Gundam After Colony Jump

Welcome once again, Jumper. This world is one you might have seen before- it was popular on a particular kid's network after dark, after all. We've got the Zodiac, a somewhat-large waterfowl and Mobile Suits from Plotdanium alloy from outer space. This is **Gundam Wing**, where the mooks are made of even flimsier Kleenex than usual and where pacifism is trying to take hold in a war-torn future- where weapons of mass destruction are hoisted around by teenaged bishies in giant robots and-

Well, surely you've heard all this before, Jumper. I'll just cut right down to it-

+1000 CP

-good luck, and try not to blind yourself with the bishonen.

Section I: Identity

You've got a few choices on what you'd like to put on your resume- roll d8+18 for age and pay 50 CP to choose age and gender.

Constructor (Free)- You have no history, friends or enemies in this world, but what you do have is a contract for working on Colonies and a license for MS Construction. You are the one that lays down the bricks of society. (This is the Drop-In option, if you weren't aware.)

Politician (50 CP)- You are a wizard of words, a meister of the public and one with aspirations of control- all these things have given you a mid-level position in government, a killer sense of fashion and a well-trained skill of philosophy.

Pilot (50 CP)- Wherever you might be (colonial or Earthborn), whoever you are, you've trained and learned in the field of piloting large robots- this constant training has not gone unrewarded, and you are a stable, skilled MS pilot and soldier.

Child Soldier (100 CP)- You are…admittedly, a bit young to be doing this. Maybe you were a mercenary, maybe you still are, maybe you've been trained from near-birth to participate in a genocidal plan, maybe you've trained from birth to disrupt said plan. Either way, your talents with a Mobile Suit have overtaken the need to function correctly in polite society- On the other hand; the Pilot doesn't have your kinds of talent and raw ability in a Mobile Suit. (If you pick this background, use a d8+12 age roll instead.)

Section II: Skills and Talents

This is about what you can do- let's get down to it shall we?

Technicalities (100 CP- Discount Constructor): There's codes, regulations, rules and all these other laws to follow, whether you're building or sometimes even when you're waging war. When it comes to doing things, you always have a feeling of the limitations of what you can do, and you also have a decent amount of 'hunch' about how far you could push those limitations before you bring the heavy hand of the law down on you.

Grace and Tact (100 CP- Free Politician): There's just a way you conduct yourself that would make you fit right into the aristocracy- being soft-spoken, knowledge of the general topics that the nobility discuss and a tone that lets people know that you do actually know what you're talking about. (And maybe that you're kind of an ass about it.) You won't end up being confused with a common plebian, and people will listen to you more often. Maybe they just like your voice?

Simplicity (100 CP- Free Pilot): You weren't trained to be fancy, you were trained to defend, protect and serve. You have a way of cutting things out that you don't need- maybe they're a lot more boring now, but they certainly become easier and possible even more effective and efficient to do. In addition, simple weapons just hum in your hands- a double-barreled explosive rocket shotgun wouldn't benefit, but you would see a noticeable increase in skill with a simple, scope-less rifle.

Chilling Effectiveness (100 CP- Free Child Soldier): Emotion isn't something that you should let overtake you in battle- it causes rash decisions, over-and-underestimates, needless loss of life and material and generally worsens effectiveness. So you were trained to get that pesky thing out of you. In battle, your emotions just sort of drain away- you don't get angry if someone gets away, and it's hard for you to hold a grudge from battle. You think these things through with calmness very…alien to the battlefield you're on.

Everyone's Doing It (100 CP): You are quite pretty, but in a specific way- you're what fangirls would call a 'Bishie', and you're a particularly good-looking variant of prettyboy. Whether it be the soft eyes, lithe frame, long hair or your face, it has a way of somewhat enrapturing people in your gaze. Girls also reap the benefits of this perk, to mostly the same results. People do really like to look at you, and your features would make a fantastic statue. You'll fit right in here.

Material Synthesis Science (200 CP- Discount Constructor): You know a few things about getting your own materials, but you also have a bit of know-how about how the people here get such quality materials. Normally, you know how to forge, quench and mold materials into more high quality specimens, but you have a specialization in Zero-Gravity Material Synthesis as well- in microgravity conditions, you can create much more effective materials thanks to the limitations of gravity being removed.

An Ideal (200 CP- Discount Politician): Most wars are fought over one, many people die for one, and entire countries can rise up and disappear because of them. You have your own ideals, and you know how to get people to agree with you on them. Your skills at changing the flow of the tide work best on groups- a single man may be able to argue philosophy with you, but a mob is much more easily swayed. Whether this is a message of pacifism or the idea that wars should only be fought by people and not computers, that's all up to you.

One Eye Open (200 CP- Discount Pilot): War is no game to you- you can have your friends lost in a flash or cause the destruction of everything you love, but you have a way of keeping an eye on those sorts of things. You simply don't take your attention off of them. Your awareness is increased, even while sleeping or otherwise compromised, and you gain skill in looking for tiny signs that would normally be overlooked. It's always the devil in the details you have to worry about. Sleepless nights and war trauma not included.

