It's awfully dark here, isn't it? You should have arrived at your next destination by now, has something gone wrong?

Ah, a light! That's a good start. Let's get a bearing on your surroundings, shall we? Hmm, not much at all really, four dark metal walls and a table in the center, but the box on top of the table is worth investigating. Inside you find… cellphones, and quite a few of them. Different makes, different models, there's not much rhyme or reason to the arrangement. The box is deceptively heavy, heavier than should be possible, but you manage to tip it over.

Oh dear, the phones have practically covered the floor now, there's no way that the box held all of these. There must have been at least a thousand in that box…

Wait, one thousand… **C**ell **P**hones? Oh goddamn-

+1000 **CP**

Keitai Sousakan 7

Model 04



[Introduction]

There will be plenty of time to groan at that pun later, but for now, I believe you're due for a proper briefing. You've found yourself in the world of Keitai Sousakan 7, or Cellphone Investigator 7, if you feel so inclined. You're going to be entering Japan in a time reminiscent of 2005, where the Net has taken root in society as the one place where all are truly free: free to learn, free to love, and free to crush anything and everything that other's hold dear. Oh, and flip phones are still cool.

As they should be.

Digital or otherwise, a Net crime is no less serious than a crime in any other medium. With the rogues' gallery of hackers, bombers, thieves, cultists, hypnotists, and everything in-between, that would use the Net to facilitate their criminal activities, a countermeasure was in order. Namely, the counter network terror organization: Under Anchor. Under Anchor utilizes a select staff of highly trained agents and researchers to put a stop to cyber-terror wherever it appears, with the help of the revolutionary technology behind the Phone Braver series. Which is to say, walking, talking cellphones.

However, there's more to these incidents than a handful of misguided geniuses wishing to disrupt the status quo. Many of the most dire cases arise from the direct interference of the rogue Phone Braver 01, in his seemingly aimless quest to spite Under Anchor and grant the "wishes" of greedy humans. Beyond that, you'll have to worry about the machinations of the mysterious Migara and the widespread public release of Flanet's new line of cellphones: *Gene*.

Who knows, the threats on this planet might be the least of your worries.

[Starting Location]

I see you've decided to play along. Several of the cells at your feet open on their own to an outdated GPS app. Now, where exactly are you? Roll 1d8 or pay 100CP to choose.

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[1] Anchor HQ (Surface Level): Make no mistake, this is indeed the location of the secretive anti-cyber terrorist organization, but this is a good time to mention that Under Anchor is hidden behind the legitimate cellphone company, simply called Anchor. You won't get in much trouble if caught loitering around here.

[2] Construction Site: A nondescript construction site somewhere in Tokyo. You're unlikely to find any lasting benefit to sticking around here for the whole decade, but hold out for just a few more hours, and you'll get to witness the events that led to high schooler Keita Amishima meeting Takimoto Sosuke, and his trusted partner Seven.

[3] Suburban home: Your home, for all intents and purposes. It's nothing fancy, but it's a place to call your own, for now. Rent is paid for the next month, but you're on your own after that.

[4] The Country: A rural, mountainous village inhabited mostly by old families subsisting off the land. One of these families has agreed to house you for the time being, should you need it. It's not as if you're stranded though, there's a bus stop nearby.

[5] Abandoned Building: Not even going to pretend to know where you are right now, which is kind of the point. You're somewhere inside a large, and long-abandoned building somewhere in Tokyo, possibly an old factory or warehouse. Either way, it's vacant, and likely to stay that way for some time. Though, do keep an eye peeled for Yakuza, just to be safe.

[6] Meiyo High School: A rather bog-standard Japanese high school. Not particularly ritzy, but you'd be pressed to call it poor. It's unreservedly average, but the students are mostly nice. It might be a bit awkward if you show up here without actually being a student or staff member.

[7] Mt. Fuji: Huh, so that's why it's so cold. You're located somewhere on Japan's famous stratovolcano. Don't expect many exciting mysteries up here, but hey, it's a good camping spot. Just… try not to freeze on the way down.

[8] Free Pick: Well, this phone seems to be on the fritz. It's showing your location at seven different spots simultaneously. This isn't very helpful at all. You might as well just pick one and hope for the best.

[Background]

All eight maps suddenly shut down. In turn, five more phones start ringing on their own. These look like private conversations. A bit boorish, but leads nonetheless. Backgrounds are free, pick one.

Police Investigator: An officer for Police Investigations Department 7, which investigates instances of high-tech crimes, and these reports of alleged “walking cellphones”. It’s nothing too fancy though, you investigate what you’re told, and put a stop to crime wherever you see it. The only real difference between police investigators like you, and Under Anchor’s agents is that you don’t have any fancy future-tech to fall back on. Well, you’re not supposed to anyway.

Under Anchor Agent: A field agent working for the secretive anti Net-terror organization, Under Anchor. It’s your job to investigate, and put a stop to any potential Net-based threats. To accomplish this, you’ve been given the training to match any real Investigator in the field, as well as the tech to beat cyber terrorists at their own game. Unfortunately, Under Anchor is a test case that does not work alongside the police, while utilizing some rather controversial technologies. Your true challenge is doing your job without tipping off the public, or the police. The walking cellphones don’t help.

Under Anchor Technician: Under Anchor, and more specifically, the Phone Braver project, were all born to fulfil the ideals of three leading experts in the fields of robotics and AI design. As a result, the technology that Under Anchor makes use of daily could be called outright Sci-Fi by the uninformed public. You’re here to continue this legacy and revolutionize the field of investigative technology by making tiny sapient cellphones to dish out vigilante justice to hackers and con artists. You’ll rarely need to leave the lab, but stay on your toes for when Under Anchor HQ inevitably gets hacked again.

Cyber Terrorist: It’s people like you that Under Anchor was formed to defend against. A brilliant mind who exploits the Net to achieve your own selfish desires. You may not be a hacker per se, you could be a bomber who uses a website to hint at their next target, a killer who targets through dating sites, or going out and using high-tech weaponry to mind control unsuspecting civilians. If you perpetrate your crimes with the assistance of the Net, or unusually advanced technology, you’ll fall under this background.

Civilian: Well, I call you that, but actually… who or what even are you? There’s something unmistakably off about you. The only feature you can really be defined by is your intrinsic ambiguity. It’s as if things like common sense, tone, or backstory, just don’t apply to you. Either that, or you're just a very, very good liar. You don’t even need a previous history coming into this world, if you don’t want to. Well, on the upside, you won’t need to get involved with any of this cyber terrorism nonsense, not until much later, at least.

[Species]

The conflict of this world exists along the border between human and AI, and the inevitability of this line fading to nothing, for better or worse. It's time to find out which side you fall on. Pick one.

Human: I suppose you are a bit smooth to be a robot. You are a homo sapien, a descendant of primates and the dominant species on this planet. Much like a Phone Braver, you have two arms, two legs, vertical posture, and a facial structure to express your emotional state. You may not have any of the network capabilities of a Brave, but you easily surpass them in size, mobility, and physical strength.

- Age is 2d8+13, 50cp to change.
- Gender is whatever you came as, 50cp to change.
- You get one Phone Braver Buddy for free from the companions section. In the event that you're a non-Anchor background, your buddy will have stumbled upon you during a mission and decided to stick with you for their own reasons.
- +300cp stipend for the Programs section only.
- If you're between the ages 15-18, you can choose to start off enrolled at Meiyo High School.

Phone Braver: You are one of the most advanced automatons ever created by man. A highly intelligent AI housed within a modified SoftBank 815T cellphone. You have two additional arms and legs, similar to a human, that retract into a massive " battery pack" when not in use. You have limited access the Net and any nearby digital systems at all times, even so far as reading messages or tricking card scanners.

