One weapon technology. Select 1 offensive Unite/Unify Morph (besides Unite Goggles), and you'll obtain the appropriate (to human scale) weapon. What makes this weapon special, is that charging it with energy will allow it to project an energy field that makes it the size and strength of its appropriate 20 person Unite Morph without needing a group. Become a one man 'Jerk smashing machine!

POSE-SUIT (400, Discount Drop In)- A complete, custom tailored suit made of ultra-dense bio-metallic fibers, very much like a Wonderful One's CENTINEL suit in terms of general performance and durability while unpowered. However, using a special Shirogane Drive, the POSE-SUIT is in a permanent "Half Unlimited Form" as long as the Shirogane Drive is active, increasing its overall strength and energy capacity to Unite Morph compared to the CENTINEL suit outside of Unlimited Form. As a bonus, you'll even get a special transformation device and transformation sequence. Henshin a Go Go, baby!

POSE-CAMERA (600, Discount Drop In)- A special filming camera that belongs to a very explosive director. So explosive in fact, that besides being able to record everything it sees in the most narratively and thematically appropriate way for action movies, it also shoots lasers that can completely penetrate through a Cough-Foon class battleship. Additionally, any enemy it does destroy will explode with the force equivalent to an excess amount of dynamite, even for things that already do explode it'll just add the two explosions together. BOOM!

Wonderful One:

Wonder A-La-Carte To Go (100, Free Wonderful One)- A very Wonderful subscription to Professor Shirogane's space cuisine research. From noodle soups, steaks, cakes, parfaits, and much more, these tasty meals and desserts come prepacked in a nice space age spherical container that will never spoil. Each meal is guaranteed to recharge your batteries instantly. Comes a meal plan for each person in your group (companions, crew members, etc).

Mini Wonder Mask Supply (200, Discount Wonderful One)- Typically used in rescue missions, these Mini Wonder Masks feed off of the energy of the Wonderful Ones' Shirogane Drives to provide an energy field to those who wear these Mini Wonder Masks, granting them the basic capacities of a CENTINEL suit. While weak, these masks allow civilians to survive and fight on the battlefield, and give Wonderful Ones more members to reinforce their Unite Morphs with. Comes in a set of 100, restocks weekly if any are destroyed or damaged.

J-Star (400, Discount Wonderful One)- A recreation of the Wonderful Ones' support robot P-Star, though while the P-Star was built out of a certain red and white game console, the J-Star's been provided with a bit more... blast processing if you catch my drift, sporting a black and blue color palette with its green display monitor for a face. Regardless of visual differences, the J-Star is a free flying/hovering support robot with a learning AI and chatty personality, that's capable of long distance communications, team status management, radar utility, and can easily access and search any database it's given proper access too. Its combat ability can be described as next to nothing, namely non-lethal BB pellet guns and spice bombs for crowd control, but its processing power allows it to relay optimal Unite Morphs, especially in order to perform quick Unite Builds (such as bridges, filling in holes, replacing streets, and the like) making both the J and P Stars valuable assistants for the Wonderful Ones.

Maiden Victory (600, Discount Wonderful One)- A sister battleship of the Wonderful One's home base, the Virgin Victory. Both classified as 100 meter "Full Spectrum" Warships, these retrofuturistic styled spaceships are meant to be on par against a 100-200 GEATHJERK ship fleet while also supporting the Wonderful Ones in travelling on both the earth and in space. In terms of mobility, its anti-gravity hover drive allows it to stay in position for extended amounts of time, while being capable of reaching speeds of 1000 knots in the atmosphere, and easily reaches 150 times the speed of light in space travel, all while being able to turn on a dime. In ship to ship combat, the Maiden Victory is equipped with 2 electromagnetic pulse lasers which can knock out the more advanced parts of the GEATHJERK fleet in a dozen shots, and a Positron Super Cannon hidden in the bow that can wipe out the poor Jerks that stand in front of it. In regards to personnel support, the Maiden Victory can teleport Wonderful Ones instantly to the ground or back onto the bridge with its laser transport system, while also providing facilities for medical services and suit repair. To put it simply, the twin Victories are earth's strongest fortresses against the GEATHJERK armada.