Autosoldier (200 CP- Discount Child Soldier): Your commanders and handlers, even yourself, know what you do best, and they know that you can handle doing it alone. You don't need support in order to be effective (though it could always *help*), and you know how you can make the most of what you can do in a given situation. You could substitute and do a decent amount of work that would have normally been spread across 3 or even 4 squadmates, which when you're alone and deep into unknown territory can be the difference between mission success and critical error.

Just Communication (200 CP): You've got the art of communicating to people down pat- your words are never minced, and misunderstandings at least on your part are a thing of the past. This also gives you a way of 'secretly' communicating to people- you can coach people on this style, which makes you speak in such roundabout and simply confusing ways and terms that people without knowledge of what you're *actually trying* to say will fail to follow it in much of a meaningful manner.

Exotic Compatibility (400 CP- Discount Constructor): You have a way of working with quirky and strange materials- in your hands and machinery, it assumes the forging and abilities of plain Iron until you begin building with it. You also can integrate exotic materials into your constructions a lot easier, and if you don't know what a material is or what it can do, you're very good at researching applications and properties of said materials. This research could also go into things such as improving production numbers and similar.

I Checked (400 CP- Discount Politician): People have an unfortunate tendency to seemingly come back to life after supposedly being 'killed', no? Things have a way of reversing back on you when you don't look- not you, though. You made damn sure of it. This makes your actions much harder to revert or invalidate- that man you got rid of quickly will not miraculously survive and come back to bite you later, for example. You won't have to deal with freak luck or circumstances nearly as much after you do something, in short.

Flexible Mind (400 CP- Discount Pilot): Things can change in an instant- allies become enemies, your assets become failings and the entire focus of a mission can change before your very eyes. Thankfully, you're very good at going with the flow- your tactics and combat style is mutable, and with a few skirmishes with a new opponent you can adjust your tactics to fight against them. This kind of thinking lets you adapt and overcome new setbacks, and means you're never caught off-guard for long at all.

Weapons of Mass Distinction (400 CP- Discount Child Soldier): First off, you're really good at using weapons that cause large swaths of mass destruction and chaos- Buster Rifles, nukes, anything big and widespread that does a lot of damage. You also have a talent with using these WMDs tactically- you know how to set them up or fire them off so that their effects are more concentrated- destroying what you need destroyed, while minimizing collateral damage as much as possible. Some people still might die- you're not perfect- but it's a much lower death-count than if you just blindly dropped a nuke.

Rhythm Emotion (400 CP): Emotions are a fickle thing- they flare up, plummet down, go all around and round, maybe even without understanding exactly why they do. Your mind is much, much less susceptible to these troubles- your emotional state is hard to change unless you will it to change due to stimulus or otherwise. Irritation can be completely ignored without getting angry, and you can keep a cool head about a death until it's safe to let it out. Your emotions are a controlled rhythm, one that you control the waves of.

Build Rome (600 CP- Discount Constructor): You have a thing about building things- you're damn fast, and you're damn good. They say you can't build 10 Mobile Suits in a week? Hah! You'll build twice that much and you'll build them to last! You simply have utter talent in the way of making things quickly- enough to double production, maybe even triple production if you work at it enough, and they'll come out with no loss of quality. In addition, these constructions will last- barring sudden disaster and similar, they'll easily last several decades of constant abuse, and if they're upkept and repaired they could even last centuries with no troubles.

[Change] (600 CP- Discount Politician): Ideals are part and whole of an agenda- you know how to manipulate people to support these. Ideals can spread across a continental level though- this doesn't matter much to you, as your words are now capable of shaping and molding the masses into a culture that follows your ideals. A culture that propagates and supports your agenda, without even having to convince them to follow it! Your voice, your ideals, your dreams and your aspirations- all these you can change people to follow, and they will believe it was *their choice* to do so. Maybe you should keep around a few different viewpoints though- you know what they say about dictators and their charisma…

Glory of Losers (600 CP- Discount Pilot): Everyone has their losses. It's a fact of life. However, you will **never** take a loss sitting down- no, you will scream at the wall and claw every inch you can for the victory you *want/need* to achieve. Your will and drive will never falter because of failure- you don't even lose competence, your drive and wish to succeed drives your skills into a frenzy to try and match up with the overwhelming enemy force pushing down! Your allies and those you personally fight alongside also benefit from this boost- this boost only activates if you're truly and soundly getting trounced and beaten. If you're not in danger of losing, you aren't making a last stand. But when the cards are down and everyone's said their last goodbyes, nobody will back down from what might be their last challenge.

War-Like Requiem (600 CP- Discount Child Soldier): Gentlemen, you may not *like* war, but when you're out there it's like you have no place other than the battlefield. You fight to live as you please, and die a senseless death- that is who you are, and when fighting you are no mere man of flesh. Your skill and talents with controlling the flow of a battle are immense- even by yourself, the hell of war answers to your actions. You can give a show of power to clear a path for a long time, or show the foe's weakness to cause your enemy to fall into pieces, each one picked off one-by-one. War is part of your existence.