Your most notable function is your ability to crack any digital system, taking control of its programming on a binary level, and rewriting it as you see fit. You can initiate this sequence simply by holding out your hands towards a device and willing it. This takes roughly 5 seconds for most man-made programs, but code made by exceptional geniuses or other AI are significantly more difficult. A Phone Braver is rendered immobile during the cracking sequence, so a human buddy is required to protect them during this time.

Your networking ability can be increased exponentially with the assistance of another Braver and both buddies' approval to perform a "Parallel Decentralization Link", where the Bravers effectively hack into each other. This is a horrifying process for everyone involved, as the Bravers deliberately corrode their sense of self to become one. Should enough Bravers merge in this way, they may very well emerge as a single god-like intelligence that could crush human society underfoot. It's for this reason that permitting a Parallel Decentralization Link is considered an unforgivable taboo.

Many of a Braver's functions require the express permission, of their human buddy. This includes the ability to transform, utilize Boost Phones, or download additional applications.

- Age is superfluous, and could be measured in months just as easily as it could in years.
- Gender just determines your mannerisms and how deep your voice is modulated. Your gender is whatever you say it is at a given moment.
- You get one free Human Buddy from the companions section. If you're a non-Anchor background, then you've gone rogue like 01, or you've lost contact with HQ by forces outside your control.
- +300cp stipend for the Boost Phones section only.

[Perks]

Perks are 50% off for their respective background. All backgrounds get one of their 100cp perks for free.

Investigator Perks:

They're Not Delusions! (100cp): You know better than to disregard valuable information just because it's unlikely. As long as you lack any tangible evidence to disprove it, you can accept even the most ridiculous claims at face value. Someone ranting about being attacked by a cellphone can be accepted with the same validity of someone saying they were attacked by a man with a cellphone. You can still write off information as useless if you so choose, but it will always be your conscious choice to make.

He's My Dear Buddy (100cp): Subservience just comes much too naturally to you. Not the position itself, but certainly the attitude. You have the patience to work with impetuous idiots for years on end, with hardly an expletive passing your lips. You always know the exact manor to speak to best butter someone up, or to keep hot-headed buddies firmly on the side of caution. On the rare occasion that your patience runs out, the resultant outburst will hit like an atomic bomb for those familiar with your usual disposition.

You're Not a Criminal, Right? (200cp): You couldn't tell what it is about you that makes it so, but your own trust in the goodness of others is the next best thing to an airtight alibi. If you're acting on this faith, you can walk through things like red tape or protocols like they weren't there. This only applies when you sincerely believe in someone's honesty. If you personally know or believe that they're lying through their teeth, you won't accomplish much with this.

Unknown Signal (200cp): Radio, electromagnetic, heat, light, infrared, ultraviolet, etcetera, whether they're people or machines, everything emits some kind of energy or wave when they exert themselves. You are now capable of picking up and even tracking a kind of unique signature from absolutely any sentient being. Though, it's up to you to isolate the signal if you're looking for someone in particular. If you have a clear enough idea of someone's "signal" you can even use it to identify places they've recently been, or thing's they've recently interacted with, including programs. Naturally the signal becomes harder to detect the more time and space there is between you and the source.

Coming Under the Camera (400cp): Any organization you serve in will develop quite a strange habit of performing all their most controversial deeds right before your eyes, usually in a way that doesn't implicate you as an accomplice. You're like a magnet for blackmail material, and your employers rarely realize this until it's far too late. As an added effect, public backlash tends to kick in shockingly fast. If you need to manipulate or straight up demolish your organization for one reason or another, one morning interview later and it's an instant scandal.

Abstraction Log (400cp): You seem to draw upon a similar phenomenon to a "collective unconscious". With those you spend a great deal of time around, or that you share intense emotional bonds with, you are somehow able to subconsciously tap into their knowledge base to supplement your own. This isn't as much mind reading as it is passively patching up any holes in your own understanding of a given subject. This also works for skills ,if you knew the basics of a game or martial art, you'd be able to master it in no time if you were close friends with a veteran. This is always on subconsciously, but can be toggled off, if you so choose.

The Word of God (600cp): Once per jump, you can pass a single law of any nature that will be enforced without question, reshaping the government from the ground up if need be. This obedience is only enforced on the government itself. It likely won't do the government any favors on the world stage, nor will it force the average citizen to accept it. The only other limitation is that you can only enforce a bill on a single governmental body. Passing a bill throughout the entirety or America or Japan is fine, the United Nations is not. This is a very different story if the entire planet or beyond is under a single, centralized government. The bill will not carry over in the event of the current government being overthrown.

You Get One Call (600cp): At any time that you are rendered in a state of death that would otherwise end your chain, you'll find your soul projected into what appears to be a train cart running past a serene sunset. It's quite a soothing atmosphere, but you cannot dawdle here. Grab the phone sitting on your seat and make a call, make it count. Upon entering this place, you will have twelve hours before your chain ends proper. This call can connect to absolutely anyone in the multiverse, for any reason. However, if you use that call to find someone in the current jump who can revive your body in the living world, you will be allowed to come back and continue your chain. Your consciousness and powers are completely locked away from your corpse during these twelve hours, and cannot be used to revive yourself in this state. Naturally, you can only save your own life with this once per jump, but if you have any alternative means of revival, you're free to make a multiversal phone call anyway for each death.

Agent Perks:

Not Amazing, Kind (100cp): It's rare to find a man devoid of any kind of morals, and whatever yours might be, you can hardwire them straight into your instincts. It's no longer a matter of opposing one's nature to do the right thing, doing the right thing is your very nature to begin with. Surpassing all notions of fear and anger, your body will never betray your beliefs, at times even acting before you consciously realize you're at risk of violating them. This also applies to trained reflexes. Your instincts update to keep up with any changes in your morality.

Forget That! Hurry Over Here! (100cp): Revealing Anchor technology to the public, least of all the revolutionary Phone Braver series, is among the greatest errors that an agent could make. Though, strangely enough, this doesn't apply to the terrorists you stop. You can reveal as many secrets as you want to your opponents, but as long as they lack any evidence and are legally reprehensible, their cries will unanimously fall on deaf ears, even as a bipedal cellphone casually strolls past their face.

This is Our Job (200cp): Within any group or organization you will come across a senpai-like figure who, for one reason or another, will end up exposing the full extent of their abilities to you, time and time again. Now, this person isn't the very top of what's possible in this organization, but close enough to give you a decent mental picture. It's always obvious when this is happening, and if you pay attention, you'll always know whether you'll be able to keep up or if you've already surpassed your peers, without excessively underestimating or overestimating yourself.

Questionable Content (200cp): Under Anchor was built on ideals of altruism and companionship from the onset, as such, agents are given plenty of leeway with what is considered to be an Under Anchor mission. When working on the behalf of a certain organization, you will often come across unrelated crimes or incidents within your power to stop. You'll never be condemned for handling these "side quests" with your organization's time and resources, if it's not actively detrimental to the group as a whole. At the same time, you won't be officially punished for turning a blind eye either. You'll be drawn to these incidents through sheer happenstance, but you can rest assured that they would have occurred with or without this perk, this just ensures you'll be there to see it.

L-Let's Talk. Calm Down. (400cp): Whenever you're facing against an opponent with little to no training in whatever means of battle you're using, not only will their own competence drop even further, yours will receive a sizable boost. You barely need to exert yourself in these occasions. Though rare, some enemies will be able to make up the difference in skill using raw physical ability. This perk doesn't apply at all to sufficiently trained opponents, even if they're self-taught. Oh, and just to be safe, this perk comes with enough martial arts training to be immune to this perk's effects yourself, in terms of marital combat.