Space Pirate:

Space Veggies and Tea (100, Free Space Pirate)- Nothing like a good lunch and tea after a hard day's pillaging. Purchasing this option will provide you with a restocking supply of Space Peppers, Space Carrots, and Space Eggplants, which more or less are solid crystal renditions of their respective Dearth vegetable and packed with many more nutrients than their Dearth versions as well. The tea set is packed with a proper space china set and fancy space teas, capable of serving hundreds at a single time.

A Guide to Dearth (200, Discount Space Pirate)- A handy dandy tourist's guide to the blue planet of the Dearthlings, includes shopping, major tourist locations, landmarks, aaaaaand maybe some key military instillations. Updates per world.

INJUSTICE MISSILE (400, Discount Space Pirate)- Need some help in a fight? Just throw more dudes at it, my dude. Twice per day, you'll be able to call forth an INJUSTICE MISSILE (or JUSTICE MISSILE, if purchased as a Wonderful One) , a missile made out of the Unite Morph of 30 individuals, equipped with a CENTINEL or Vanzen Suit (depending on your origin) with an output each equivalent to a Mini Wonder Mask. Not only are these valuable reinforcements, an INJUSTICE/JUSTICE MISSILE is guaranteed to put a few dents into a GEATHJERK spaceship. These individuals will retreat back to the inaccessible WONDERSPACE they've originated from once the full combat operation is over.

The Pheizerr (600, Discount Space Pirate)- A sister ship to the Heir to the throne of the roaming Rhullo, leader of the space pirate band known across the universe as the Guyzoch, Prince Vorkken's Meizerr. The Pheizerr, like the Meizerr, is a 100 meter Galactic Heavy Cruiser that's heavily armored to handle basic GEATHJERK fleet rounds, and built specifically for close range combat by having a large "mouth" with serrated teeth. Hidden in this mouth is a mega-ion cannon with an effective range of 384,400 kilometers. Despite its heavy frame and weaponry, its twin tachyon engines provide the Pheizerr with an atmospheric speed of 2000 knots, and 200 times the speed of light in space. All wrapped in a sleek and elegant black package.

GEATHJERK Commander

Psycho Weapon (100, Free GEATHJERK Commander)- Its big, its heavy, it’s out of control! It's just the right size (read: massive) weapon for a Jerk like yourself. Besides being a strong and fancy piece of metal, such as a solid glowing chainsword, glowing claws, or a glowing sword that can shoot its blade out like a gun, the real strength of a psycho weapon is that the metal part of your weapon is actually made of your own fighting spirit, capable of regenerating back on the spot in the event it breaks.

Ally Controller (200, Discount GEATHJERK Commander)- This controller looks pretty old fashioned, must be the 2600 model. Regardless of shape, you're able to control any robots you make, or GEATHJERK allies you purchase in the GEATHJERK Armada section with the greatest of ease in group coordinated tactics.

GEATHJERK Suite(400, Discount GEATHJERK Commander)- If you didn’t know already, GEATHJERK stands for: "Guild of Evil Aliens Terrorizing Humans with Jiggawatt bombs, Energy beams, Ray guns, and Killer lasers". Frankly if you didn’t even have half of these, what are you even doing as a commander.

