Eureka Seven

Psalms of Planets

Welcome to the Psalm of Planets, the wonderful world of Eureka Seven. In this world humanity has started over on a planet covered in a strange life form known as Scub coral. The Scub produces a unique form of energy called trapar that has been harnessed by the locals as a new form of energy to run everything. But not all is peaceful, the world is run by a tyrannical and heavily militarized government, the world is subject to constant earthquakes and terrorism. The government is also trying to keep quiet about what's really happening with the planet and the Scub coral as well as a new life form known as Coralians. Here take 1000 CP so you can have some fun while you're here.

Timeline: Eureka Seven is kind of odd as it has a lot of different timelines that aren't exactly connected. Pretty much every movie takes place in an alternate timeline or reality. This is basically just saying if you prefer one of the movie timelines, or the manga reality over the anime then you can jump into one of those instead.

Location:

- Bellforest: A small sleepy city where everything started. Supposedly one of the most boring places in existience. The only way out according to Renton is through a military career, but maybe that's what you want?
- Ciudades Del Cielo: Ruins. The site of a SOF attack that left the Voderac devastated, despite the destruction there are still people living here.
- Gekko: The state of the art ship stolen by Gekkostate, let's hope you have a good explanation for being here. Alternatively you may arrive on the Swan or Izumo.
- Cabin: You've found yourself in a side open field with nothing but a cabin. This would be a great place to retire to if it weren't for that guy knocking over giant steel pillars all the time.
- Scub Coral Command Center: Well this is quite the pickle, your consciousness is in the command center but your body is still alive… for now, regardless of if you choose to return to your body you'll survive. However this place is the target of some powerful people and weapons so you might want to get out of here to prevent its destruction if you ever want to return.

Origins:

- 000 CP Military: Ten Hup Jumper! You're in the military now baby! Or maybe you went AWOL and became a mercenary? Doesn't really matter all this means is you've had military training and you now have the skills of the average soldier in this universe.

- 000 CP Scientist: Men of science are invaluable here from the biologists studying the Scubs to the engineers and mechanics keeping the military running. You are now a scientist or mechanic working privately or for the world government and thus the military.

- 000 CP Voderac: You're a member of a new religious group Jumper! What this means is you get to wear some robes and make great tea as well as hide from government oppression. Don't worry too much there are some places friendly to the Voderac and who knows maybe you can change people's opinions?

- 200 CP Coralian: So you've decided to abandon your humanity once more, well you're a Coralian now, specifically a humanoid Coralian. You've been sent by the Scub to get a read on what humanity is like and if you can get along.

Perks:

Generic:

- 000 CP Pilot: This setting revolves around flight in multiple forms, and you're now an expert pilot not only when it comes to airships, LFO's, and ref boards, you also know how to get any vehicle you're in to get to the stratosphere high enough that gravity stops applying. On top of all that you can grow some kickass facial hair. Yes, even if you're female.

Military:

- 100 CP Children of Ageha: You were raised to be in the military and have been in the military since childhood. You don't flinch away from death and you're entirely unconcerned about the repercussions of war.

- 200 CP Freelance: You're always able to find work no matter the restrictions you put on the type of work you will take. Although as a mercenary I can't imagine what those restrictions could be.

- 400 CP SOF Training: It seems like every damn mercenary on the planet has some connection to the SOF. As such this grants you the same kind of connection with intense training and a great amount of skill in military operations. You are now a one man special ops unit, able to destroy entire towns with the right equipment.

- 600 CP Sacrificial King: The ritual sacrifice of father by son to sate the bloodlust of the planet itself. With this perk you no longer need to fear your children having any infighting for any sort of inheritance or title. On top of this you may once per jump enact a similar ritual that allows you to take on the title and responsibilities of anyone who ranks above you in any way. Want to become king? Kill the king, want to become the strongest man alive? Kill the strongest man alive, want to become archwizard? You know what to do. You will not suffer any backlash for doing this though the ritual won't grant supernatural abilities it will provide all physical or mental abilities.

