

Bangai-O Series Jump

Version 1.1 (Burkess & Tri-Sevon Edition)

Welcome to a very strange universe, where combat occurs across space with giant mechs, ships, machines, and cores. Oh, and for some reason, a criminal gang is making a killing in the transporting and selling of illegal normal fruits…

…Or perhaps other things are going on to explain why there is so much destruction going on. Either way, here are **1000 Contraband Points** to prepare you for your time here.

Level Select (Starting Location)

These are a selection of various locations around this setting you find yourself in. And in case you wish, you can roll some dice to determine where you start instead. Take your time to pick where you wish to arrive.

Universe Outer Rim
To be frank, this place is just out in the middle of nowhere, except this also means that this is the perfect place to find seedy elements operating in this area. Like the Kosmo Gang…

…This is also where Riki and Mami are from, before things begin to unfold.

Kosmo Space Stations
A lot of these places are actually owned or built by the Kosmo Gang, so it may be best to get out of there before the forces and defenses realize you're there…Or they start getting destroyed by another intruder…

Kosmo Headquarters Planet
Yes, somehow the Kosmo Gang has their Headquarters on Earth. You don't need to be at their place at all in case you'd rather be on Earth and not get involved. Though do be careful if you plan on buying any fruits out there…

Professor Yaiman's Laboratory (Spirits)
A different place altogether, where Professor Yaiman, Ruri, and Masato are involved with making use of the Bangai-O Mech. You can start here to get some training in using Mechs or go head off to explore the areas connected to this locale…

Dr. Ban's Training Zone (Missile Fury)
Yeah, this is an entirely different one altogether. Dr. Ban runs this place to teach the latest pilot the ins and outs of the Bangai-O Mech before letting them get to the real fights out there…

Treasure Portal (Other)

In case any of the options do not suit what you want, you can use this special portal to designate where you wish to end up, even if it ends up being somewhere very specific, like a particular Space Station or ‘Stage’ out there.

(In other words, in case any of the above are not what you are looking for as a choice or you wish to go somewhere very specific in general, this is for you.)

Sides Of The Fruit Coin (Backgrounds)

While you are initially given a challenge to achieve if you wish, we can also easily allow you to determine the background of who you are in your final starting choice. This does include age and other personal details, if you wish to influence what exactly they may be.

(You can also use dice to roll up whatever age you end up at as well.)

Variety Roles & Forms (Species/Origin)

You can retain what form of life you wish to be, but we do also offer a chance to gain an alternative form for you to start as in your venture.

(The options below can also be picked by rolling dice if you wish to opt for that method of choice.)

Human
Perhaps the most boring option, but given that the pilots seen (or imagined so) would be these…So nothing wrong for picking this one.

Mechanical Lifeform
In case you want to, you can use this to become any Mechs seen across these parts. And yes, this does include the option to be like the Bangai-O Mech and other associated ones.

Also, no. The Bangai-O name doesn't mean anything.

Kosmo Gang Associate
Given the various creatures making up them, it is safe to say any of them that you find will be quirky, bizarre, or just strange. That said, there are still humans among them…Or something.

Other
In case you wish to be something else that isn't offered above with their odd choices and conditions.

(In essence, this is the Free Choice option to use whatever you want in case the options above aren't exactly what you want or don't fit any of them somehow.)

Powers & Skills (Perks)

*You gain **6 EX Tokens** as Freebies for any of your purchases here. And in case you wish to go for an alternative option, forgoing the freebies will allow you to get a stipend of 800 CP to use.*

Tasty Fruit [100]
Given that this is all about Contraband Fruit, it would make sense that any of the Fruit around has to be special. And even if it ain't, this allows you to gain a regenerative boost for your health, magic, and other forms of energy you rely on with eating them here.

And in future settings, you retain this effect, but also get stronger results eating more exotic and rare fruits.

Navigator [100]

You receive a heads-up on challenges and trials you and allies will soon be facing. You'll know the general lay of the land and what sort of enemies they'll come across, and can instruct them in strategies to handle it.

Expanded Focus [100]
Enables you to devote your attention to tracking hundreds of things at once with the same focus as if you were paying attention to just one thing.

Hovering [200]
You're able to hover in place and can rise up and levitate in any direction at your running speed. If you're inside of a machine, you're also able to make it levitate the same way you can.