White Reflection (600 CP): The things you look for, the things you strive to obtain, the things you simply wish to protect and treasure, they can be so far away- you will not let them get any farther. You set yourself a target, and you will achieve it no matter the cost to you. When that target is in danger, your competence and skills will skyrocket and you will have an amazing drive to protect it and destroy the threat. Your body will ignore the pain you may be in, and you will become one that will never falter from your goal- just remember, just because you can't feel the pain doesn't mean you're fine. You can switch this target every 10 years, or if the target you selected did not come with you past a jump. (In layman's terminology: this perk greatly increases skill, will and ability whenever your 'target' is threatened or in danger, and this boost will not go away until it is out of danger or you die, whichever comes first. Someone who takes a mortal wound and keeps fighting due to White Reflection ***will*** die if not treated.)

Companion Importation Options

Fellow Contractors (50 CP- 2 Free Constructor): Well, you can't work on a project alone so you've hired and dragged along a few buddies who also know their stuff about putting things together. Get (or import) up to 8 fellow workmen who will always have your back when putting things together and who have the 100 and 200 CP Constructor Perks.

Political Allies (50 CP- 2 Free Politician): It's always good to have a few people willing to be on your side, especially in something cutthroat like politics. Get (or import) up to 8 friendly politicians and military officials that know what they're talking about, as they all have the 100 and 200 CP Politician Perks.

Ace Squad (50 CP- 2 Free Pilot): You've formed up with a band of brothers- you watch each other's backs, make sure nobody gets left behind, all that good battle brother stuff. Get (or import) up to 8 fellow men or women who operate efficiently in a team, and have the 100 and 200 CP Pilot Perks.

Bishie Team (50 CP- 2 Free Child Soldier): Whoever they are, they share a past with you and tend to only really answer to you and themselves. Still, they're good fighters, but you have to wonder what made them so screwed up. Get (or import) up to 8 too-young soldiers who receive the 100 and 200 CP Child Soldier Perks.

Section III- Items and Gear

Might as well gather all the stuff together, it's about time to blow this joint anyways.

Operating Overalls (50 CP- One Discount Constructor): This is a simple outfit of a shirt, a harness for holding equipment and fastening welding tanks to and some very hardy jeans. The harness is special in that it can hold an infinite amount of 'tools'- anything made specifically for building, repairing or modifying things can be stored simply by fastening them to the harness, and the tool you need will appear within arm's reach on the toolvest. In addition, these make you look good when splattered with grease and oil.

Regal Regence (50 CP- One Free Politician & Pilot): My word, these clothes are fancy. Whether you look like an 18th century French general or not, these threads let the world known you don't only have wealth- you have *taste* to go along with it. One glorious outfit comes with each purchase of this item, and they're guaranteed to not only respawn in a day if destroyed but also be nonrestrictive and free enough to still allow for sensitive operations- like piloting!

Who Needs Spacesuits? (50 CP- One Free Child Soldier): This is a notably unspaceworthy outfit, similar in style to the ones worn by a certain group of 5 teenaged soldiers. People will not ever question this sort of attire no matter how inappropriate it is for the given situation, and in fact gives off a slight aura of confidence to the people around you. You at least *look* like you know what you're doing, even if you're just pushing buttons and hoping not to explode.

Gundanium Supply (100 CP- Discount Constructor): You now have a workable supply of Gundanium- a material that is, once again, better than titanium. It's not a wonder-material, but it's tough, durable and thanks to being electrically-neutral it's able to dissipate weak beam weaponry and reduce the effectiveness of more powerful beams. It's also very heat-resistant and pretty much immune to corrosion. This is enough to either make a double-dozen Gundanium-coated MS shields, or cover the entirety of one MS in Gundanium plating. After jump, this supply regenerates weekly. Gundanium is expensive and hard to make outside of this, so keep that in mind.

Tap (100 CP- Discount Politician): This is a basic model of pistol- revolver or semiauto- that acts quite differently than what you may expect. First off, it has infinite ammunition (only have to mime reloading), and secondly, you could pull it out of your tight shirt even if you left it on the other side of the planet. It excels at making executions (such as throwing someone out of a plane) even more brutal and effective (shoot him in the head on the way down). That effect will make sure people know you damn well don't fuck around when the chips are down.

Helmask (100 CP- Discount Pilot): This mask doubles as a helmet, which helps with disguising, but it also can take blows to the head for you! While piloting, if you were about to be knocked out for whatever reason, the mask will shatter instead, shockingly revealing your identity (to anyone who hadn't figured out the obvious already) and clearing your head up nicely for a while. Blanks out your eyes, too.

Rest and Recuperation (100 CP- Discount Child Soldier): This is a wheeled hospital bed, which is very comfortable, has inner-heating and cooling and is never dirty. Anyone placed into the bed will start to have their condition stabilize (though it won't heal severe injuries, so don't shove in someone who lost their lower body) and staying in this bed will ensure a proper recovery to as 100% as it could be. If you managed to get injured and taken to a hospital, this bed will magically replace the one you normally would be put in, and will teleport back to your warehouse after you are admitted out. You could theoretically take someone who was right next to a MS self-explosion and place them in here, and they'd eventually get better, but who's insane enough to do that? (We both know the answer here.)

Doll Syndrome (200 CP- Discount Constructor): This is a digital collection of blueprints, schematics and information on what this world calls 'Mobile Dolls'. Unlike modern-day drones, these work with AI-intelligent, admittedly, but still 'dumb' AI. This would let you convert any Mobile Suit to run off these computers- Mobile Dolls do not have the problem of having to train skills, and also saves the trouble of sending people to die. They are on the skill-level of a seasoned veteran by default, and could improve with work. You could, with study, apply this technology to about anything that would have normally needed a pilot. A certain man would call this 'dishonorable', but if you take this honor isn't really on your mind anyways, right?