Scientist:

- 100 CP Medical: Your medical knowledge can be applied to species that are physically similar as though they were the same. Only know human anatomy and need to operate on a Vulcan? No problem!
- 200 CP UnBearable Expert: You are an expert on the sciences of this universe jumper! Equal only to Dr. Greg “Bear” Egan when it comes to the Scub Coral, Coralians, or LFO’s.
- 400 CP Legendary Mechanic: When it comes to mechanics no one can match you. Rare and obsolete parts won’t hinder your mechanical genius one bit. You could probably build an LFO from scratch if you had the parts.
- 600 CP The Limit of Questions: Philosophy and science are two sides of the same coin. You understand this very well and any time you’re faced with a philosophical or metaphysical limit to your scientific pursuits you can push past them or completely ignore them.

Voderac:

- 100 CP Voderac Sect: Do you follow the path of peace or the path of violence? To be a member of the Miyoto sect means you will be armed and awaiting the day Sakuya reawakes. Following Norb means that you will understand that such a thing is a lost cause and that it is better to live than to die a fanatic. Basically depending on your sect this perk acts as a determination booster or a way to move on from a variety of psychological and personal issues.
- 200 CP Refugee: Religion based oppression is a bitch to deal with, thankfully with this not only are you an expert at hiding whatever needs to be hidden. You also won’t have to hide it! Anyone you encounter that is prejudiced against you for something you haven’t done (or they have no proof of) will behave civilly and treat you with respect.
- 400 CP Norb’s Attitude: We all remember that Norb is a priest right? He sure doesn’t act like it but the man still has many devout followers all the same. This allows you to be like Norb, any followers you have will ignore actions that seem improper for your station instead seeing it as inconsequential.
- 600 CP Compact Drive Implant: Through some questionable series of events, whether they’re the same that Norb went through or not. You now have your compact drive melded into your chest. Not only does this allow you to use it with nothing more than a thought. This also gives you the power to manipulate the trapar in the surrounding environment. I hope you have a way to produce it post jump.

Coralian:

- 100 CP Connection To The Planet: Not only can you see trapar and into the ultraviolet spectrum but you also have a spiritual connection to the planet itself. You can sense when natural disasters or phenomena are going to happen and can read the wind like Eureka.

- 200 CP Naïve Innocence: One of the downsides of coming into the world as a blank book is that you're kinda clueless. With this perk that won't matter! Any time you seriously fuck up out of ignorance others will be less likely to get angry at you and may find it charming. You could destroy a building and burn the remains to ashes and all anyone would do is make sure you didn't injure yourself in the process.

- 400 CP Morphous Physiology: Your body can change shape. Granted you'll most likely look really ugly when changing and this could result in green skin or turning into a flower. You might even end up in a cocoon for a while depending on how the Scub decides to change you. Don't worry about it too much as post-jump you'll be able to control this ability yourself, and despite appearances the changes will always be beneficial unless you give in to despair.

- 600 CP Kute Class Coralian: Ever wanted to become a massive floating ball of hurricane speed winds? Well now you can! At will you can assume your true form a massive spherical cloud which produces high density trapar waves and has all the destructive force of a hurricane. Better yet if you're attacked in this form you can summon a small army of antibody coralians to defend you.

Items:

- 000 CP Merchandise: You get the E7 OST, Videogames, Manga, Tv show, movies, figures, and any clothing merch as well. This'll be great if you ever get confused, or just want to mess with people. It's also good for some entertainment.

- 000 CP Ray = Out: You get every copy of Ray = Out ever made, yes including the one with the Talho pinup. You also get any produced from the various alternate timelines in the series, including from your jump.

- 100 CP Compac Drive (First one free) : A handheld device that lets you interface with machinery. When used with machinery that function off of trapar it amplifies their abilities. The device also allows for add-ons like the Amita Drive to function properly.

- 100 CP Ref Board: You know the hoverboard from back to the future? This blows that out of the water. A ref board uses trapar in the air in order to fly and ride the trapar like waves. This works at nearly any height in the atmosphere of a planet that has trapar. Theoretically you could make this board fly without trapar but why would you want to? It gives off a kick ass comet tail whenever you use the damn thing.

- 400 CP Scub Coral: You have a small Scub Coral, an alien species that generates trapar and absorbs living things. You can spread this organism to other worlds if you bring it with you. Beware though it has the ability to engulf entire worlds.

- 600 The Moon: T-the moon… you really want the moon of all things? Well alright I guess. From now on you can engrave anything onto the nearest moon in any setting. Want to have a giant heart proclaiming your love for your SO to the world every night? Sure! Want to advertise? You can do that too. You also can change what the moon says whenever you like, it'll just take an hour to do so.

