

Welcome to the wide universe of Birdy The Mighty. For the most part, the focus of the story of this world takes place on Earth. But surrounding this single blue planet is a vast universe bursting with alien life. Among those species is a coalition called the Federation. They preside over half the Milky Way and are made up of dozens of different species. They are led by the Sanctum Sanctorum, a religious icon owing in part to the similarities in creation myth that each member of the Federation have.

In a week's time the criminal Geega will escape to planet Earth, bringing with him a weapon capable of ending all human life on earth and with Space Federation cop Birdy Cephon Altera in hot pursuit.

Once on Earth she is forced to pose as an idol while searching for Geega, whom she will eventually locate in a year's time. When confronting him she would accidentally kill an innocent bystander and be forced to take his consciousness into her own body, while his is healed, all the while continuing with her investigation. She will soon learn it is not only aliens who are causing trouble, and secrets close to her own past start to rear their heads.

You will be dropped in the jump one week before Geega manages to escape to Earth, which itself is nearly half a year before Birdy will track him to Earth, barring any changes your arrival may have caused. Have **1000 CP** to get you started on your stay here.

Origins

Choose your gender for free. Students start around 16-18 years of age, while other origins roll 1d6+18

Civilian - You enter this world with nothing but the clothes upon your back and whatever you may have picked from the options below. You are simply one of the many faceless masses, nothing particularly stand-out about you unless you decide to change that.

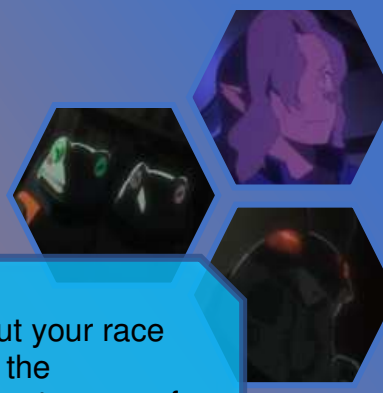
Student - You will be starting off as a student at college level. Aside from Birdy and her co-workers, you will find yourself at an appropriate age to mingle casually with Senkawa and his friends. You are all set up for a relatively calm and laid-back jump if you so choose. You are at the perfect age to decide your path in this world.

Military - Rather than a non-combatant, you are likely to be starting off on the front lines in the covert fight between those in the skies above and on the ground below. You will be entering as a member of the military. This could either be that of the Earth military or one of the dime-a-dozen soldiers in the Federation. If you are lucky, you won't see any combat during your stay.

Federation Investigator - Like a cop, but from space. Taking this origin means that you are part of the Space Federation's police force and have likely been with them for a while. Opposed to the Federation are several groups such as East Alta and Isdalta, terrorist organisations with varying goals, such as the uplifting of Altans whom they claim are being suppressed. Also opposing the Federation is the Union, a similar coalition that rules the other half of the Milky Way Galaxy that have been making covert and overt aggressive action towards the Federation for many years.

Criminal - Choosing this means that you will be starting off as a criminal on the run from the Federation. At some point in the past you committed some kind of crime, or maybe were accused of said crime, whether big or small and caught the Federations eye. This will inherently come with a very diluted version of *Wanted*, such that they will try to arrest you if they see you, but won't actively seek you out with any kind of real force.





Race

Human
You are a bog-standard human. There is nothing inherently special about your race other than the fact that you look identical to the Altan race that is part of the Federation. As a human, you call Earth your home, not that humanity is yet aware of alien life. Perhaps somewhere far back in your ancestry there may be a smidgen of Altan blood. You may start in Tokyo for free.

Altan
The Altans are a race shockingly similar to humanity. Genetically they are almost identical, to the point of being able to interbreed, though are far more advanced technologically. Their homeworld's lack of fossils compared to Earth's plethora, combined with their creation mythos, has led to some interesting theories as to how exactly they came to be. These 'aliens' make up the smallest fraction of the Federation. Unlike humanity, Altans appear to have a mating cycle. You may start on Alteria for free. Due to the actions of Revi, Altans are generally suppressed and discriminated against in Federation space. Most are third class citizens at best. You may start in Altaria for free.

Gienkan
You will be starting as a Gienkan, the same race as Birdy's supervisor. These aliens are insect-like humanoids, generally having a form similar to that of beetles. This race can use their hands to stick to walls and ceilings. Underneath their clothes they often conceal an extra pair of arms. Their eyes also have a much greater field of vision. You may start on the Sky Hole for free.

Ulgarian [100]
These aliens are humanoid in shape, but share characteristics similar to that of animals from Earth, namely that of mammals such as canines and felines. Many members of this race are notably stronger than Altans, though not to a large degree. These races make up a large portion of the Federation and would have little trouble moving around. Those that go to earth require high-tech disguises. You may start in The Hidey Hole for free.