Regardless, you now have an army's supply of large building busting bombs, multitudes of high powered laser turrets, spiked walls (there was a surplus sale) , and Dough-Goo infantry type laser gunswords that will restock every month. Go blow something up

Unite Morph Section (Exclusive Space Pirate and Wonderful Ones)

CENTINEL Suit/Vanzen Suit (Free Wonderful One and Space Pirate)-

All Wonderful Ones are equipped with a CENTINEL Suit, a top of the line, form fitting suit made from ultra dense bio-metallic fibers. This CENTINEL suit, and the respective Wonder Mask it comes with, is summoned out of a Wonder Pendant (which also houses the Shirogane Drive that powers Unite Morphs), which equips the user in a mere 3 billionths of a second. Overall, the CENTINEL suit provides immense durability and strength when it comes to fighting against the forces of GEATHJERK, taking quite a few hits of varying calibers from the GEATHJERK armada, and allows Wonderful Ones to operate in space even in its most damaged states. The CENTINEL suit's appearance is completely customized in appearance, and fits to all sizes: small, fat, tall, and even Yeti.

All Space Pirates are equipped with the Vanzen Suit, much similar to the CENTINEL suit in overall performance, except there's little to no appearance variations. It’s a pure black space suit with a 6 eyed black mask and an air mask valve attached to a red domed helmet. The suit is adorned with a red V that encompasses the front torso area

A thing that should also be addressed is a secondary function to both suits:

Unlimited/Teio form- Wonderful Ones access Unlimited Form, while Space Pirates activate Teio form, a limiter removal state that maximizes the energy output and performance state of the suit, making it capable of unleashing multiple strong unite morphs at once and improves overall defenses. While the limiters never show any consequence, the fact that they're only used towards the end of an operation should serve as an indication to not use a limiter removal for too long, it'll probably damage the suit.

For CENTINEL, Vanzen, and POSE suits, assume a clothing (or transformation trinket, like a belt) import option for free.

Finally, as a Wonderful One or Space Pirate, you gain access to purchasing Unite/Unify morphs, which allow you to use your comrades to build up your desired weapon and inflict heavy damage onto an enemy.

All get one offensive and defensive Morph for free, with additional morphs in your repertoire costing 100 CP each.

Offensive Unite/Unify Morphs:

Unite Hand- The most common Unite Morph, and the one favored by Wonder Red. Unite Hand allows one to form their allies into a giant oversized hand that gets larger with the more people that contribute to it. Besides being able to punch people, it has the same motor skills as a regular hand, allowing for grabs or holding weapons. As an aside, it's a common tactic for Hand users to set their Unite Hand on fire, allowing them to chuck fireballs like a certain plumber.

Unite Drill- A variant of Unite Hand used by the Wonder Red of Earth Defense War 2, used in hand to hand combat. Members form into a large drill that can easily dash forward for faster hits compared to Unite Hand.

Unite Sword- A Unite Morph used by Wonder Blue. Unite Sword has a much longer reach, and can even strike faster than Unite Hand, though its a little bit weaker. Unite Sword's other utilities is that it can key into oversized keyslots and pry them open, negate lightning by using Unite Sword as a lightning rod, or reflect GEATHJERK laserbeams with the blade.

Unite Gun- A Unite Morph used by Wonder Green. In its minimal constructed state, Unite Gun is a quick firing pistol that can shoot its allies as bullets, allowing them to grapple onto the enemy on impact. When more people that contribute to the Unite Morph, Unite Gun turns into a Bazooka that has a lower firing rate, but shoots more people out at once as a giant shell that deals damage with both an impact and an explosion.

Unite Whip- A fast attacking, but as strong as Unite Hand, Unite Morph used by Wonder Pink. Being able to swing on hooks across with the greatest of ease, Unite Whip has a large jaw on the end that allows it to grapple onto enemies, as well as rip off parts of them, such as spiked parts of enemies.

Unite Claw- A Unite Morph used by Wonder White, forming 2 claws capable of prying through slots or cracks in armor. Besides that, Unite Claw is also the fastest Unite Morph, but weaker in comparison to Unite Hand, but it also fires ice cold, razor sharp winds with every swing.

Unite Hammer- A Unite Morph used by Wonder Yellow. One of the slowest Unite Morphs, but hits the hardest, Hammer completely obliterates through any weaknesses in an enemy's armor, and even

crumples the strongest of GEATHJERK's space armors, with rocket force. No seriously, there's rockets attached to the end of the hammer.