Lady's Kit (200 CP- Discount Politician): This is an extensive make-up kit, but the effects of this item can happen even with minor changes (such as hairpins or glasses) that you use with it. Basically, you can give people (and yourself, if you so desire) 'masks' that can be taken on or off by putting on the correct appearance. These seem like personality shifts, but are actually just very effective ways of keeping 'in-character' to the personality assigned to the look. Everyone with these can 'take off' the 'mask' by simply changing their look back to normal. You can only have a maximum of 2 of these 'masks'.

On-Head Display (200 CP- Discount Pilot): This helmet mounts a very, very impressive array of connectors and interfaces, which allow it to not only project the entire array of sensor readings into an easily-readable form, it even is able to divulge from visual clutter by synching up with the pilot's brainwaves and feeding them a stable stream of manageable data and information once the pilot is 'synched' to the mental interface. The interface can be removed from the helmet with ease, and although it would have to resync with a new pilot to allow for information insertion into their brain it can be used by multiple pilots. Don't worry about this being the ZERO System-lite, the data from this is easily manageable by the human brain and does not induce hallucinations.

Code-Name (200 CP- Discount Child Soldier): This is a blank tag that can be written on with marker, pencil or any other writing utensil- once applied to someone, it disappears and its effects begin. This tag will assign a 'Code Name' to the person stuck, which will make a concerted effort to keep the name given- records afterwards will be filed under that name, people will call and refer to them by their

codename and unless given very good reason to or if dropped by the person themselves they will not feel much initiative in finding their 'real name'. Yes, you can use names of important people, but if you don't look like them they won't be fooled- it'll still keep your real identity safe though, like a mercenary naming themselves after a defense contractor's son or similar. The tag respawns every 2 years.

Section IV- Mobile Suits

Alternatively titled ***"IT'S A GUNDAAAAAM!"***, this section lets you have your own piece of After Colony hardware to swing about. Importing an MS you already have is free, importing any other 'giant' robot you have is 50 CP. You may buy as many MS as you wish, as long as you have the CP to spend.

Leo (One Free- 50 CP): This is an adorable, lovable little scrapper we call the *Leo*, and it's actually fairly decent for a Mook- it's got armor enough to survive a few shots from its own gun, it's able to be modified with little trouble (adding a space-movement backpack or shoulder cannons) and it doesn't have restricted hands. Still, it's just a Mook, but can you resist the needy stare of this cutie?

Other MS (Variable CP- Pay attention to the prices)

OZ-07MS Tragos (25 CP)

OZ-08MMS Cancer (25 CP)

OZ-07AMS Aries (50 CP)

OZ-09MMS Pisces (50 CP)

WMS-04 Olifant (75 CP)

WMS-03 Maganac (75 CP)

MMS-01 Serpent (100 CP)

OZ-13MSX1 Vayeate (150 CP)

OZ-13MSX2 Mercurius (200 CP)

OZ-06MS-SS1 Leo-S, OZ-06MS-SR2 Leo-R, OZ-06MS-SN3 Leo-N (200 CP)

OZX-GU01A Gundam Geminass 01/02 (200 CP)

OZ-16MSX-D Scorpio (250 CP)- Please note that without extensive modification, MA Mode -> MS Mode is a one-way affair.

OZX-GU01LOB Gundam L.O. Booster (300 CP)

OZ-19MASX Gundam Griepe (300 CP)

OZ-10VMSX Gundam Aesculapius (300 CP)

OZ-14MS Gundam Aquarius (350 CP)

OZ-10VMSX-2 Gundam Burnlapius (400 CP)

OZ-15AGX Hydra Gundam (400 CP)

OZ-00MS Tallgeese Flugel (400 CP)

Operation Meteor Gundams (300 CP each): This tier covers the following Mobile Suits: Deathscythe, Shenlong, Sandrock, Wing, Heavyarms and also includes the Tallgeese I. They are equipped with their standard armaments, and these are some of the greatest MS created in this timeline canonically.

Eve War Gundams (400 CP each): This tier covers the following Mobile Suits: Deathscythe Hell, Altron, Sandrock Kai, Heavyarms Kai, Epyon and Tallgeese II (Tallgeese II is **350 CP** instead, as its beam-based Dober Gun has increased penetration from the original). They are equipped with their standard armaments, and their upgrades from the old versions do not disappoint.

Mariemaia Rebellion Suits (500 CP each): This tier is only comprised of 2 Mobile Suits: the **Wing Gundam Zero** and **Tallgeese III**. These 2 MS are pretty much humanoid WMDs owning to their weaponry- the Twin Buster Rifle and the Mega Beam Cannon respectively, able to destroy an entire colony or an asteroid base with a single shot. They also have high stats in pretty much all respects.

Customization Options

Head Vulcans (One Free- 25 CP): This is a pair of 60mm Vulcan guns mounted in the MS's head, used for area deterrence and destruction of sensitive parts such as flying missiles or sensors. They cannot penetrate titanium, let alone Gundanium, but their ammo won't run out anytime soon.