Garbelantan [100]
This race is essentially the lizard equivalent to the Ulgarians. While still humanoid, they possess scaly skin, thick muscles, and, like the Ulgarians, are stronger than Altans. Despite this, in a one-on-one fight a Garbelantan would be no match for the average Ixioran Altan.

Other
There are many other races in the Federation space, from tiny mice-like Reekles to toad-looking scientists. You can choose to enter this jump as one of those many races. These races are not much stronger than the Altans and may require advanced technologies to blend in on backwater planets such as Earth.



Location

Choose where you will be starting for 50 CP or roll 1d8 for free

1: Tokyo City - This is the city on Earth, in case you were unsure. Tokyo is where the plot of Birdy will take place, as well as the city were Tsutomu goes to school. At some point in the near future, the Federation will annihilate part of this city in a bid to stop the Ryunka. The attempt fails, though the devastation still occurs.

2: Sawajiri Village - Instead of a big city, you will be starting out in a village in the mountains, far in the countryside. There are some glorious sights to see if you wish to take the time, as well as some local hot springs.

3: The Hidey Hole - There are many alien refugees hiding on Earth, and this is one of their commonly used camps. While on the surface this appears to be a relatively normal community of people living the best they can, underneath those layers of clothes and stealth technology is a range of different aliens who wish to hide from the Federation's gaze.

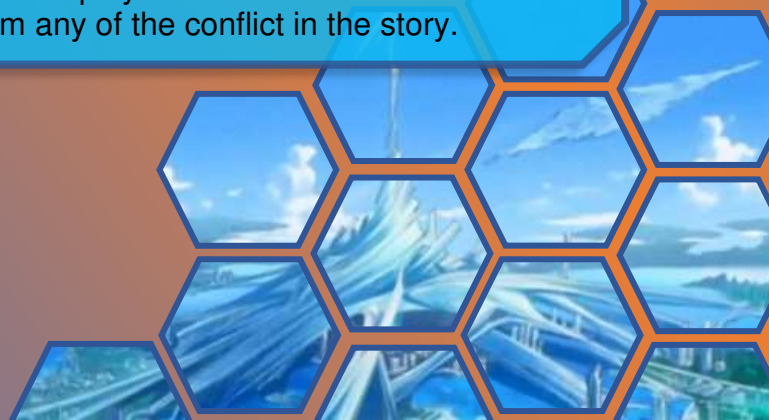
4: Altaria - The homeworld of the atlan race, and home to one Birdy Cephon Altera as she grew up. Years ago it was subject to large scale terrorism that left it's mark on society and was cause for some trauma in Birdy's mind. Not too long from the jump's start, another mad terrorist aims to cause more destruction using a derelict space station.

5: Sky Hole - This is a veritable den of thieves, where many of the low lives of the Federation gather. It also happens to be a space station, meaning that entering and exiting this place is not quite as simple as if it were on a planet.

6: Atole Satellite Prison - This place is a prison where criminals from the Federation are sent. Those who have committed grave enough crimes to deserve a life sentence, such as Geega or Bacillus. Few ever escape it's clutches, though it has been known to happen. Your presence here may raise many questions if you shouldn't be there.

7: Lost Bird - Once again, you will be starting off on Earth. In this case, you will be starting out on a boat owned by the secretly insane businessman Shyamalan. This man has been working with Federation criminals and wishes to wipe out most of humanity. There is a good chance he is not going to be present when you start, though trying to explain how you got aboard this 243m boat to any security may be hard.

8: Free Choice - You may choose any of the above choices, or alternatively may choose somewhere else altogether to start. Perhaps you wish to start off on one of the other planets in the Federation, away from any of the conflict in the story.





Perks

General

Singing Idol [100]
Nearly everyone can sing, but far fewer people can sing well. Those with the talent for it, if they are lucky, can go far. Shion Arita, the identity Birdy uses on Earth, quickly gained fame for her work in the music and idol industry. You too, have a strong talent for singing. Not just the action but also for writing them too. Some might even say you have the voice of an angel. Your concerts could draw thousands if you get your name out there.

The Model [100]
Not everyone has the fortune of being gifted with exceptional looks. Most people, by definition, look rather average. That is why those few blessed people stand out all the more. You could comfortably be called a supermodel yourself. With a well proportioned body, good assets, and clear skin, modelling agencies might be lining up for a chance to use you. You'll certainly be getting second glances as you walk down the street.

Alien Physiology [100]
Other species will naturally have different quirks to their appearances. Even Altans, despite their similarities to humans, still show marked differences such as two toned hair or cat-like eyes. By taking this, you too can gain one of these quirks of alien biology. Maybe you wish to take after Birdy in appearance. In Federation space no-one will care about such looks, though on Earth you may need to apply cosmetics in order to blend in better.