Act Pilot [200]
Any device you pilot becomes a second skin for you, and an extension of your own body. You can become at one with your mech or something similar to it, allowing you to reach and apply the maximum potential of any devices you pilot.

Explosive Recharge [200]
If you are using any form of explosives, you will find that there will be a secondary set of harmless reactions in a blue and white coloration. If you happen to be in them at the time (and you'll always know when they are active), you can use them to recover any spent energy pools you may have…

…And yes, you can convert any explosive devices or items to also do the same for your allies. Just make sure to explain this ability of yours first…

Nerves Of Steel [300]
You'll always remain calm even in dire circumstances and when under immense pressure. Hundreds of missiles raining down upon you and constantly drifting in and out of deadly situations wouldn't make your heart beat faster.

Equipment Whisperer [300]
The longer you use equipment, the more these devices will speak to you. You'll always find new ways to use them, ideas for how to upgrade them, and thoughts on

changing how you operate to make better use of them. Regardless of how strong you get, if you spend enough time with your gear, you'll find ways to raise it to your level of overall power.

Two-Way Scale Designer [400]
Sometimes, you may not be able to have the appropriate weapons and armors for a Mech to equip, or they end up lost, stolen, or completely broken. Thankfully, you have the skills to easily design any weapons and armors that can be easily equipped by Mechs of all sizes and scales.

This also works in reverse, in case anything a Mech or other machine has something you would like to use yourself personally. Meaning yes, you could use this to achieve a sort of super form for yourself if you play your cards right.

(And yes, you can make any of the weapons and armors match more of their original designs and functions, or change them up to be more suited for human/humanoid forms.)

Dash Attack [400]
This technique enables you to become temporarily invincible, while rapidly accelerating you. While in this state, you deal damage upon contact with anything you encounter, knocking back foes, and you also reflect attacks you bump into back into your enemies. Enemies who get hit by attacks are then knocked back into other enemies, creating a chain of knock backs.

Freeze Attack [400]
This special technique used by Bangai-O is now something you can perform as well. For a brief moment, you become invincible. During that moment, you'll temporarily freeze in place all enemies and attacks within your Counter Area.

The freeze effect can also be extended the longer you hold the technique alongside the more enemies and attacks you have in the Counter Area. This time extension won't be in the scale of minutes or hours, but rather in the range of a few additional seconds.

Missile Attack [500]
Your body is capable of producing and firing missiles of various types. Regular missiles, bouncing missiles, homing missiles, napalm missiles, and more. If it's a missile type that was used by Bangai-O, you can fire it too.

Laser Attack [500]
In case you don't like missiles, you can use this to have your body be capable of producing and firing lasers of various types. They normally default to reflecting lasers that bounce off walls and corners with a long projectile life as well to go far as well. And yes, any types of lasers used by Bangai-O count as well for you to use.

Counter And Lock-On Area [500]
With this, you now have a pair of overlapping yellow and blue circles that covers an area around your body, visible to you. The yellow is your counter area, which corresponds to the range at which your Freeze Attack and Counter Attack work.

The blue circle is your Lock-On Area improves the accuracy of where your projectile attacks will travel, especially missiles. If you launch an attack at an opponent within your Counter or Lock-On Areas, your attacks will double or triple in size, respectively, and deal far more damage. In essence, the closer you are to a target, the better you're able to harm them. Training and practice will improve the ranges of both these circles.

Counter Attack [600]
This enables you to temporarily become invincible, and then fire a wave of attacks in all directions. You're able to charge up while in this state. Each time you charge, it will increase the size of your attacks when you fire them. You're capable of directing your attacks and having them all flow into a specific target within your Counter Area.

EX Gauge [600]
Defeating enemies occasionally causes them to drop fruit, which when collected, will charge your EX Gauge. When you've earned five points in the EX Gauge, you can activate Max Attack.

This drains your EX Gauge and makes you invincible, while giving you infinite uses of Dash and Freeze Attacks. Any attacks you use are also quadrupled in number while in this state, letting you send waves of attacks. Max Attack gradually empties your EX Gauge, and when it does, you'll be left unable to move for a brief period of time.

Crazy King's Revival [600]
A trick used by the Crazy King. If you or a machine you're controlling receive a death blow, but you take no further damage for three seconds, you'll be able to instantly revive with full health. If you get attacked again during that window, then you'll be able to be destroyed.