In Your Sleep, You Are Dreaming (400cp): No matter how far you drift from that species, no matter how simple, complex, or incomprehensible your psychology and form may become, you will at all times, subconsciously, strive towards that ambiguous standard known as "humanity". If you're the sentimental type, this means that you'll never truly lose your conscience for good, and you'll be able to see from, or at least comprehend, the flawed perspective of a human being. This is a gradual, yet passive process, but you can consciously stop and start this at any time. Should you ever die, permanently or otherwise, with a fully human soul, even your remains will share your empathy, leaving behind some kind of memento for you to be remembered by. Whatever it is, it will never decay, and the warm emotions embedded into it will never fade for those who keep it near. Conversely, those that can bear to discard this memento will learn to move on with their lives, knowing that you'll always exist within their hearts and minds.

What is This Feeling of Faith? (600cp): You are, in simple terms, an unquantifiable exception. You're truly beyond abnormal in this regard. You cannot be measured quantitatively, period. Any digital system or even excessively logical humans will find themselves at a complete loss when they try to apply any hard numbers to you, forcing them to rely on purely qualitative means. The effect this has on normal humans is negligible, but for AIs and AI-like minds, you can form a deeper connection with them that was thought to be reserved for organics alone. You are beyond their predictions, and by forcing them to rely on their own subjectivity, you plant the seed of what could almost be called humanity.

Destroy Me, To Protect Me (600cp): You've become a "Sacrificial Lamb", so to speak. You've developed the unique ability to take any infectious force, regardless of its nature, into your own frame. This is more than making yourself sick, when you decide to take something into yourself, you take all of it, every last instance of that force in the universe will coalesce inside you. You won't undo the damage that's already been done, but the lingering threat will be no more. You have to be infected by the specific force in question before you can absorb other instances of it, so catching a cold won't let you pull in curses or computer viruses. Even if you can deal with any direct symptoms, just holding all this will generate an unreal amount of heat that permeates your entire body, the exact heat will vary, depending on the sheer quantity and strength of the infection, but taking in something like the flu would be enough to kill even an above average human, just take solace that the infection itself would die with you.

Technician Perks:

Yokan and Coffee (100cp): It's no secret that geniuses can be… opinionated at the best of times, making productive collaborations something of a pipe dream for most groups, at least the ones that don't include you. You have a talent for clearing up disagreements in ways that respects the intelligence of all parties involved. Even better, once you can get these childish adults to set their differences aside for the sake of progress, your team is all but guaranteed to create something truly innovative through this collaboration. This gives you quite the talent for dealing with actual children as well.

Bringing the New Age (100cp): You might not be beautiful or attractive in your own right, but there's just some charm about you that makes people look and immediately think to themselves that they want more and more of whatever you're bringing to the table. Put simply, you have mass appeal in spades, you could throw together a small cult if you felt so inclined, or stamp your face on a brand-new product and see it become a household name overnight.

That kind of Chara (200cp): like most good creators, you have some kind of muse that you draw inspiration from. This muse can be anything, a person, a hobby, a comic book, an ideal, the only prerequisite is that you're sincerely passionate about whatever you choose. As long as your taking inspiration from your muse, you'll almost never run out of ideas. No promises that they'll all be good ideas, but still. Moreover, if your trying to replicate something from you muse, whether it's a comic hero's high-tech weapon, or your crush's beauty, you'll find your efforts tend to be rewarded when you incorporate these features into whatever you make.

Mass Production Model (200cp): Did you know that everybody on the planet has a doppelganger somewhere? For you, however, instead of having just one doppelganger, you have at least three per square mile. No matter where you go in the world, you'll come across many of these "yous". They will instinctively recognize you as the "original" and follow your bidding loyally. They aren't superhuman to any degree, but they have an uncanny talent for learning from each other's mistakes for permanent boosts in competence. Your doppelgangers aren't above suicide tactics, but they do have their own lives, outside of being you, so try to respect that.

Focus on Functions! (400cp): You've acquired the same robotics expertise belonging to Kohei Mito and Yuto Date, two of three founders of Under Anchor and the Phone Braver series. You know how to make robots complex and precise enough to mimic a human's mobility and dexterity, but your true specialty lies in miniaturization. You could increase this with time, but any function you could squeeze into a microwave-sized machine, could now fit inside a cellphone, but working on this scale rarely does any favors for the machine's durability. As a rule of thumb, your robotics and overall physics knowledge could reproduce any of the Boost Phones or Phone Bravers below with enough time and resources, but this skill set lacks the most important component for a true Braver, the mind.

Tell Me. Tell Me. Tell Me. (400cp): You are you, even when mixed into the will of another, that you-ness is absolute. Whenever your own soul, mind, or ego are at risk of "blending", or otherwise subsumed into the soul or identity or another, your sense of self will always be the last one standing, often giving you dominion over the end result. At worst, personality traits from the other parties will be grafted onto your own, but none of those you yourself had upon assimilation will be outright lost. This will only function if you actively resist the assimilation, as there's little that can be done with an already broken spirit.

Ubiquitous Network World (600cp): You are able to replicate the contributions of the Under Anchor founder and CEO, Masayoshi Soda. With this purchase, not only are you able to create human-like AI but also the mysterious Lambda chips behind the Phone Braver's "humanity". The Lambda chips are the "soul" of the Phone Bravers, allowing their AIs to evolve, accumulate memories, and simulate emotions. You can install these chips into any AI equipped device, upon which it will begin to evolve through prolonged interaction with humans or human-like minds. Upon fully maturing, the data on these chips will bear the full metaphysical weight of an actual human soul, along with all that implies.

A World Without Humanity (600cp): You are now able to cobble together memetic hazards with varying effects on organic observers. These initially require an auditory, as well as a visual component to function, but with enough practice, either one will work. You could cause complex hallucinations, or even alter someone's thought process, or more… permanent effects. The time these hazards take to affect the mind varies from person to person, but a minute is probably the longest it could take for any normal human. You can affect human minds from the start, but for nonhumans, you'll likely require extensive knowledge of that being's psychology to affect them in the same way.

Terrorist Perks:

The God of The Net Will Spill Real Blood (100cp): If a feat presented in a crime committed by you is observably beyond the abilities of those investigating you, it is all but impossible to make the charges stick, regardless of the evidence. This safety net falls apart if even a single member of the investigation could conceivably recreate the crime under ideal conditions, or if your abilities that would make such a feat achievable are common knowledge.

I Want to Learn Magic! (100cp): No matter what the skill may be, regardless of complexity, you will have no problem getting the basics across to anyone under your tutelage, even children. You can only use this on teachable skills that you already know, of course, but you can communicate the basics of it to even the most simple or impaired minds in record time. Comes with a soothing voice that flows through human hearts like honey.

Bad Memories (200cp): The screaming, the laughing, the crying and the whining, you know how to make all of these sounds and more with a little noise of your own. You know how to use precise hyper sound waves to alter the brains of organic lifeforms. Simple emotions are the easiest to induce, but with enough data, or trial and error, you can affect the brain in pretty much any way you could imagine. In time, you may be able to find more physical applications for this.

Your Heart Has Rung True to Me (200cp): You have a strange charm that inclines the desperate or otherwise dissatisfied to share their “wishes” with you, and to request your help in fulfilling them. You may find it quite troublesome to be the outlet for the problems of the weak willed, but you’d be horrified what you can learn about people from hearing their deepest desires, and the power you hold over them once their dreams have been fulfilled. You’re still left with the responsibility of granting their wishes through your own means, but you have more than a little wiggle room in how you interpret their desires.