Bottomless Pit [200]
Do you have a bottomless hole instead of a stomach? No matter how much you seem to eat, nor how unhealthy it happens to be, you never seem to put on any unwanted weight. But all that food has to go somewhere, and in this case it gets turned quickly into energy. It's almost comical in a way; how fast having a full stomach will see you regaining your strength. Overeating may leave you a bit hyper for a while until you can work it off, but that extra energy will do wonders for your stamina.

Racial Discrimination [200]
The actions of Revi have had an unfortunate knock-on effect for Altans as a whole. Now many are wary of the race as a whole, and simply seeing two members talk to each other can be seen as them potentially conspiring about something. Luckily, by some fluke, people don't seem to apply those same racial standards on you. People tend to judge you based on your own actions rather than by what you are, or how you appear on the surface.

Genius Intellect [400]
Just because the Federation is more advanced than humanity does not mean that their members are inherently smarter than the average human. However, some of them are. People like Christella Revi and Kinzell Haww are cut above the rest. The former swiftly rose through the ranks of the Federation with her great biological expertise, while the latter was smart enough to build a powerful mech unit for his graduation project that was capable of at least putting up a fight against Ixioran Altans. Your intellect matches theirs. You would be able to learn extremely quickly in whatever subject you chose, quickly growing to be a genius in the field.

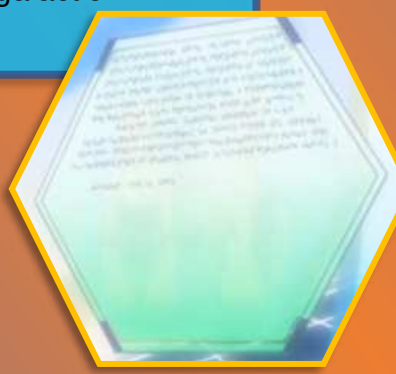
Civilian

Now You See Me [100]
There are occasions where you will wish not to be seen. Not necessarily to be invisible, but to blend in such that wandering eyes will pass right over you. Having been on the run in the past, you are surprisingly skilled at merging with the faceless masses. You are simply another person in the crowd. With this comes the ability to easily disguise yourself, swiftly changing from homeless and poor to rich and snobbish as you pass through a store.

Courage Of Man [100]
It takes a certain amount of courage to speak up in front of an alien council, in defence of the one who killed you. It also takes a certain amount of courage to do things you feel are embarrassing for you. Anyone of any species can be courageous. Perhaps it's time you were too. Determination fills your body. Silly things like embarrassment won't stop you from doing what needs to be done, nor will fear stay your hand.

Investigator [200]
The world is not necessarily what it appears to be on the surface. You can't always judge a book by its cover. Much like a certain persistent journalist who managed to intuitively know when something wasn't right, you are adept at seeing through people's facades to see who or what they truly are. That idol might just have been a bit too lucky with their jobs. Those business men can't possibly be that clean. Whatever the case, you will soon get to the bottom of it.

Galactic-Lingual [200]
With dozens of different species of aliens, from dozens of different planets, with dozens of different physiologies, comes a massive and diverse spectrum of different languages. While translation technology does exist, it is only useful on a person by person case. Far more useful is the ability to speak and understand these numerous languages without the aid of technology. You have been given the proper Federation linguistic education, making you fluent in the languages spoken by member races of the Federation. In future settings, this will carry over to any other local galactic civilisations that may be present.



Well Connected [400]
There are thousands of refugees on Earth from the Federation. It should be unsurprising that they tend to look out for one another. An extensive intelligence network has been built for all things alien related to pass through the grapevine. A grapevine that Irma, an undercover Birdy's idol manager, is a part of. Like her, you are part of a similarly expansive network of people in this and in future jumps. These people will share a certain trait in common, be it their status, race, or a different feature.

Combine [400]
Much like Birdy and Tsutomu you can, with permission, fuse with another person. Things such as physical strength and any abilities that you have are shared between your bodies, though not additively. Additionally, the body does not need to be intact for the fusion to occur, as it is more like a joining of your minds or souls. In the Federation, it is not unknown for a fusion to happen in order to save a person's life. Their mind lives on with someone else while their body is repaired elsewhere. When combined with others, the host can switch between the bodies of the fused people, even if the body is left behind. There is a limit of only one person fused at a time.

Super Soldier Science [600]
Birdy is a super soldier, an ixioran. She has great abilities far surpassing normal organisms. But someone had to design her. Not her specifically, but the Ixiorans in general. There were many iterations that were gone through before the Federation finally ended up with the Ixiorans they did. Even to this day work is still done to push the limits and make better soldiers. You were one of the scientists who worked on these projects. You have a solid and intuitive grasp of the science behind engineering superhuman beings such as the Ixioran.