Unite Bomb- A Unite Morph used by Wonder Black. Unite Bomb actually does next to no damage, but distorts space/time to drastically slow down even enemies exceeding what could only be described as LUDICROUS SPEEDS down to a crawl. Effectiveness, duration of effect, and blast radius are completely dependent on the morph size

Unify Bowgun- A Unify Morph used by the Galactic Police officer, Immorta. Effectively a variant of Unite Gun, Bowgun's rounds are heavy explosives like a bazooka round, but have a chance of inflicting a charming effect that temporarily converts weak enemies to your side.

Unify Naginata- A Unify Morph used by Heir to the throne of the roaming Rhullo, leader of the space pirate band known across the universe as the Guyzoch, Prince Vorkken's first mate, Chewgi. While it's the weakest Unite type Morph as a weapon, its capable of reflecting all projectiles and lasers through rapid spinning, even things that Sword and Unite Guts can't counter.

Unify Boomerang- A Unify Morph use by Heir to the throne of the roaming Rhullo, leader of the space pirate band known across the universe as the Guyzoch, Prince Vorkken. A boomerang only slightly weaker than Unite Hand, but makes up for it by being able to hit a large amount of enemies at once multiple times. It can even serve as a utility move by standing on top of the moving boomerang as a method of travel.

Unite Goggles- A Unite Morph yet to be developed, but don't get it to your head that you're special.... mostly because Unite Goggles manifests your team members onto your head as a pair of massive goggles. While its very unwieldy to use, it fires long distance lasers that are stronger than Unite Hand.

Defensive/Utility Unite/Unify Morphs:

As a bonus, spending 100 CP will allow you to use Offensive Versions of any Unite Morph in this table you purchase (outside of Kay-juu, Build, and Camp)

Unite Build- A Unite Morph standard for Wonderful Ones. Usually assisted by P-Star, Unite Build allows Wonderful Ones to replace missing parts to broken structures, such as bridges, roads, or a leak, or to serve as a method of long distance travel as a Unite Chain, creating a chain or a bridge of Wonderful Ones to tightrope walk across.

Unite Guts- A defensive Unite Morph, Unite Guts brings the entire group together to form an energy field that resembles a large pile of jello, capable of defending and reflecting high impact swings or cannonball type rounds. Not useful against slicing attacks or lasers. Investing in the offensive version will cause Unite Guts to protrude spikes upon countering, causing damage to nearby enemies

Unite Spring- An evasive Unite Morph, Unite Spring causes the group to form into a spring that quickly moves across the battlefield to dodge incoming attacks. Investing in the offensive upgrade will add a drill to the front of the spring to attack enemies with.

Unite Glider-A utility Unite Morph. Unite Glider allows Wonderful Ones to glide or fly across long distances on a glider made of their allies. Investing in the offensive upgrade will add blades to the wings of Unite Glider.

Unite Ball- An evasive Unite Morph, Unite Ball gathers your group together as a ball, with the leader on top directing the ball. Can end up being faster than Unite Spring. Investing in the offensive upgrade adds spikes to the ball.

Unite Rocket- A mobility Unite Morph, Unite Rocket turns your group into a giant rocket to propel to reach high off areas. Investing in the offensive upgrade will allow you to steer the rocket in ways besides "up", and provides explosive results on impact

Unite Tombstone- A offensive Unite Morph with a utility condition. While in the air, you can instantly transform the team into an oversized tombstone that can slam into enemies with immense force. Very dangerous when used in tandem with Rocket.

Unite Camp- A restorative Unite Morph. You can gather the group to form a massive energy tent that can instantly restore a CENTINEL or Vanzen suit's batteries, and even overcharge them temporarily for more capacity

Unify Kay-Juu - A Special Unify Morph used by the Guyzoch. Similar to Unite Build in terms of instant construction, Unite Kay-Juu allows you to create Unite Morphs based off of the images and data of enemies you encounter, substituting various attacks for energy blasts or impact energy fields.