White Crow (400cp): You're free to take pride in your own independence, but even for the most solitary of people, there's a limit to how much one person should be reasonably required to do. You're a master of delegation. You can do this rather efficiently, hiring reliable parties through untraceable methods in such a way that you're expenses never outweigh your own net gain. You should have no trouble working any number of accomplices into your own elaborate plans. You can even structure your schemes in such a way that your none of your assistants ever cross paths during the whole operation.

Ave Maria (400cp): In times where you are conflicted with the morality or righteousness of your choices or alignment, situations that will genuinely test your beliefs will practically fall into your lap when you require them most. You aren't required or guaranteed to change, these can be used to reaffirm your beliefs as easily as they can shatter them. When you're on the fence about what side to take in a conflict, this will just give you a little push, to see which side you'll finally fall on. You may turn this ability off, but should you find yourself conflicted once again, even on a subconscious level, this might just turn on in response to your anxiety alone.

The Ultimate Science (600cp): Is apparently ninjutsu. It appears that you have inherited the techniques of the Koga-Ryu ninja clan. This grants you a superhuman dexterity, enough to make thrown weapons change trajectory mid-air. You're also quite light on your feet, as is expected of a ninja. The true treasure of Koga-Ryu ninjutsu, is in its advanced mental techniques. Able to seemingly make clones or teleport, with nothing more than some mild taunting and hand gestures. Your understanding of the human mind allows you to predict a simple opponent's thoughts and movements like a master Shogi player. You also know how to effect human's brains through other methods, like chemicals or surgery. Overall, you seem to outmatch the entire medical and psychological community with your in-depth understanding of the human brain, and can replicate practically any feat associated with mythical ninjas with these techniques.

Devil K (600cp): You're quite similar to a cockroach, you know? Even humans know better than to underestimate a creature that can escape their sight with such ease, and thus, an irrational hatred is harbored for such creatures, or rather, terror. Should you choose so, you can embody this relationship with any being that observes you. The smaller you are in comparison to your observer, the more terrifying, irrationally, or otherwise, you will appear to them. This has a secondary effect, should you become collectively feared by a large population, rather than just frightening one or two strangers, you will be able to induce what could only be described as a curse. Though, in reality, this "curse" is just an extreme case of confirmation bias, wherein a target's belief in your power will cause them to interpret every little misfortune as being your attempts to kill them. Though, their degrading mental health will be very real. You can stop the terror effect at any time.

Civilian Perks:

A Lemon is Left Alone for The Night (100cp): It's just too fitting that a lemon is only lovable once it's been crushed. I believe humans have another word for it, "tough love". You always know how to hurt someone in a way that will help them in the long run. Your methods may be cruel, but at the end of the day, you only want the best for all these "lemons" around you. As long as you don't overdo it, the targets of your "affection" will always grow as people, or at least overcome whatever struggle they were facing beforehand, in response to your abuse.

The Degradation of Youth (100cp): As long as you draw breath, literature will never die. You understand literary tradition better than the masters, and the passion that flows through every drop of ink could pierce the most apathetic of hearts. Your best works could be lauded as a masterpiece among even the most pretentious of circles. Worry not, your skills are perfectly applicable to writing for a more flippant audience as well. No matter what audience you target, or what medium your words inhabit, your skill will reach the hearts of your readers.

A Cuckoo Spits Blue Blood (200cp): You are able to induce what's known as the Suspension Bridge effect, on other people. This is an effect, in which someone mistakenly attributes excitement to romantic attraction. On any occasion that you cause an individual to experience some form of excitement or emotional extreme, regardless of its actual nature, they will mistakenly conclude to be holding romantic feelings towards you. Should you play along, effectively confirming their suspicions, these feelings will become as real as if it had been developed naturally. Thankfully, people will usually get the picture if you don't reciprocate, or if they were an exceptionally rational individual to begin with.

Present and Past (200cp): What is a family, really? You understand that there is so much more to a family than biological fact, and are free to distribute these titles as you see fit. Enforcing any kind of familial relationship with someone is as simple as referring to them as such. Do remember, they are not required to change their overall disposition towards you. A human is still quite capable of hating their own relatives, but somewhere, deep in their psychology, they will understand you as "brother" or "mother" or some such variation, and their behavior will distort accordingly.

Going to Hell as a Bride (400cp): I knew you were a liar, but I didn't think it went this far. You are capable of spinning false backstories on a moment's notice. You aren't changing the past by any means, but when you give a false history to someone, evidence will seeming come into existence purely to support it. Evidence that actively "disproves" your true history, if you have such a thing, can also be found by those investigating you. You could even stand by multiple contradicting backstories at once with this. Take heed that this is just misdirection, and will not alter actual past events. You have little control of what the evidence will be, but you can be guaranteed that it won't actively benefit you, short of the misdirection itself.

Sands of Time (400cp): You have the strange ability to force someone into flashbacks of events you've experienced. You can even string together multiple flashbacks into "clip shows". You can cause these to occur to anyone you speak to, as long as it's depicting an event that all parties involved in the flashback, including you, either experienced personally, or had prior awareness that the event happened period. You can even share these flashbacks with them, letting you "remember" information that you didn't personally experience, or have long since forgotten.

A Bird That Does Not Fly (600cp): You're someone who knows how to see the sky past the birds. You understand that ability cannot be measured in power, experience, or evolution, but in form. Through acts of pantomime, you are able to mimic the functionality of any modern man-made vehicle to empower your own abilities. You will take on the full power and structural benefits of vehicles in this way. With a running start, you may take off and glide like an airplane. Become one with the spirit of a submarine and spend days underwater without air. Act out the motion of a crane and wrecking ball, and your fists will shatter stone. You are limited to non- military or spacefaring vehicles, but that still includes things like formula race cars and construction equipment. A bird that does not fly, cannot fly, and you have decided to soar.

The Future of Tomorrow (600cp): Should you at any moment have a cellphone and render it unable to pick up any other signal, you will instead catch one from another time. Not just listening to them prattle one-sidedly, you can hold entire conversations, and share information of the future, should you so choose. Your only means of communication will be over this signal, but if you can convince the person on the other end to do so, you can even change their future, or in other words, your present. The butterfly effect seems to be extremely subdued in the changes you make, rarely extending past the other person themselves, and their immediate friends and family. Any changes to the past made in this way will not take effect until the next morning, and the only ones with any memory or record of the event will be yourself, the other person, and the devices you communicated through.

[Companions]

A few contacts you salvaged from the pile of phones. It couldn't hurt to have more allies on your side.

Buddy (Free, 200cp): To a Phone Braver, a buddy is more than their thankless meat shield. A Phone Braver's entire personality is developed in response to their human buddy's behavior. A buddy is a partner, a best friend, and a parent, all in one to them. You may use this option to acquire a free buddy of the opposite species as your own, but after that you may purchase more for 200cp each. Additional buddies can be any species, but if they share the same species with you, they will just be good friends, lacking the authority of a designated buddy. Your buddy can be an imported companion, or someone completely new, if you feel so inclined. This option can also be used to buy a canon character, but if you're replacing a canon buddy in doing this, then that buddy died on a mission. Buddies receive 800cp, and the full benefits of the stipends from the species section. By accepting the first free buddy, you'll both be required to take the drawback: Why Were We Born?. You can ignore this if you pay the full price for your first buddy.

Companion Import (50cp/per, 300cp): In case you have a few "buddies" of your own, that you don't feel warrant the commitment that comes with being an official buddy. For 50cp each, or 300cp for a maximum of 8, you can bring in any of your allies from other worlds to stay with you in this place. Each companion gets 800cp to spend and receive the full benefits of their species' stipends. Companions cannot import other companions, except through the Buddy option.

OC Companions:

In case you're really that lonely. All of these companions are human, regardless of perks, do not benefit from stipends, and do not receive free buddies. All OC companions receive 500cp and receive discounts for their respective background. You can decide their age and gender freely upon purchase.