- 800 Oratorio Number 8: Congratulations on being the new owner of an orbital weapons platform. You can now terrify a planet into submission, if you couldn't already that is. Or you could use it to drill to a planet's core through a few shots. It's entirely solar powered and produces a rainbow colored beam of energy, that's right a rainbow death laser. You can remotely activate this weapon from anything you interface with using your Compac Drive if you want, and no one but you or someone you choose can use it.

- 400 CP Archetype: You gain an LFO Archetype, just a basic one it's up to you to customize it. Gain 1000 CP for the LFO customization section.

- 400 CP Airship: You gain an airship, just a basic one it's up to you to customize it. Gain 1000 CP for the airship customization section.

Companions:

- 100 CP Gulliver: That's right for the low low cost of 100 cp you too can have your very own Gulliver. What is he? Well… uhh… we think he's some kind of badger? He's extraordinarily fat and very loyal.

- 100 CP Nirvash: No you aren't getting the first ever LFO that can evolve and is sentient for only 100 CP. You're getting the adorable larval stage of Nirvash from the Pocket full of Rainbows timeline; he'll act more like a pet and won't evolve past this stage.

- 200 CP Skyfish: You're now the proud owner of a cliffside nest of skyfish. Don't worry even if you decide to harvest them they'll still come back in a week.

- 200 CP Cannon: Want to take along someone from here? I'm going to guess it was either Eureka or Anemone that caught your eye. Feel free to take any human or humanoid coralian along with you.

LFO (Requires Archetype): Archetypes are Scub Coral creations that were mined out of the Scub for human use. They are covered in armor and used as mechs called LFO, you may choose a base model for your LFO and then customize it further.

- 200 Scud Bikes: Small LFO's accessible by civilians. They can use LFO sized ref boards and can transform into two wheeled vehicles. Be warned, adding weapons onto this model will cause others to assume you're a pirate.

- 400 Kraft Light Fighter: The basic LFO used by the military. It can use military grade weapons without being stopped or checked. This type can be upgraded to one of the various Terminus units for half price.

- 600 Spearhead SH-101: Well this is certainly a unique LFO. This LFO doesn't use a ref board like the others, it has an inbuilt mode of flight with ref board like plates on its back. Comes equipped with shoulder mounted lasers and a pair of retractable knives. It also has a battering ram built into its head for when you want to spear an enemy airship.

- 600 Terminus R505: The standard LFO for the SOF. Comes equipped with a pair of boomerang knives. You also get your choice of two back up weapons.

- 600 Terminus R606: The easiest LFO to pilot this LFO has a dual cockpit with a co-pilot seat behind the pilots. It's equipped with a pair of Boomerang knives and a chain gun.

- 600 Terminus R808: A fairly basic looking LFO true, however this LFO comes with a pair of flying disc knives, and a high powered long ranged laser cannon on its shoulder. This LFO packs some serious firepower.

- 600 Terminus R909: As the successor model to the 808 it has a lower center of gravity and is thus harder to control. Comes equipped with a high powered laser cannon on its shoulder and a pair of boomerang knives.

- 800 Terminus B303: Otherwise known as the "Devilfish" this silver LFO is incredibly strong but also incredibly dangerous to the user. This LFO has no limiter, which might sound great but only if you like being pumped full of drugs while using your mech. If you use this too much you will probably die so I hope you have some perks to reduce the negative effects of the drug. The Devilfish is armed with laser cannons and rockets automatically.

- 1000 Nirvash Type TheEND: Based upon the same Archetype as the Nirvash Type Zero, this LFO is much larger than its counterpart. Meant to be piloted by a Coralian it has no place for a Compac Drive and is controlled by inserting the pilot into a unique cockpit. The Type END is equipped with large retractable claws that can be fired off, as well as two knives and three sets of homing lasers. Like its counterpart it is easier to evolve and can function on its own without a pilot.

- 1200 Nirvash Type Zero: The first ever LFO. This LFO can transform into up to two vehicle modes, a car mode, and a jet mode. The Nirvash Type Zero has a dual cockpit meant for two pilots and is the only LFO that can use the full potential of the Amita Drive. The Nirvash Type Zero is much easier to evolve as it is more likely to communicate with its pilots than its counterpart The END. Comes equipped with two boomerang knives.