Special Unite Morph:

Do you have 100 companions to import? If you do, and import as such, you'll gain the following Unite Morph

Unite Big: A special Unite Morph that uses all 100 members. Unite Big allows one designated unit to make a large energy version of themselves, with a superpowered version of their own Unite Morph. Most GEATHJERK enemies won't be able to damage this form, but the form has a short active time, even in Unlimited Form.

GEATHJERK Armada (GEATHJERK Commander Exclusive section)-Build your own Earth conquering platoon here!

All Geathjerk Commanders get 200 CP exclusively for this Section.

Dough Goo (50)- The footsoldiers of GEATHJERK. Dough Goos are a person sized battle exoskeleton with a massive blue dome head, equipped with a combination of laser rifle and laser sword. The blue is actually a combination of a GEATH-Solution for connecting the nerves to the suit, and also just the liquified form of the soldier inside. Turning them into goo helps reduce damage from impacts and increases reaction speed. Comes in sets of 10 per purchase.

You Hough (50)- The footsoldiers of GEATHJERK.... in a UFO! With their laser shooting flying saucers, these You-Hough specialize in harassing the enemy. Comes in sets of 10 per purchase

Chew Dough Goo (50)- A much larger Dough Goo (at about 5.8 meters), Chew Dough Goos have more durability than your standard Dough Goo, and use massive fists to deal damage. Usually they direct Dough-Goos in powerful attack charges due to their improved ability to command squads, caused by melting in two soldiers into a single exoskeleton. Comes sets of 2 per purchase.

Hoedown (100)- A massive combat vehicle, about as tall as a 2 story house and only slightly less wide, Hoedowns are tanks equipped with monster truck wheels and heavy front armor. As a result of their durability and its surprising mobility, even being able to leap into the air, it serves as a match for inexperienced Wonderful Ones. While most Hoedowns shoot spike balls from their cannons, one can opt for a Raydown variant that shoots lasers.

Die-Wrecksem (200)- An even more massive combat vehicle, about as big as 10 Hoedowns put together, if not larger. The Die-Wrecksem is equipped with even more armor, 5 massive cannons, and surprisingly with only slightly less mobility as a regular Hoedown. The Die-Wrecksem serves as a "boss" variant of the Hoedown model, even having artillery drill missiles and a front grinder to crush everything it runs over.

Diedough Goo(100)- Towering over a Chew Dough Goo at about 3 times the size, the Diedough-Goo is a powerful autonomous robot that while slow, has very strong punches. The head of the Diedough-Goo is equipped with both a cannon of high explosive rounds as well as a flamethrower.

Doora(100)- A high mobility infantry type GEATHJERK soldier at about 9 meters tall. While built on the same principles as the Dough Goos, a Doora is significantly faster to the point where the human eye can barely keep up with it, if not just outright appear invisible from sheer speed. Generally, Dooras have live metal claws or psychic guided shuriken, fitting their agility.

Gerry Doora (150)- A special variant of Doora equipped with twin drill modules, subspace stealth coating, and heavy armor, all while maintaining the same amount of speed by maximizing the output of their neutrino drive engines. GEATHJERK that become Gerry Dooras are considered elites in combat

Ankho(100)- An anglerfish looking biped at 22 meters tall, the Ankho are GEATHJERK's bulky and amphibous forces. Equipped with only a helmet and a chainsword as large as themselves, Ankhos are surprisingly as durable as some of GEATHJERK's giant robots

Nyerk (100)- A 29 meter tall space amoeba with little intelligence. Offensively, it consumes everything in sight and digests it with its deadly acids, or spits out its own acids. Its weak point, a red core, is protected by its gelatinous body, only susceptible to sharp attacks.