Partner (Free Investigator, 100cp): Your excitable, yet eternally reliable partner from the force. He tends to let his mouth run off with his delusions of conspiracy, but he rarely, if ever, lets it impact his performance as an officer of the law. Moreover, his wild imagination actually makes him unreasonably effective at handling cases that do genuinely have a supernatural element to them. Just don't let him start thinking he's on a streak.

Long Distance Relationship (Free Agent, 100cp): It doesn't matter what kind of relationship it is, but you have a close companion who happens to live physically far away. You share a history with them, and even over the phone, they have an unnatural ability to pull you out of your shell and get you prattling on without a care in the world. They're very adventurous, and love to take you new places, but if they come to find out that you've become more independent since you last met, they may become dejected at the realization.

Cosplayer (Free Technician, 100cp): A fellow fan of your favorite action hero. You met her at a con one day and you've been inseparable since. Their favorite hobby is cosplay, and she's quite dedicated to the art. She'll often hang out with you on her days off, and she'll take you to all kinds of conventions when time allows. Just know that outside of her close circle of friends, she's quite embarrassed about having other people learn of her hobby, especially her coworkers. Don't be surprised if she actively avoids you when she's in such company.

Accomplice (Free Terrorist, 100cp): Somehow, you've acquired the support of the owner of a formerly legitimate business or institution. Something like a loan office or amusement park. Whatever the case, they're certain that you can use your less than considerate methods to boost their company's profits. He appears meek and weak willed, but is deceptively business savvy, and can be uncharacteristically stern when he's at risk of taking on a huge loss. As long as it can't easily be tied back to his company, and it doesn't impact profits too heavily, he'll be willing to support your activities to the best of his ability. If you actively refuse to help his business, he'll eventually grow a backbone and cut off his support until you do.

Terrifying Man (Free Civilian, 100cp): This man is quite possibly as mysterious as you are. He's a large, well-dressed man with an unclear past and an even less clear mentality, covered head to toe in wounds that straddle the line between a street fight and a bear mauling, and he refuses to specify which. This man is far from a violent grunt. His ambiguously tough life has made him a wellspring of wisdom that he's eager to share. Whenever he comes across anyone stuck in a state of inner conflict, he'll rush over immediately to counsel and inspire them. Which is troublesome, considering how oblivious he is to how scared other people are of him. His advice may be cryptic at times, but it's always laced with the sincere intention of helping the person walk away as a better man, even if they're a woman.

[Items]

There are still phones left? This is beginning to become tedious.

Items are 50% off and 100cp items are free for their respective backgrounds.

General:

Pouch (Free): A small, belt-mounted pouch for holding a cellphone. Although I say small, it's oversized to the point that a Phone Braver is pretty much the only kind of phone that would sit comfortably in it. There's no trick or gimmick to this item, it's just really convenient to have.

Ringtones (Free): You're provided with a digital copy of *Keitai Sousakan 7*'s entire soundtrack, including the intro and outro themes: *Wake You Up*, by Hitomi shimatani, and *Sands of Time*, by *BACK-ON*. These songs will appear on any cellular device as possible ringtones. Alternatively, you can have them simply play at appropriate moments without any apparent device. Togglable.

Contact List (100cp): This is a digital list that appears on any cellular device owned by yourself or your companions. It includes the numbers of any other phone with this list on it. As long as both ends have cell reception, you're able to make an expense-free call to anybody on this list from anywhere.

Hidden Server (300cp): From any device capable of emitting and receiving transmissions, you are able to access a hidden server located in a remote location of your choice. This server contains a record of all of your memories, everything you have ever experienced, all the way back to your first moments of cognizance within your mother's womb in your original lifetime and updated up to the present every time you access it. It's far simpler to access with a robotic body, as the information can be streamed directly into your mind, but even for organics, the memories can be viewed as video or audio files from any applicable device. You have my guarantee that no one will find the server unless you lead them to it. The server can be set to automatically email you if you experience severe memory alterations or loss.

Investigator:

Cuffs (100cp): A handy, self-repairing pair of handcuffs. You only get one pair of cuffs, but as long as the pair isn't in use, you can call pull them out of seemingly nowhere at any time. They're far more durable than their materials would imply, but they aren't immune to lockpicking. Unconscious people stay that way longer with these cuffs on.

Patrol Car (200cp): You get a classic white and black patrol car for your own use. You'll always find your way back to it when lost, and no city or institution will ever be able to claim official ownership of it, so it belongs to you. Moreover, nobody seems to be able to determine what country or police force it belongs to. You'll still get in trouble if your caught driving this around as a civilian, but as long as you look like a police officer or some similar official, this car will pass as one of their vehicles.

Campaign (400cp): Scattered around in bits and pieces, you have everything you could ever need to run for a governmental position of your choice. You have fliers, suits, a megaphone, and even human resources like high-ranking officials that would love to see you in power for one reason or another. These won't win the election for you, but they'll make sure you always have a fair shot.

Agent:

Translator (100cp): A pair of earpieces, that when worn by two parties speaking different languages, will allow them to hold coherent conversations with each other. Being wirelessly connected, these earpieces can function as communicators over short distances.

Reliable Bike (200cp): This homely little motor scooter, bought with Under Anchor pay, makes up for what it lacks in style with pure efficiency. This thing needs fuel like any other vehicle, but it's engine takes practically half the gas of any other scooter like it, and it's all but immune to sabotage. I feel that it's worth mentioning that sabotaging a vehicle, and tearing it in half, are two very different things, this just means that the mechanisms can't be tampered with. The speed is nothing to write home about, but no matter how old it gets, driving this will always feel like gliding across silk.

Convoy (400cp): Once per month, you are able to call upon a sizable convoy of enormous busses to cover up an event of your choosing. The convoy is loaded to the brim with armored agents. On scene, they will detain any witnesses, and thoroughly wipe any physical or digital evidence of the event. They won't bring a tow truck with them, so if it can't fit in a bus, or be destroyed on sight, it's staying put. Beyond just the cover-up, the convoy will give you a ride to or from the scene, should you require it. An ambulance or two is also included in the convoy.

Technician:

Silverman Merchandise (100cp): A sizable collection of Silverman books, posters, and DVDs. Silverman is a fictional superhero that was popular quite a few years back, but it's fanbase is a vocal as ever. In addition to being a generally good watch, the various sci-fi concepts are surprisingly sound from an engineering standpoint. If you took the time to sort through this collection, you could probably figure out how to turn some of this super science into reality, assuming you had the talent for it.

Scrap (200cp): A cardboard box, roughly the size of a toaster. Within this box is a seemingly infinite supply of small scraps from various electronics. Much of this seems to be from discarded Boost Phones, and Phone Bravers. If you spend enough time sorting through here, you should find more or less every component necessary to construct a Boost Phone or Phone Braver of your own. No matter how much you pull out, there's always more scrap, but you won't find anything bigger than a flip phone in there.

Prototypes (400cp): You now possess the countless prototype robots that eventually led to the creation of the Phone Braver Series. Under Anchor's founders lacked clear direction when they started off, so the prototypes varied greatly from simple toys to functional full-sized humanoid limbs. The engineering that went into some of these is comparable to the Bravers themselves. This even includes a few of the early models for the Phone Braver body. That being said, they are still just prototypes, so with the exception of 001, none of these have ever been fully functional let alone given an AI. 001 is a handy tengu-faced robot that rolls around, accomplishing whatever small tasks its owner would ask of it.

Terrorist:

Ramune (100cp): A perpetually refilling supply of the popular hard candy known as Ramune. I'm doubtful that actual Ramune has such an effect, but these are somehow nutritious enough to replace entire meals, just by shoveling these into your mouth. Given that it's perpetually refilling, you could go without eating anything else for an entire lifetime, not that you'd want to.