Beam Saber (One Free- 25 CP): Close ranged but effective, this is a beam molded in a static rod shape, letting it burn through armor with a swing or two. They're modifiable, and can be tuned easily for more power (at more reactor strain) or even to become longer or shorter. At default they are stored on binders mounted at the MS's hips.

105mm Rifle (25 CP): This is a physical-projectile weapon with high firing rate, but low power-per-shot. It is designed for close to medium range, and holds a healthy amount of ammunition. It has a precision radar mounted to the top, which acts like a MS-sized scope, and can be mounted to the shoulder with the correct hardpoint.

Shield (25 CP): This is a forearm-mounted shield, which is nonintrustive and easy to use, though it pay for that by being a bit small. It can handle most physical projectiles save missiles, but a few beams will shoot it to pieces. Still, good to have. Pay **50 CP** extra to have it plated in Gundanium, making it much more durable and allowing it to stand up to some beams.

Extra Caps/Cartridges (25 CP each): This is a basic resupply, and also adds spaces for storing them on your MS somewhere- each purchase of this adds 3 more mounts to store either a beam cap or a beam cartridge/E-Pak.

Beam Rifle (50 CP): This is your standard beam weapon, somewhat low-output but enough to penetrate any armor that doesn't have anti-beam countermeasures (like Gundanium) easily. The thing about Wing's model of Beam Rifle is that most of them are powered by replaceable 'beam caps', like magazines, and can be reloaded mid-combat to keep fighting. This comes with 4 of those.

Bazooka (50 CP): This is a rocket-firing weapon, held with both hands and sat on top of the MS's shoulder when firing. It has almost no recoil thanks to the long body, and has sensors to help track

movements and lock onto foes. However, it fires slowly, and does not carry many rockets at all (only 3 for this model), so it's mostly used against slow, heavily-armored targets.

The Claw (50 CP): This is a modified arm unit that replaces one of your MS's arms, ending in a giant, Gundanium-armored claw. It can easily rip and tear other Mobile Suits' guts to shreds, as well as swatting them away with it. It cannot hold regular weaponry as the claw is too big and too inflexible, but it's a good choice for a close-combat option.

Armor Package (50 CP): This is a set of heavier armor plating attached on top of your MS's original armor, protecting it more from combat and damage. To counteract the weight this package also comes with a High-Mobility backpack that mounts to the back, replacing any existing mounts and allowing for short bursts of greater speed than normal. For 25 CP more, this also includes a set of 2 180mm cannons that can pop out of the shoulder armor- they hurt more than the 105mm Rifle and have more ammunition thanks to being mounted instead of handheld.

Vernier Shoulders (50 CP): This is additional armoring on mostly the shoulders, which also act as a mount and protective shroud for additional vernier thrusters allowing the suit to become more maneuverable and also hover farther off the ground when boosting. This also comes with a forearm-mountable shell-firing cannon, which allows for stable fire-support.

Diffusion Cloak (75 CP): This is a MS-sized cloth item that can be wrapped around the suit like a human-sized cloak, shielding it from hostile environments better. The main purpose of this item however cannot be visibly seen, as it has been treated with an anti-beam coating- the properties of this coating is different from most others, being more powerful (able to block higher-powered beams) but less durable (will break up after a few shots). Unlike most of the rest of these items, this one respawns if destroyed every week. Yes, it comes with a hood.

Defensor Mantle (75 CP): This is an MS-sized *cape* of all things, wrapping around and hanging down from the shoulders and back, concealing the movements of the hands and some from the arms allowing for sudden attacks in duels. It also includes shoulder armor/pauldron to mount the cape to, and the cape itself is durable, though not against actual attacks it'll stand up to 'regular' use very well. It's also very hard to get dirty. Now THIS, this looks just plain regal.

Mobile Armor Transformation (100 CP): This is a complete retrofit of your MS to include an alternate mode, turning it into a non-humanoid Mobile Armor. This is usually a form for high-speed or transport, but examples also include more heavily armored and slow forms as well. This may allow for mounted weaponry to be used more effectively, if you have any, or maybe it just increases thrust in one direction. Either way, it looks cool at least.

Search Eye (100 CP): It looks like just a regular old, inconspicuous giant green (or I suppose any other normal color will do) jewel on your MS's chest, but this actually houses secondary sensors, so when your V-fins and eyes aren't enough this can collect data as well. In fact, if your MS lost its head (and thus, most of its sensors) there's enough here to still see, though it wouldn't be as high-quality, and you'd be

viewing from the chest of the MS instead of the head and so you're be less able to turn and look around. It looks neat, anyways.

Beam Machine Gun (100 CP): Bearing resemblance to a certain Earth-made submachine gun (it's a bloody Uzi, alright?), this firearm trades a bit of power for a great increase in rate of fire as well as some minor spread. It uses cartridges, reloaded exactly how you would expect, and shot-for-shot has about the same capacity as a normal beam rifle, maybe a little bit more. It mounts on the rear waist as default.