Gah Goojin(250)-A 110 meter tall giant robot, the Gah-Goojin is designed for destroying enemy bases. Its legs are designed for flight, and can even mimic martial arts with the same balance and effectiveness as a martial artist. Besides that, the Gah Goojin is equipped with a mega photon cannon on the head, photon cannons on the arms (plus hidden drill arm options stored in hyperspace), and a massive 3 point plasma cannon in the torso. A Gah-Goojin is very much a walking fortress, easily capable of rampaging through cities on its own. It should be noted in the cockpit for a Gah-Goojin, there's a button on the floor labeled "Autopilot"

Vaaiki (250)-A 10... nanometer bioweapon developed by GEATHJERK. Possessing a high intelligence and an anthropoid like body, the Vaaiki is a combination of nanomachine and bioweapon that is designed to destroy the immune system and liquefy the body of the infected it enters before dying off. The only thing that could cure someone infected with one Vaaiki is to inject attacking nanomachines into the subject's body, which the Vaaiki's armor and weapons are designed to combat. That being said, the Vaaiki are designed to be infertile to prevent unpredicted spread, and only one is more than enough to kill someone. Comes in a set of 10 (Perfectly sealed individual containers) that restock every 10 years.

Ohdarko (350)-A custom 470 meter robot octopus (amusingly enough, yours would be the 4th put to production) designed for water warfare. In the water, it possesses absurdly low water resistance and can sustain the pressures of 20 kilometers below the sea surface while reaching speeds of 300 knots. Despite its size and speed, the Ohdarko is more or less completely silent, making it hard for radars to

detect. Offensively, it has 6 multi jointed heavy manipulators (tentacles) with various weapons such as lasers, missiles, and spiked balls. The front two tentacles are even designed specifically for melee combat, even overpowering a Gah-Goojin with them. While it is capable of flying with its engines, its engines are notable weaker compared to actual spaceships of the same size

Oooh-Chew Beasts- Space beasts that GEATHJERK have tamed

Orgon (100)- A serpentine beast, 48.8 meters long, capable of burrowing through solid matter like water, achieved through applying ultrasonic vibrations on its body. While this makes them effective hunters, it also gives them in insatiable appetite. It has a saw on its tail to attack its prey, however the convinient hook on it makes it susceptible to certain types of attacks.

Megang (150)-A 28.5 meter space turtle with an absurdly durable metallic shell of all of its limbs. Besides being able to extend its limbs and neck in melee combat, the glowing core under it can also shoot powerful columns of energy through the ground and loop back towards the surface for precision strikes. One weakness it does poses is the hook like tail it has: Pulling on it will disrupt it completely.

Dahkats (150)-A scorpion looking space beast, at 23.6 meters. Its agility makes it a dangerous opponent with its iron claws and poisonous tail will kill anything short of an armored Wonderful One . A Dahkat is also capable of self-replication, however these replicants do not possess the iron armoring of their parents, and only a fraction of the strength.

Hah-Gonay (150)- A 54 meter large space dragon. Raised on an iron planet, the Hah-Gonay possesses iron scales that give it absurd durability, and a method to counter enemies by shooting them out like missiles. It is also capable of attacking with its wings, or by breathing fire. While it does have massive wings, the Hah-Gonay limits its flight because it is not adept at it.

Deah-Kani (150)- A 55 meter tall space crab. It’s extremely tough carapace makes it a pain for even Wonderful Ones to fight, and are easily able to adapt to every kind of environment, even deserts, swamps, and the Artic. They typically attack with their massive claws, or spew powerful bubbles at their enemies. While they are armored, the Deah-Kani's joints are not completely covered, making them susceptible to de-limbing, as well as their giant mouths even serving as a weakpoint if they were to be attacked there

Ohrowchee (200)- A three headed, winged space dinosaur with custom GEATHJERK cyborg equipment, the Orochee is a powerful 610 meter beast who's physical strength is more than enough to flatten cities. Even then, its innately capable of synthesizing flames and adhesive jelly bombs out of the materials it eats, and the cyborg parts allow it to shoot lasers from its head too.