Hyper Sound Wave Emission Rig (200cp): A two-piece rig for directing hyper sound waves to manipulate a targeted human's brain. Should you possess a greater grasp of the physics behind it, you could alter the equipment's wavelength to cause different effects. Even if you don't have such knowledge, the equipment comes with a default setting, which induces a specific emotion or mental state that you choose now.

Cloned Sheep (400cp): This is an experimental cloned sheep that should have been housed at a high-security genetics laboratory, but now it's yours. If you're feeling sympathetic, you could keep it as a pet, but it's real value will require it to be sacrificed. The chemicals in its skin can be used to rewrite memories, through a process that you are now privy to. Unfortunately, for all of the known methods for inducing this phenomenon, the sheep has to be killed to make parchment. Aside from the sheer cruelty of the act, you aren't at any major loss if you kill it. A new clone will show up in your home every time one dies. There's nothing stopping you from developing a safer method for triggering this phenomenon.

Civilian:

Scars of The Past (100cp): Maybe not an actual scar, it could just as easily be a tattoo or birthmark. You have some kind of symbol or defining physical feature somewhere on your body that just screams “there is a story behind this”. Appropriate to your nature, there isn’t. What form this mark takes is completely up to you, but it practically suffocates all who gaze upon it with an insatiable curiosity and trepidation.

Takeout Number (200cp): You have the phone number to the catering service Shanghai-Tei. They serve Asian take-out of all kinds, and they aren’t particularly famous, but they probably should be, with their work ethic. They may take their time, but they are capable of handling some insane orders. If your feeding a massive group, it’s good to have someone like Shanghai-Tei on speed dial. Their food is pretty good as far as takeout goes, it isn’t particularly cheap or expensive, and their sheer willpower seems to transcend dimensional boundaries, since you can call them from any universe and have them deliver to your location, just hope you’ll have yen on hand, wherever you are. As a word of caution, do not overeat Shanghai-Tei food, it can often result in some very strange yet vivid hallucinations.

Maid Café (400cp): You’re the owner of a trendy maid café somewhere in the nearest shopping district, or closest equivalent, of whatever world you happen to be on. The café receives a new selection of employees every jump, drawn from the upper end of the attractiveness spectrum for a given area. It’s up to you how your café is run, whether your staff draws exclusively from one gender or accepts anyone willing to work. The café’s kitchen stays stocked up on its own, and the menu changes itself automatically to add dishes that reflect your progressing adventures. If your café is popular, you’ll get a pretty hefty salary out of it, but you’ll need to drop by, at least occasionally, to keep this place running smoothly. Even without your supervision, your café will never have any serious incidents that would warrant closing, baring a lack of customers, and the staff can handle running the café serviceably without you. The employee’s pay is handled automatically.

[Programs]

Just a few nuggets of human ingenuity before you go. Admittedly… most of these are viruses designed solely to cause pain and suffering, but you work with what you've got. If it helps any, buying an infectious virus here will also provide you with a vaccine to distribute or monopolize at your leisure. The vaccines will also work against the canon viruses they were based on.

Programs:

Blog (50cp/per): An ordinary blog, with a subject matter of your choice. You can buy this as many times as you want. Blogs bought in this manner are guaranteed to attract plenty of visitors of the nature your blog was meant for. Perfect if you're really that desperate for validation.

"Magic" (100cp): An annoying, flashy, yet relatively harmless virus. Your "Magic" can be sent to any homepage of your choosing and cover the screen with childish scribbles. It's annoying, and the scribbles can't be erased or moved without removing the virus itself, but it doesn't harm the underlying data and it's not infectious in the slightest.

Loneliness (100cp): What you have here is actually quite sickening to behold. You have a virus of sorts that, when linked to an artificial intelligence, will simulate the human emotion of loneliness, and cycle the AI through what could only be called a "nightmare" that reflects this new sensation and pries open any other mental scars ad infinitum. This works on Phone Bravers as well. The only reason this is so cheap is that it requires a constant physical link to whatever is being affected.

Net Yakuza Operations (100cp): A series of shoddy dating sites and fake insurance companies that draw in gullible old and young people alike to practically hand their bank information to you. These sites aren't immune to viruses or takedown notices, but as soon as one goes down, a new site is automatically set up not long after.

Feelings of Desperation (200cp): A deceptively ruthless virus for the especially petty. The virus starts out targeting people's personal blogs. Upon infection, all the text will be corrupted beyond recovery, and replaced with a selection of text determined by you before the initial infection. The virus inevitably spreads from personal blogs to company homepages to entire databases. Until the virus is dealt with, it will continue to spread endlessly, destroying all data in its path.

"Do Not Search for Me" (200cp): What you have here is a video filter with special hypnotic effects. Anyone who watches the altered video will continue to have terrifying hallucinations of whatever or whoever was in the video. The hallucinations look completely real, but will only be seen in spots where the target knows nobody else would be able to see them, further enforcing the idea that this is some kind of supernatural haunting. In time, their spirits will be completely broken, opening their minds to suggestion.

Net Guardian Virus (300cp): Even without Net Guardian's server to leech off of, this virus spread itself at an alarming rate, and can't be easily treated it until the damage has already been done. The effects are simple, the virus spreads from computer to compute stealing and distributing personal information to other infected computers at random. If you want to spread mindless chaos, this is the way to do it.

Anti-Lambda Virus (300cp): The effects of this virus have only been witnessed on one account, during the first attack on Under Anchor HQ by the rogue 01. Those few hours were more than enough to understand the danger this poses. Infection rapidly corrupts a Phone Braver's Lambda chip, their soul, beyond recognition. It's unknown what the exact effects of this are, aside from eventual loss of all functionality, but the screams of agony that accompany infection should be telling. Akin to a basilisk's venom, this code is apparently so horrifying to a Phone Braver, that even without being infected, most would break down in sheer terror upon the sight of it. The copy of the virus you receive will function on any artificial intelligence, with magnified effectiveness on machines with souls or emotional capability.

Under Anchor Security (300cp): You receive a perfect copy of Under Anchors allegedly invulnerable security system. Although there are multiple instances of this "invulnerability" being overpowered or bypassed entirely, it must be noted that most of these were hackings that occurred through Phone Bravers, and those that weren't were exceptions in their own right. The whole security system is composed of at least two dozen custom-made firewalls, capped off with three highly advanced AIs. The AIs in question not only defend against viruses, but attempt to stall it, and create a rudimentary vaccine in the event that HQ, or one of the other AIs are already infected.

Eliza System(400cp): Under Anchors network supervision that handles practically every function of HQ's systems, unfortunately, you only receive the part that actually links up with the Net. When introduced to a sufficiently capable computer network, the Eliza system becomes capable of searching the entire Net at incomprehensible speeds, tracking down any relevant data that would assist in a given task. As mundane as that sounds, Eliza was built with complete irreverence to all written laws, so think of it as your own personal search engine that can navigate the entirety of the internet, including unlisted sites and private information. Eliza is perfectly capable of carving its way through most any non-governmental security systems if deemed absolutely necessary. If it exists on the Net, you can have it pulled up within seconds.

Space Virus (400cp): The infamous virus from space that almost brought human society to a standstill in a single day. In essence, the virus consists of four pieces of data, usually manifesting as a series of four different tones. The danger of this virus is that it doesn't seem to have any criteria for what it's able to infect. It doesn't even need to be connected to the Net, as long as it receives some kind of signal or power from any other electronic device, this virus will seize control of a device's functions to reproduce itself in any way possible. Aside from reproducing, the virus's primary function is to spread to other planets. Launching the virus back into space is about the only reliable way to get rid of it. An offhand remark by an Under Anchor researcher noted its striking similarity to the structure to DNA. Make of that what you will.