Fruit Cargo and Weapons (Gear & Equipment)

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

EX Machine Collection [Free]
A collection of the entire games series with all forms of console hardware, controllers, and the actual different versions of the games. Oh, and it also comes with all of the OSTs in any audio format you wish to play them in.

Contraband Fruit Crate [100]
An infinite crate full of fruit that is somehow contraband in this series, but just merely having this won't get you in any trouble. And also, this one also collects various fruits from across the lands, worlds, and settings to add to its already large collection.

You'll also find that none of the items will cross contaminate with each other, while also remaining fresh and ripe, even after removing them to eat, prep for cooking, or any other work…

(If you somehow lose the crate (be it destruction, theft, or something else), you'll find a new one with all of the goods safe and sound inside your nearest property or your Warehouse.)

Dual Missile-Laser Gun [200]
A fully customizable, modifiable, and scaled down version of the main firearm of the main mech. This weapon has two modes, one that can hold down the trigger to unleash a salvo of homing missiles or one that unleashes a spray of reflecting lasers.

And the best part about this? You don't need to add in any ammo, nor do you need to reload. This thing can fire forever without overheating as well, while also repairing and cleaning itself over time if it is needed.

Cannon Boss Napalm Upgrade [200]
This upgrade item offers an alternate napalm missile that's weaker than the standard napalm missile, but creates enormous explosions. Any of your missiles or exploding weapons or abilities can have this upgrade applied, trading a bit of damage potential for massive explosions.

Bangai Sword [200]
A scaled down version of the Sword used by the Bangai-O Mech. This one can be modified and customized as you see fit, but also comes with special properties.

Namely, while swinging/attacking this weapon, you can use the force to propel yourself forward and also easily slice any ranged projectiles into harmless pieces…

…However, it does not do the same for melee attacks and can only slice projectiles you can reach and react to. So don't get yourself surrounded…

Bangai Bat [200]
An alternative to the Bangai Sword, also scaled down with the same qualities for modding and customizing. What this focuses on is reflecting projectiles and knocking enemies back with each swing you manage to land…

…However, any enemies that can be hit will also collide with anything in their way, damaging and knocking them around as well till they hit a wall or something that will stop them.

Tutorial Designer [300]
A device creates a tutorial for any skill, item, ability, and so on you want to use. You'll enter a separate universe where you'll be trained in how to use it and get used to it. It can be pre-programmed to create specific tutorials for others to experience while you coach them through it.

Puzzle Creator [300]
This special device creates puzzles for you to solve in a separate puzzle world. Each instanced place creates a puzzle that will challenge you. It can also be set to have puzzles that are meant to be solved using items you own, such as mechs, or require teamwork to complete.

Big Bot's Energy Sword [300]
This blade is made of energy and inflicts great damage when used. It can shrink to the size that a human can wield it or grow so that it can be wielded by a mech. A special trait is that it can strike attacks and reflect them back at their sender, or in a direction the user chooses to send them.

Drill Shot [300]
This is a pair of giant drill homing missiles. They are capable of shrinking down and altering themselves to use as melee weapons and instantly respawn after exploding.

Counter Attack Module [400]
A specialized data module that can be applied to Mechs and machines of any type. Even one made of bio-organic, magical, esoteric, or magitek parts. And the key function of this allows them to use their eternal energies to perform devastating

counter attacks akin to the ones used by Bangai-O on any foes or enemies in its range…

…Which thankfully, you will be able to see thanks to a yellow circle that denotes the range to best perform such an attack. However, this module does not include the invincibility functions, so be careful.

Mirror Mech [500]
This is a special mech that's covered in mirrors. When it comes across another mech, it has the option to copy it and become a darker, more aggressively built version of it. You get a new Mirror Mech in every setting you visit. This works retroactively.

Jumper-O Mech [500-600]
What you find here may look like the Bangai-O Mech, but it is actually something different. Okay, not exactly…

To explain, this Bangai-O Mech (or *Type 1* for later purposes), is a fully customizable and modifiable version of the original model seen in its original incarnation. That means it has the bells and whistles, such as the ability to hover to travel, fire Homing Missiles and Lasers, and perform Counter Attacks.