Spaceships:

Hah-Markee (50)- A 21.4 meter long bomber craft capable of shooting an Unlimited amount of missiles, serving as an air support unit in GEATHJERK's forces.

Cough-Foon (100)- A 100 meter mid sized space cruiser used in GEATHERK's planetary assaults. Their frequent appearance and large numbers make them the standard of Geathjerk spaceships. All Cough-Foons are capable of FTL travel, making them key in interplanetary warfare. Their primary use is to carry squadrons of allies into enemy territory, often containing many squads of Dough-Goos and Chew Dough-Goos while the Cough-Foon's armor shrugs past standard Earth Defense Force anti air missiles. Once cargo is deployed, the Cough-Foon's good maneuverability, anti-personnel bombs, and massive laser cannon make it a massive air threat. Besides that, Cough-Foons can even combine with a Gah-Goojin as a power arm, allowing the Gah-Goojin to used range weaponry or to use the Cough-Foons energy fields as a fist weapon.

Notoriyeah (100)-A 92.8 meter UFO designed to extract data and intelligence from the enemy. Giant hooks and wires are used to infiltrate networks via information antennas and disrupt communications. Its also equipped with lasers to prevent opposition from attacking it

Envan (200)-A 300 meter assault landing carrier, resembling a UFO with spikes extruded from below, used commonly in airborne battles. While it has 6 proton torpedo tubes, its most known for using its manipulator tentacles for close range melee combat.

Giga-Goonkhan /Giga-Goojin (500)- A 1100 meter "Gundromeda" class experimental battleship. Its new Jerk-matter frame energy system allows for its array of individual laser cannons to be 30 times more effective than their traditional super assault carriers. Besides that, the Giga-Goonkhan is equipped with two experimental weapons. The first is the annihilation warhead torpedo, capable of annihilating a moon sized object. The second is the ability to transform into the bipedal assault weapon, the Giga-Goojin, a 600 meter variant of the Gah Goojin, specialized in melee combat. Piloting wise, the entire system is conducted through a Psycho-link, allowing the pilot to control and feel the giant robot with all senses, even able to feel everything touching the ship down to a cool breeze.

COMPANIONS:

UNITE FRIEND (50)- Some charming Wonderful One caught your eye? Or perhaps you'd like to drag along Heir to the throne of the roaming Rhullo, leader of the space pirate band known across the universe as the Guyzoch, Prince Vorkken... or his First Mate Chewgi. Regardless, assuming they live and want to come along, you can companion any character from the Wonderful 101. In regards to bonus characters from the game, you can only select Wonder-Scarf (Alice, pilot of the Virgin Victory), Wonder-Captain (Captain Nelson), Wonder-Gramps (Professor Shirogane), and POSEMAN.

Blocked (50)- Who is this mysterious WONDER-DIRECTOR? Armed with a shiny chrome dome, impeccable style, and a love for Explosions, Wonder Director is the only other user of UNITE GOGGLES, capable of shooting lasers from them for even longer than their true user. The only disadvantages of WONDER-DIRECTOR are that he seems to only take one hit before getting knocked out, and asking him anything will either make him block you, or tell you to just ask your mother. He seems to post frequently on the internet.

UNIFY SQUAD (300, Limited to Wonderful One and Space Pirate) - Ah, indecisive? Not sure who to pick? For one easy purchase, you can companion the 100 members of the Wonderful Ones, or the 100 members of the Guyzoch (depending on your Origin), as 100 individual Companions. They're all trained warriors, and well versed with Unite and Unify Morphs. If you've purchased (IN)JUSTICE MISSILE, the generic grunts will be replaced with your respective companion choice.

UNITE IMPORT- Have a team already? Import a companion for 50 CP each... or pay 400 to import Everyone. Yes, Everyone. They even get 600 CP on Perks, Items (You cannnot make multiple purchases of the Maiden Victory and the Pheizerr), and Unite Morphs. Due to the... uncooperative nature that is the GEATHJERK Federation, you'll have two options depending on your origin.