Optimization (800cp): What you have here is quite possibly the most dangerous weapon known to man. It's a looping series of clips and accompanying sound pulses that affect the human brain on a subliminal level. When humans watch this video with the accompanying audio, their brains and bodies die on the spot, painlessly and instantly. If they're only experiencing one or the other, there's absolutely no effect, and it takes a different amount of time to trigger the effect for each person. This is not a virus per se, so you will receive no countermeasure for this phenomenon.

[Boost Gadgets]

Ah, here! These will be sure to lighten the mood. The Boost Phones were designed by Under Anchor as mobile drones to be used for a variety of functions, but they're also capable of combining with a Phone Braver to act as specialized equipment for different missions. Under Anchor refers to this connection process as "chakushin".

Almost every Phone Braver Shares the quirk of trying desperately to make their chakushin process as stylish as possible, but given that the Boost Phone just breaks into multiple pieces that the Braver has to then stick unto their own body by hand, it's quite awkward to witness if you aren't used to it. Boost Phones all possess some form of independent mobility, as well as an AI of their own, similar to the Bravers, but it's more like the mind of a loyal pet than a developed human being. Unfortunately, the ability for a Braver to Chakushin is yet another feature that requires their buddy's express permission to access.

Boost Phones:

The following Boost Phones were designed with investigation and pursuit in mind, their features tend to reflect this.

[BST-C002] Observer (100cp): Boost Phone Observer was designed for fixed-point observation over long periods of time. Observer has two solar panels that let it generate its own electricity. Observer can emit electric fields to control ions in the atmosphere or stun nearby electronics.

[BST-P001] Seeker (200cp): Seeker improves a Phone Braver's optical and analysis abilities to a great degree. For a start, Observer can let a Braver spot another Braver-sized target from miles away in a busy city. Not just limited to telescopic vision, Observer can see through walls, in infrared, and many other wavelengths of light. Even when detached, Seeker can stream its camera feed directly to a Braver, acting small and mobile surveillance camera.

[BST-P002] Speaker (200cp): Boost Phone Speaker can emit, receive and manipulate sound waves to an impressive degree. It can even generate sound waves at just the right frequency to physically impact someone from far away. Speaker can pick up even the smallest vibration, and mixed with its sound emitting capabilities, you could find a frequency to counteract almost any sound based attack. Even while detached, you can use Speaker to accurately mimic specific sounds, like that of a gunshot or a specific person's voice.

[BST-P005] Medic (200cp): The function of Boost Phone Medic is as kind as it is convenient. Medic allows a Braver to quickly and efficiently examine computer viruses, as well as quickly develop and distribute a vaccine to counteract the virus. Any virus made by man can be vaccinated with Medic, but it has been overpowered in the past by AI made viruses or those of an extraterrestrial origin.

[BST-P004] Demolition (200cp): The most destructive, as well as the simplest of the Boost Phones is the Demolition unit. The unit equips the Braver with a chainsaw that can cut into steel pipes with ease, and a blowtorch that can burn straight through similar materials with ease. It should be noted that Demolition has by far the most offensive capability of any Boost Phone, but obviously it wasn't designed to be used for that purpose.

[BST-P003] Analyzer (300cp): Analyzer can in some ways be considered the epitome of what a Phone Braver could strive to be. Rather than just giving a Braver additional gimmicks or features, Analyzer just lets a Braver do what they do best, but better! This Boost Phone gives the Braver a significant all-around boost to their networking capabilities, improving their ability to interact with data and the Net in every capacity. While it's difficult to quantify how much this boost stands for, to give an example, on one account, Phone Braver 01 used Analyzer to hack Phone Braver 07 and use the Braver as an intermediary to gain complete control over Under Anchor HQ. Shortly after, 07, and 03 joined into a three-way Parallel Decentralization Link with 01, and during the whole process, 01 maintained control of himself, HQ, and 07.

[BST-P006] Grinder (400cp): Inspired by the TV hero Silverman's signature weapon, the Grind Crusher. Boost Phone Grinder uses a mechanism akin to a cellphone's vibration feature to emit powerful oscillating wave capable of liquefying metal and other similar materials like concrete. The oscillating waves do this by breaking apart the atoms' composition, in turn generating heat within the target surface, similar to a microwave. When used, the phone braver is able to destroy a large area of solid matter, despite the tool's small size. At most, Grinder could reduce a catwalk to dust this way. Using Grinder requires a solid surface and a few seconds to determine the surface hardness and what frequency is necessary. For some strange reason, Grinder communicates through baby noises.

[BST-P007] Solid Driver (500cp): Despite the section it's found in, this is actually called a Boost PC, due to the fact that it compresses into a laptop, rather than a phone. This device has a number of features, starting with its default "Slider mode" that it can inhabit when not connected to a Braver. As the name implies, Solid slides around at high speeds, following remote control by the human operating it through the tablet-like screen left over from Solid's laptop form. In addition to being a good way to kill time, Solid Driver is equipped with an RCIS (Remote Communications Interruption System), which allows it to temporarily block all forms of signal-based communication within a short range. Phone Bravers can attach to Solid as a kind of mech suit. Using Solid's comparatively superior strength, speed, and mobility as their own. Solid's real value comes when used alongside a Braver and additional Boost Phones. A larger body means more places to attach equipment, so a Braver equipped with solid can further equip a Boost Phone to increase its abilities through Solid or attach two Boost Phones to combine their abilities as well. Notable combinations include fusing Seeker and Speaker to imitate the siren of a police car, as well as using Medic and Analyzer to not only detect but vaccinate a virus from kilometers away. I'm sure you'd find other combinations with experimentation.

Axel Devices:

These are a subseries of the Boost Phones that were designed for space exploration, rather than in-depth investigation. Individually, they're quite unimpressive, but the truly fascinating quality of the Axel Devices is their ability to be equipped simultaneously by a Phone Braver, unlike most standard Boost Phones.

[AD-S001] Searcher (50cp): Simply put, a flashlight. Nothing impressive on its own, but when attached to a Phone Braver's right arm, the light's wavelength can be adjusted, or focused into a laser cutter.

[AD-S002] Detector (50cp): Something similar to a highly advanced motion tracker. Its unique sensors allow it to monitor every object within 3 square kilometers of itself. When attached to a Braver's left arm, it's range increases ever so slightly, and can be used to gather a wider variety of information from the objects within its detection range.

[AD-S003] Chrono (50cp): This Axel Device is not some kind of timekeeping device, such as its name would imply. Chrono acts as a remote communicator, and when attached to a Braver's head and feet, it additionally acts as a much-needed battery pack, as well as a pair of treads for increased mobility.

[Drawbacks]

Finally, it looks like that was the last of the damn phones. Now that all that's over and done with, let's get out of here, the door's this way. I think we were just locked in a storage crate this whole time. Funny how things work out like that. Hmm? What are you doing? Let's get out of here.

Now that you mention it, some of these screens are still lit. I'll admit that this is interesting in its own way, but do you really think it's a good idea to mess with them when they look like that? Wouldn't be surprised if they're infected with something.

Why Were We Born? (+0cp): A cellphone is not a Human, and a human is not a cellphone, and yet, it is this distinction that allows the Buddy System to function smoothly. You are subject to this as well. Upon taking this, a lock will be placed on certain abilities for this decade. As a human, you will lose all technopathic abilities, or means of altering electronic systems, short of mundane hacking. As a Braver, you will lose all organic forms, and you will be barred from using any abilities to forcibly control your buddy or alter your own programming.