Dragon Fang (150 CP): This is a retractable weapon mounted on the forearm, a high-impact claw able to extend out quickly forward and crush MS caught between them, making them an effective weapon. This model also mounts a flamethrower attached to the end of the Dragon Fang, able to melt armor into flowing like water given a bit of time. You may also pay an additional **50 CP** to attach the same model to the other arm, giving you dual stretchy claw-arm action! The claws do not impede when folded up.

Alpha Strike (150 CP): This is a compartment installed in either the shoulders or legs (your choice upon purchase) that contains at current maximum 30 missiles that have decent homing capabilities- you're paying for *quantity* here, not *quality*, a rocket launcher will serve you better for accuracy. When you seriously have to blow a large area to pieces, this is your go-to option. You may also pay an additional **50 CP** to mount missiles in the other area you didn't choose, as well as bump the current max capacity to 45 missiles each. The default option when using these launchers is 'Fire Everything, All At Once'.

Buster Shield (150 CP): This shield is a bit different, as not only does it have 2 physical blades making up the pointed end of the shield but it also has a beam emitter able to be deployed from between the 2 blades, and the shield can even be launched as a sharp, piercing solid projectile to skewer about anything that isn't armored to the nines and doesn't get out of the way. Gotta get it back manually, though. It's also already plated in Gundanium.

Larger-Than-Average Waterfowl (200 CP): This pair of quite large boosters mounts to the back of your MS, and if you think you've experienced speed- you haven't. Not until now. These produce acceleration in excess of 15 Gs, enough to *kill* inexperienced pilots at higher speeds. They are good at going at one direction, so they aren't as maneuverable as you would expect, but when you need speed you go for this. Death won't be an issue with training up to the speed- or, you know, not immediately punching the full 15 right out of the gate.

Dober Gun (200 CP): This large weapon must be shoulder mounted *and* forearm mounted in order to counteract the recoil (don't worry, the arms holding it to the shoulder are flexible enough to not impede movement), but this firearm fitted with a muzzle-brake at the front is capable of shooting straight through titanium and even other metals, though it meets some resistance from Gundanium armor. For **50 CP** extra, you can upgrade the Dober Gun to use beam cartridges, allowing it to fire large beams capable of injuring and destroying suits even through beam-treating and Gundanium.

Heat Rod (200 CP): This is a whip-like heat weapon that manages to be quite effective against…well, a whole hell of a lot of things. Mostly armor, because when heated it can take out 3 Leos from behind their shields in a single swipe. Deactivated, it can trip or wrap about an opponent, and it stores in the

forearm- or for free, you can mount it on a shield to near-completely conceal it from view! This is one nice melee weapon, and it extends pretty far.

Generator Cannon (200 CP): This is a large system, and will probably take up most of your available space except for some beam sabers or anything not handheld or back-mounted. It may be worth it to you though, because this is a combo of a powerful Beam Cannon and a back-mounted Energy Collector. The Beam Cannon is near to the power of the Buster Rifle, and thanks to the Energy Collector mounted on the back it has near-infinite ammunition! It does have a bit of problem with overheating if you fire it too quickly, but what you should probably look out for is that the Energy Collector is kind of an obvious target. That gets taken out, you only have what the Beam Cannon can store internally- which is maybe 2 shots, probably 1. After that, you've got a deadweight cannon. This is probably best used for firing support, but it's still a powerful fire support weapon in that case.

Buster Rifle (250 CP): Now ***this*** is a nice weapon. It's a specific type of beam rifle with dual firing modes- either a simple narrow beam akin to a normal beam rifle shot, or a huge blast like a beam cannon. However, this weapon is still cartridge-powered, and though it takes quite a few normal shots to drain the charge, it can only fire 3 of its larger blasts before it runs out of energy. Specifically, the beam it fires is 150m in diameter- all that in superheated energy, alongside an electromagnetic effect. It reloads its E-Paks by pivoting in half like a break-action double shotgun- nothing makes this reload style better, it just seems to look cool. Please note it takes 2 energy packs to fire, so with only 1 it won't work.

Note About Specializations- Coming up in the 300 CP section are customizations noted as 'Specializations', and these are based off the Gundams of the series and their 'gimmicks'. Mounting more than 1, maybe 2 if you're real good at optimizing will screw up your MS's performance, especially ones made for opposite purposes, such as the Heavyarms-based and the Shenlong-based ones.

Fire Away (300 CP- Heavy Ranged Specialization): This modifies your MS with a large amount of heavy weaponry, including 2 high-power gatling cannons in the chest, a multitude of homing missiles stored in the front skirts and leg pods (30 of them), another multitude of micromissiles stored in the perimeter of the shoulders and the side skirts (45 of them) and a forearm-mountable Beam Gatling Gun with a small shield attached capable of shredding through Gundanium armor. All of the other armaments included with this are also capable of severely damaging Gundanium plating, and a convenient red flip-top button is included to fire every single weapon mounted on your MS at once. (Yes, this all synchronizes with Alpha Strike if you bought it.) It also mounts a foldout heat 'Army Knife' in the MS's right arm for sudden melee.