Alternatively, you can get the redesigned version (henceforth referred to as *Type 2*) seen in the other incarnations with their own functions and weapons. And yes, this one does retain the full customization and modification qualities.

*(In case you wish to have both **Type 1** and **Type 2** versions of the Bangai-O Mech, you can spend an additional 100 to acquire both. Oh, and a little bonus, you'll also get fully detailed blueprints to make more Bangai-O Mechs or help in putting your own spin on them if you wish.)*

The Book Of Fruit And Mechs [600]
Reading this book gives you the skill to pilot any mechs or things like them you can find in the setting. It'll also tell you about all the fruits you can find in this setting and

you can sniff and lick the pages to smell and taste them. And will also provide updating recipes involving the fruits of this setting and any new settings you arrive in.

Reading it again will also create a technological boom in the setting, leading to the creation of advanced fighting machines and mechs. Giant robot battles will become commonplace as people grasp the technology.

(Oh, and it'll also come with additional pages to make a special fruit blender that can easily make juice out of any fruit and serve in whatever temperature would be best suited to drink them in.)

Recurring Folks (Companions)

Companions can purchase more companions.

Import [200-300]
You can bring along 8 companions for 200 CP. They will each individually get 600 CP to spend for themselves or instead receive 4 EX Tokens for Perks.

If you wish to bring in more than just 8, you can spend an additional 100 CP to bring in as many as you want.

Recruit [100]
If there is anyone you meet on your travels, this allows you to bring them along as long as you can convince them to join you. If they end up saying no at the end, you will be refunded for the CP you spent.

Quirky Details (Drawbacks)

You can take up as many Drawbacks as you want, just don't make it impossible for yourself…

Non-Expired Fruit Quality [+100]

You can use this to extend the time in this strange setting here by 10 years each, but any further time extensions past 5 will not give you any additional CP.

Nonsense Plot [+0-100]
If you wish, you can have the setting be made to be as nonsensical as seen in the games. This doesn't really make things more dangerous, just more…quirky and bizzare.

*(If such a thing doesn't sit right with you for any reason, you can use this as a **100 CP** Drawback if you want.)*

Fruity Shortage [+100-200]
You find that there are a lot less fruits around here that can provide energy for your EX System in your Mech and those that you do find aren't in tip-top quality.

And if you wish for an additional **100**, you can make them even less common to find inside the environments and being carried by the enemies.

Additional Defenses [+200]
The various enemies, especially the possibly inept Kosmo Gang, will now have more defenses among their forces and structures. Thought to be frank, most of this just means more enemies and larger places to cover if you wish to take everything out.

Fruity Dossiers [+300-400]
If someone becomes your enemy, they will shortly receive a detailed dossier on you. It contains information about your general tactics, personality, and capabilities you have.

For an additional **100**, your enemies will also get copies of any companions you have with you with the same sort of detailed information about them. If you don't have any companions, then the dossiers about you will spread around like wildfire.

Fruit Allergy [+400-500]

Well, you can still eat the fruit you find out there if you want. But somehow, your body/form will not be able to provide any additional benefits besides nutrients and reducing hunger. It is as if some part of you is now mildly allergic to fruits of all kinds…

And if you wish to saddle yourself for an additional 100, you find that you will get sick from fully eating any fruit. This won't ever get you killed, but it'll find a way to make you feel sick for a while.

Jumper Contraband Lock [+600]
You have no access to any outside Perks, Gear/Equipment, or your Warehouse. Anything you get from here will be all you get, outside of any companions you bring in (if applicable). Good Luck!

Final Stage (End Results)

So with everything said and done, what do you do next?

Next Stage (Next Jump)

Custom Stage Making (Stay)

EX-HomeTravel (Home)

Links/Sources:
-Bangai-O N64 (Japanese): https://youtu.be/CBiKtpY7sqg
-Bangai-O Dreamcast (English): https://youtu.be/ZlICtGuuRaM

--Bangai-O Spirits
-Part 1: https://youtu.be/fwXBdb2eXdE
-Part 2: https://youtu.be/sPU1HycZv_Y

-Bangai-O Missile Fury: https://youtu.be/1BflUD7SB4g

Change Log

-1.0

--Jump Created.

-1.1

--Intro Added.

--Text Fix.

--Jumper-O Item Added.