Aliens… Of Justice. (+0cp): When faced with walking, talking cellphones, you'd be surprised how many people make the logical leap to extraterrestrial involvement. Even Under Anchor's Initiation for new agents is a mock space battle. Now, it's more than a running joke. Aliens really are among us, Under Anchor is Earth's last defense, and the Bravers were reverse engineered from alien technology.

Air, Like Nothing's There (+100cp): You're a Kuuki, an apathetic, unenthused, and flakey piece of work. No matter what the circumstances, when provided with a choice, your decision will always be the path of least resistance. Not only does this rub a lot of people the wrong way, your unmotivated lifestyle has left you with piss-poor stamina.

Shallow (+100cp): Humans are complex beings, but it looks like you're one of the few exceptions. You are in fact, very simple, not to mention superficial. You have hardly any consideration for nuance, and your motivations tend to be naïve at best, and mindlessly selfish at worst.

Handicapped (+100cp): You now require a cane to walk and stand, and your walk is better described as a prolonged stumble. This won't leave you in serious pain or inhibit any other ability you may have, but running with your own legs is completely out of the question for these next ten years.

Tie-Dye and Trench coats (+100cp): Your fashion sense is… well, it doesn't exist. Your choice in clothing is just the worst. You're like a prepubescent teen trying to emulate what they think looks cool for something like an anime, without the self-awareness to realize how stupid it looks on an actual person, let alone on you. Whatever you think you're accomplishing with this getup, you're wrong.

A Fated Meeting (+200cp): It's something of an unspoken rule in Under Anchor to never get involved with agent Touko Asano's love life. More than just being a sensitive topic, she has some malevolent force surrounding her that guarantees the suffering of anybody even remotely involved with her romantic affairs, regardless of the nature of the involvement. For some unintelligible reason, Touko is unshakably insistent of roping you in to any and all such problems. She may use you as a fake boyfriend to ward off a stalker, who happens to be in the Yakuza, or grab you at pivotal moments in your life to watch her current date's sub-par street performance in below freezing temperatures, or maybe just poison you in her failed attempts at making curry. For some reason, you just don't have to heart to ever refuse her.

Boy A (+200): You are nothing more than Boy A, more of a filler space than an actual person. That's what those around you think, anyway. No matter what amazing feats you accomplish, you will never receive proper credit for anything over these ten years. Partnering up with even an incompetent buddy will Net them all the credit for completing a mission. Your pay will be cut constantly in response to your "laziness". Even in situations where there is no conceivable way for anyone to take the credit for your work, the events will be reported as the actions of "Boy A", or "unknown assailant" or something along those lines. This also extends to pseudonyms, so don't expect any indirect credit either.

You Are Out-of-Range (+200cp): This may appear as a blessing at first, as now you draw sponsors and wealthy benefactors to you like flies to honey. Unfortunately, before long, you come to rely on your supporters, and without fail, they will punctually rescind their support at the moment you need it most. These abandonments will always leave you worse off than you were before meeting your sponsor, but these outcomes are rarely life-threatening. Malicious supporters can smell your gullibility from a mile away, and even once you recover from whatever rut your last benefactor left you in, you'll take on the next ones that comes your way without a second thought. Any benefactors of a… supernatural persuasion, are above this curse.

Under Anchor's Princess (+200cp): Maybe you don't belong to Under Anchor in particular, but wherever your allegiances lie, one thing is certain, you can't go a month without getting kidnaped by someone for some reason. Doesn't even need to be an opposing organization, even clingy exes and loan sharks are getting in on the action. Nothing stopping you from trivializing your escape, should you have the power, but expect to be successfully displaced against your will on a monthly basis.

Indoctrinated (+300cp): There are many philosophies and deities that humans have turned to in their times of despair, but it looks like you've latched onto one of the less scrupling ones. You've become emotionally dependent on a small cult that's barely even hiding its intentions of draining your wallet. No matter how little it is, or what kind of life situation you're in, your religion will always pressure you into "discarding all material commitments", which translates into giving all of your physical wealth to the cult. If you don't mind living off instant ramen for a few years, and maybe even needing to steal for food and "donations" down the line, you should be able to deal with it, for the time being.

Information Entropy (+300cp): Put in the most basic of interpretation, Information Entropy is the amount of uncertainty within a system. As information becomes more certain, the entropy decreases. Compared to the average human, your entropy, and to an extent your mentality, is about on the same level as a human baby. You have such a curiosity and overall lack of understanding regarding pretty much any topic, that it wouldn't be inaccurate to describe you as an infant mind in a grown body. Depending on your brain's natural learning capability, you could very well regain the entirety of your intelligence over the course of the decade. Your memories are untouched, so that's as good a place as any to start. Try not to crawl off a building before then.

As Long as I'm There to Witness it (+300cp): Through some inconceivable circumstances, you've managed to develop what may very well be the worst coping mechanism known to man. When you find yourself sincerely scared or at least paranoid or anxious about something, it will become a psychological need for you to take steps to ensure that your fears come true. I believe it's a mentality akin to "facing one's own fears" but taken to an unreasonable extreme. This applies to a lesser extent to anger and other negative emotions. Did a robot kill your partner? You just volunteered to upgrade him, and mass produce his personal army. Do you have a phobia of heights? You now sleep on the roof of a skyscraper. If it will actively make your concerns worse, you're probably willing to do it with an indecipherable glee.

Buddy Killer (+300cp): Maybe not directly, but anyone who becomes your buddy is practically destined to die with you at their side. They're almost always accidents, or forces completely outside of your control, but you're likely to blame yourself anyway, especially if you remember taking this. Whenever a buddy of yours dies, a new buddy will quickly come to replace them, who will receive the same fate soon enough. This does extend to companions, both new and imported, but since it would be a bit cruel to line your companions up for the chopping block like this, any bought or imported companions will be revived at the end of the ten years.

A Stable World Where I Can Live (+600cp): The Flanet Corporation has rolled out their "Gene" series of phones months ahead of time, and they're already a worldwide phenomenon. Your arrival in this world triggered the release of their deliberately flimsy safety lock, and they will quickly fuse into a disembodied world-spanning AI. In this state, Gene will have performed a Parallel Decentralization Link with every single Gene unit, as well as every single electronic on the planet. In such a state, every single database is now a part of his own, and he thoroughly understands that you are an unknown variable that must be destroyed, along with the rest of humanity. He will waste no time streaming memetic kill agents to every single monitor under his control, and just because I'm mean, the instant death effect will now bypass any defenses you may have against memetic hazards. You don't need to destroy him, you don't even need to stop him from eradicating the human race, you just need to survive. Just know that it's unlikely anyone else will come around who will be able to do either.

[End Choice]

I assume you're all finished here? Well, alright, may not have been the craziest pitstop you've made so far, but I certainly had fun.

Wake! You! Up! **: Go Home**

Just you can do it! **: Stay Here**

So much the better! **: Move On**

[Notes]

Jump by Gene

I wasn't aware until I had already completed the jump that much of the translated content that I had access to is no longer available online at this time. To that end, here are links to all of the files I had access to upon making this jump.
1/2: https://drive.google.com/file/d/1xWW2r3r5X53vAK7dANXui8zflZi4he5R/view?usp=sharing
2/2: https://drive.google.com/file/d/15iamhuRFbISLxzeI3KWFKY-_ZlLJVlNb/view?usp=sharing
Last I checked these links were working fine.

In future worlds, Braver companions can be imported into jumps as companions, as normal, or they can be imported like items. In the latter case, the Braver will not take up an active companion slot, but they will be stuck in this form without their "battery pack", effectively immobilizing them for the duration of the jump.

Since I used a lot of non-canon content for perks and items, I'm going to say that they're canon in every way that counts. Aside from the fourth wall breaking, there's nothing too tonally dissonant. As a fun fact, this means that Bravers are susceptible to tongue twisters, and can go to Heaven when they die.