Acrobatic Athletics (300 CP- Maneuverable Melee Specialization): This modifies your MS to have more precise hydraulics and joints, allowing for more efficient melee combat instead of simple strikes. You could use martial arts to increase the benefit of this, theoretically. Your MS now is specifically modified and specialized for a melee weapon- things like scythes, glaives, tridents, even double-ended beam sabers, your MS flows, bobs and weaves with this weapon. You can out-hit near-anything in melee combat, and in addition you now have a scorpion-like tail mounted to the back of your MS with 2 Beam Cannons mounted as standard- they're able to attack in a 360-degree range of movement, and punch

through normal armor. All you've got to do is actually get *into* melee combat, and you've got the upper hands.

Anti-EWACS (300 CP- Sensor Interference/Sneakery Specialization): This modifies your MS with a new backpack-mounted sensor jammer- this prevents your MS from showing up on radar and other detection equipment and screws up most other sensors pretty well in addition, basically making your Mobile Suit effectively invisible, and with how much giant robots rely on sensors to know what's going on around them you can actually **sneak** with your giant robot now. This also comes with an Active Cloak, which takes the form of 2 wing-like protrusions from the MS's back. It can fold over the front of the MS to act similarly to the Planet Defensers off the Mercurius (basically they're magnetic deflection fields strong enough to shrug off a blast from the Buster Rifle- not repeatedly, though), enough to defend against shots from the Vayeate or Virgo's beam cannons- this is very taxing on the reactors, however, and can't be sustained for a long period of time. The 'wings' themselves are coated in an anti-beam covering. No, the wings don't really act like wings, but they at least look like cool ones. (Note: Active Cloak doesn't actually actively cloak you, it's more of a retractable shield.)

Winner Support (300 CP- Heavy Armor/Leader Specialization): This modifies your MS to have a much more powerful generator and adds extra armor plating, leading to a very noticeable increase in the lifting capacity and strength of your MS. It also adds environmental protection, keeping out sand, dust, water and even the void of space with ease, allowing your MS to go near-anywhere with the proper supplies. This also comes with 2 very large mounted heat weapons attached to the MS's back (these can be any proper weapon, like swords, axes or shotels), which thanks to your increased strength your suit can lift and swing with ease, cutting swaths through enemy lines. Finally, your communication and radar strength is massively improved, able to even push through jammers to your teammates if you're close enough, and your radar takes a lot more to give up the ghost. The armoring makes your suit able to tank beam shots a lot better than regular armor, which helps because it doesn't do anything for your speed.

Angel of the Airspace (300 CP): This is a specialized booster system, the most efficient and effective one in this continuity- taking the form of 4 angelic wings, these are actually covered in vernier thrusters and are both heat and beam-treated, thus the smaller 2 of them can be used as both hands-free shields and reentry barriers. They aren't as speedy as the boosters of the Tallgeese, but while that is very fast going in one direction, the wings are nicely quick in every direction, due to the wings being able to flex and move the suit in any direction using its thrusters. They sometimes have an unexplained effect where you can see 'feathers' falling off the wings of the suit, even though they aren't real wings. How odd. They can also fold close enough to the back to not get in the way when not flying.

Epyon Sword (300 CP): This is a special beam saber connected via high-strength cable directly to your suit's reactor, bypassing any interferences or power drains. It has an extremely high power tolerance and is very durable either way, but what makes it special is how it cuts things- specifically, it cuts almost anything from this universe, easily. By shoving more power from the reactor into the beam saber, it can increase its cutting power and even its length greatly, and if you, oh say, surged the reactor straight into it I suppose cutting a colony straight in half by plunging the saber hilt-deep into it and riding it down isn't

out of the question at all. Still, it's a beam saber, designed to get in close. Not very useful for people that like ranged.

ZERO System (400 CP): Standing for **Zoning & Emotional Range Omitted**, this is a powerful battle computer that interfaces directly with the plot's brain, feeding them combat data and allowing them to see and direct the flow of battle to their favor. This is done by discarding traditional visual interfaces and allowing the pilot to directly react to data, decreasing reaction times nicely. The ZERO System constantly feeds the pilot information, such as where missiles are going to do, projected possible firing lines and arcs, possible future positions of MS, to the point where the pilot can even gain a form of combat precognition, deriving what could happen from the data given. Unfortunately, this has its flaws. The human mind is **not** made for this kind of data influx, and great focus must be maintained on the combat- a wandering mind will cause all sorts of awful effects, such as the pilot hallucinating possible futures without realization that they are hallucinating, believing they are winning or about to die when in reality they're just sitting still in combat. The ZERO System will show them all possible outcomes, including the ones where they fail. Vividly. With great detail. The sheer amount of statistics, variables and data can even drive the pilot to temporary insanity if they are not used to it. You will learn how to use this system more effectively the more you use it, but letting your focus falter while using it is **never, never** a good idea.

Twin Buster Rifle/Mega Beam Cannon (500 CP): Pick your poison, one's a separatable double-beam rifle, the other's a forearm mounted beam rifle/tuning-fork cannon. Both are powered by the MS's reactor, which will also undergo a tune-up in order to handle these weapons. When in their higher power modes (combined for the Twin Buster Rifle, extended for the Mega Beam Cannon), both can destroy a colony or a large asteroid base with a single shot. Not even hitting anything explosive or critical, destroyed and blown to pieces, nobody really left. They're also capable of operating as normal, if high-power beam rifles, and thanks to the reactor tuning they can keep going in normal mode for very, very long periods of time. Though they could use their higher-power modes more often than just one shot, multiple big beam blasts will strain the reactor greatly and could cause emergency shutdown or even rupture. Still, you want the biggest stick to wave around in Wing? Here's that stick.