If you are a Drop In, Wonderful One, or Space Pirate, you may import companions as one of those three Origins.

If you are a GEATHJERK Commander, you may only import companions as Drop Ins or GEATHJERK Commanders.

Drawbacks- Cap up to +1000 CP

Not Made to Scale (+100)- Is it just you or is everything disproportionately huge? These seats are too big for humans, even though they're earth made. These cars are too big, and now you're even aware that yours and everyone else's heads are probably too big too. Nobody else minds or is even aware, and won't even acknowledge it.

We do not have these "catchphrases" in my country (+100)- You are very shy to say the least: you keep quiet, you work your hardest, but you've got nothing to say even when the time calls for it. This is especially a problem when the team thinks it's your time to shine with a finishing move one liner, reducing you to a blushing mess once the spotlight turns on you. Considering enemies seem to not die until a one liner is dropped... you're prolonging their suffering quite a bit.

Final Ultimate Legendary... (+100)- OH GOD PLEASE FINISH. You're way into this heroics stuff, TOO into it. Every move you do has to be new, original, and awesome! And needs a name to go with it! Unfortunately, not only are you really bad at naming moves, these moves also take an extremely long time to say. Did you just use "Final" twice in the same move name?

WONDERFUL WARNING: DO NOT COMBINE "We Do Not Have These 'Catchphrases' in My Country", AND "Final Ultimate Legendary...". IT WILL BE GUARENTEED TO BE A WONDER DISASTER

Those Crazy Kids (+200)- Ah, the child character, the kid who's here to represent the kid audience so that they too can work with the heroes. Unfortunately you have your own little ankle biter and they're pretty feisty as much as they are dumb: running into danger, easily distracted, very impressionable and easy for a villain to convince. While they'll likely mellow out towards the end of the Earth-GEATHJERK conflict, expect them to be a complete pain and ruin at least a few plans

Really Quirky (+200)- I know you're a well rounded person, and honestly, that really doesn't work here. All of your dreams, desires, likes, dislikes, and your entire personality will be condensed to 3-4 traits and a really thick foreign accent. At least 2 of these traits will be at best "Annoying" and at worst "Completely Embarrassing once you realize what you're doing"

Not You Too... (+100, requires Really Quirky)- Really Quirky now applies to your companions

Wonder Pain in the Ass (+200)- Man you... really hate teamwork. Like even if your team's priority is right in front of your face, the thing that would really help right now? You'd rather run off and do your own thing, and odds are it'll result in a complete disaster. Expect your leader to have to pound your face in from time to time to get you to actually do your job.

TEAMWORK MAKES THE DREAM WORK (+300)- Good news! You can still use all of your perks! Bad news: Every single one of your Perks, Abilities, Skills, Magic, and Items outside of this jump are locked behind their own individual Unite Morph Formations. I hope you have friends!

Like a Damn Fiddle (+300)- Either through complete gullibility, ignorance, or that you just really want some form of revenge, or any other number of factors, you're very easy to convince and fool. Whether you end up ruining an operation, lose the precious artifact, or completely sell out the fate of humanity, it's gonna take a lot of effort to fix that mistake, Blunderful One.



The Terror of 100 Demons (+600)- You thought you were done? That destroying Chi-Q or defending Earth from GEATHJERK was it? Well we've got a hell of a loose end for you to tie around. The Greater Galactic Coalition, the humans from 1400 years in the future, will now know that this war will be a turning point that regardless of the result, will likely result in their disappearance. As a result, they will soon come after the main events of Wonderful 101 to maintain their existence in the future. Armed with Wonder Masks and CENTINEL type suits improved over a millennium, with designs and features inspired

from the strange time distortion that is your existence, GEATHJERK's greatest nightmare as become reborn as your own, marching with 200 feet.