LFO Customization:

Weapons

- 100 CP Boomerang Knives: A pair of wickedly curved knives that doubly function like boomerangs, they're LFO sized though.

- 100 CP Disc Knives: LFO sized chakrams that you can launch at the enemy.

- 100 CP Battering Ram: Well your LFO is now a unicorn and can break apart airships.
- 200 CP Chain Gun: Your LFO's arm is now a chain gun, good thing it has infinite ammo, loading that would be a pain.
- 200 CP Machine Gun: LFO sized machine gun that you can hold using the LFO's hands.
- 200 CP Homing Laser: Bat at aiming? No problem you now have a laser that will follow your target wherever it goes! Further purchases discounted, maximum of 5.
- 300 CP Laser Cannon: Pick a shoulder, you now have a laser gun mounted onto it. For 100 CP more you can make it as powerful as the 808's.

Boards

- 100 CP Inbuilt Ref Board: Allows you to do away with a bulky ref board on your LFO in exchange for some back plating that will allow the same function.
- 000 CP Ref Board: Want to replace your fancy back plating for a regular board? I'm not sure why you'd want to but go ahead free of charge.

Cockpit

- +100 CP Single Cockpit: Removes a secondary cockpit allowing for a single pilot to fly the LFO.
- 100 CP Dual Cockpit: Adds a secondary pilot's seat so you can bring along your friends in your LFO without squeezing them in front of you.
- 100 Type End Cockpit: Want to do away with classical piloting? Okay your LFO now has an identical cockpit to the one in the END. Yes it requires you to wear the suit.

Misc:

- 600 CP Amita Drive: This is the big one. The Amita drive allows a pilot to upgrade their compact drive allowing them to work with their LFO seamlessly. On top of this it allows the LFO to enact the seven swell effect once a month. This causes a large rainbow colored explosion to be centered on the LFO, producing large amounts of trapar and decimating the area around the seven swell.
- 300 CP Devilfish Drugs: This allows you to remove the limiter on your LFO at the price of having to take drugs to use it. Hope it was worth it.

Airship (Requires Airship): So you don't want to be stuck on the ground with the rest of the people huh? I can respect that. Pick a basis for your airship and proceed to customize it.

- Izumo: A basic United Federation airship used by the military. Common armaments include laser cannons and missile launchers. It is primarily used for ship to ship combat and as a carrier for LFO's like other ships in setting.
- Swan: An airship much like the Gekko that has underbelly launch pads for LFO's, it is armed with lasers and missiles. The Swan also has remotely operated spearheads. It is a ship large enough to function as a comfortable home for a small family.
- Gekko: A prototype military ship armed with lasers and missiles. The Gekko has six laser cannons that can track targets. The Gekko can also survive going into and out of orbit, although the journey is rough. What makes this ship most unique is the Compac Interferencer, a device that allows the ship to detect trapar disturbances and cloak its signal from other ships.

Airship Customization:

Weapons:

- 200 CP Laser Cannons: You can add more laser cannons to your airship, by paying 200 CP more you can upgrade all your laser cannons into homing lasers.
- 200 CP Missiles: Add more missile bays to your airship.

Armor:

- 100 CP Armor Plating: Want to beef up your airships armor? Take this. It's guaranteed to stop pesky battering rams and machinegun fire. Although it will significantly slow your airship.
- 100 CP Spaceproof: Like the Gekko your ship can now survive re-entry into the atmosphere.

Misc:

- 300 CP Reflection Film: You have a lot of extra reflection film in the cargo hold. This stuff is important for making repairs to your ship when needed. Alternatively you could sell it on the black market, this stuff is hard to come by.
- 400 CP Compac Interferencer: Scanning the trapar around you will surely help with piloting, you're now able to hide yourself from enemy ships as well. Though this doesn't stop enemies from looking out the window.

Drawbacks:

100 CP Hazed: Much like Renton was hazed by the gekkostate you will get hazed by whatever group you're in. It will be recorded, and everyone you know will get to see it. On the plus side you also get a copy if you ever want to watch your humiliation.

300 CP Half Coralian: Areas with too much trapar will turn you to stone. Considering the majority of the series has large storms of trapar and uses it as something like a fuel source this will be problematic for you.