Section V- Drawbacks

What you get is sometimes not enough for you- you want more, and to get more you're going to have to suffer. You know this by now, Jumper. Take a look. Once again, only a +900 CP cap limiting you.

Jumperfei Chang (+100 CP- Child Soldier Only): You…are not good at keeping your emotions in control, especially during combat. You also tend to get loopy in combat and not understand exactly what you've done until later, leaving you to slice open an entire platoon before screaming out about why are they dead and cut open. This drawback nulls the Child Soldier's free 100 CP perk until the end of this jump.

Sad Clown (+100 CP): Quite a few people in Wing have sad backstories, but yours definitely ranks up there. It's deeply affected you, and while you've gotten a bit better about it emotions…are not your strong suit in much sense of the word, leaving you feeling empty and alone a lot of the time. Even combat does nothing to get your blood pumping. You just…can't seem to get out of your rut.

MOBILE SUITS FROM GUNDAMIUM ALLOY (+200 CP): Oh…oh dear. You seem to have had a bad voice-swap, as your voice is now General Septum's from the Wing dub. ***That*** voice- and you also gain a psychological need to talk about everything. Everything, everywhere, every time, it doesn't matter how often- you just talk and talk and talk…not going to be fun.

-FROM OUTER SPACE (+200 CP): Good news! You have your old voice back, so you no longer sound like him. Bad news: ***Everything else here does.*** Beam rifles make General Septum going '**PEW PEW!**', duck and swans are filling the air with Septum going '**HONK! QUACK!**', explosions are just a '**KA-BOOOOM!**' and…everyone talks in his voice. Even the girls- no, *especially* people like Relena Peacecraft and Lady Une. You can't block the sound out, even if you pulled a double Van Gogh and chopped your ears off. It'll never go away.

Military Jumper/Peaceful Jumper (+200 CP): Something in your past made you go very, very off-kilter, and you never really recovered afterwards. Your personality has split into 2, the other half being the one you pick here- there's Military Jumper, who is cold-hearted to an extreme, has little in the way of 'morals' or 'standards' and will do about anything to fulfill what it believes needs to be done. Peaceful Jumper, on the other hand, is kind-hearted and is a proponent of peace, but a very useless one- it has little recollection of your combat skills and no desire to use them anyways, as it's a very doormat-like personality. Your triggers are a bit hard to put down, and so these shifts can happen unexpectedly. You can only watch when one of them is in control. You may choose both if you desire, which makes both Military and Peaceful Jumper jockey for control while you act as the third 'Ego' personality that rarely emerges without extreme circumstances. Each one gives +200 CP, so choosing both gives +400 CP.

An Heero (+300 CP): The saying goes 'if all you've got is a hammer, use it'. You…kind of take that a bit-actually, *way* too far. Your first instinct when things start to go balls-up? **Self-destruct.** Even if you're in a MS without a self-destruct capability it *will* have one just to tempt you. This even applies out-of-suit, as if you're in danger or are stressed you will become very suicidal, usually searching for the highest peak to jump off of, getting a knife to gut yourself or just pulling a grenade and holding it next to your head. If there is literally no way otherwise of you killing yourself when one of these moments comes along, you will spontaneously, violently explode.

-Massive Damage (+200 CP): Oh, and now? It doesn't matter how durable you are- if one of your 'attempts' succeeds, you're going to die. No matter if you can easily take an exploding Gundam or stabbing yourself in the gut. Try to resist the urge, or just never get into that sort of situation. (Yeah, good bloody luck with the latter.)

Common Ancestor (+300 CP): Your MS comes from a special place- it was derived from the exact same location and built like the others. Your MS is now considered alongside the other 5 Gundams to be one of the most dangerous weapons ever to exist. (Even if it's just a stock Zaku II.) Others will act accordingly (shoot it on sight), and worst of all your technology has been stolen- everything your MS has (including your import) has been spread across the other 5 Gundams in their own areas of specialties. No one of them has every upgrade, but they are much better than they were before. People that pilot the

Gundams have a very good chance of attacking you, much higher than normal even if you do not do anything.

Endangered Species (+600 CP): You are the Leader of Leos- you are their king, but they are young, frightened and fresh. They must be guided, and your hands will keep them safe. Under your watch, no Leos (a notoriously mooky MS) are allowed to die. Everyone else is fair game, but the Leos must survive. The species MUST survive to the jump's end- if they all get replaced, then you fail. If one dies, you fail. You have your duty- now, protect the Leos!

-My Own Kind (+300 CP): Your only assistance in this quest will be a Leo of your own- a stock, space-equipped Leo with its basic armaments. You cannot acquire any other MS, and a MS bought for this jump will be sealed away (as will any other of your giant robots) until the conclusion of this jump. You must protect your own kind, Jumper. I wish you only the best luck. I really, really do. Good luck.

NOTES-

On-Head Display translates what would normally be displayed on your interface or controls directly to your brain- reducing clutter and making it basically an instinctive knowledge of ammo count and suit condition instead of having to glance at a reading.