Student

University Education [100]
While some people have to worry about world ending weapons and the safety of millions, most students will simply be worrying about their next test and getting good grades. By taking this option, you will gain a degree level education in a single Earth subject of your choice. This degree could be in anything from archaeology to robotic engineering. Further purchases of this option are not discounted.

Social Butterfly [100]
Every school has those two or three people who can socialise with just about anyone. The social butterflies who can make friends with whoever they decide to. By taking this, you will develop a strong talent for socialising and fitting in with your peers. You could branch out into multiple different groups at the same time, and even act as the bridge between them if you really wanted to bring them together.



Home Alone [200]
Having family or roommates can make the life of a Jumper awkward, especially if they want to hide their alien, or supernatural, connections. Luckily it seems like your own family or roommates seem to spend most of their time away from home. While that leaves you to look after yourself far more than otherwise, it also gives you much more freedom in what you do at home. This effect can be toggled.

What Do You Mean I Shouldn't Be Here? [200]
When working on a case, there are times you have to get your hands dirty and sneak into places that you aren't allowed. In such situations, it is important that you can then talk yourself out of any mess you may put yourself into. Luckily you are blessed with the Gift of Gab, able to talk your way into buildings or meetings that you shouldn't really be entering. If you are caught trespassing on private property, you can likely talk your way into getting off lightly.

That's Convenient [400]
Isn't it amazing how often the protagonist is in just the right place at just the right time to advance the plot. Now you too will share this trait of being in the right place at the right time. This won't affect how you act or where you decide to go, but rather will make fate conspire to make it so that what you do will oftentimes intersect with some major event that is happening. This does have some limits. You are extremely unlikely to be involved in events that happen on the other side of the world, though if for some reason your school was thinking about organising a trip then the stars may just align.

Plot Armour [400]
Fundamentally this is the propensity to survive in situations where you would otherwise not. You could stumble into the middle of a fight between superhuman beings inside a building that is collapsing in on itself and walk away with only a few bruises. This doesn't make you any more durable, but fate just has a habit of making sure you come out relatively unscathed. This also slightly increases your luck such that things just tend to go your way, as long as luck is required for one of your goals.

Bio-Tech Engineer [600]
You may be a student, but it looks like you have been studying courses far more advanced than the ones down on Earth. Rather than primitive Earth technology, you have spent years studying the impressive technological feats of the Federation. Much of Federation technology is a mix of biological and mechanical. They have found a way to blend them together seamlessly, to the point where their spaceships are living creatures. There is still much for you to potentially learn within the decade you have here if you so choose, but you already have a solid foundation of years of education in the subject of this biomechanical technology. A summer project for you might revolutionise multiple industries on Earth.



Military

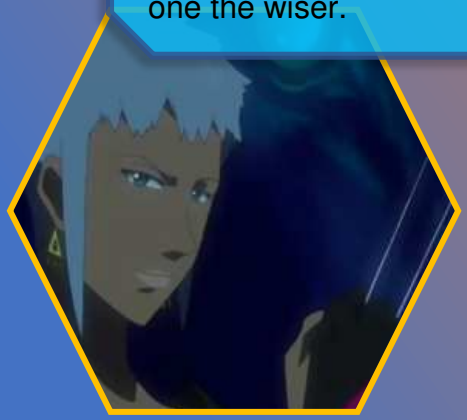
Zip It [100]
Loose lips sink ships. Some secrets shouldn't be said. Unfortunately there are many people who would seek to pry those secrets from your tongue, willingly or not. It is a good thing then, that you know how to keep your mouth shut, your story straight, and your face innocent. This would certainly help if you were faced with some really persistent journalists or police officers.

Unruffled [100]
Fighting is usually a messy affair, but there are some select people who rarely appear to end up ruffled by the end of them. At least, nothing a few seconds straightening out their clothes and brushing their hair can't fix. Much like Gomez, both your clothes and indeed your attitude are remarkably unaffected by combat. Barring actual injuries, you often seem to be able to walk away from a fight looking like you hadn't had one.

Patience Of A Saint [200]
Sometimes, on your missions, you have to work with incredible annoyances. Whether this be working under conditions that you detest, or working with people that raise your blood pressure. For instance; a human civilian who was dragged into the mess and just won't seem to cooperate pleasantly. In those circumstances you may be forced to simply grit your teeth and bare it. It is a small mercy, then, that you have the patience of a saint. You don't necessarily need to forgive the annoyances, but you can work through them.

Shivering Omen [200]
You know that feeling you can occasionally get down your spine? That eerie chill that creeps down your back and makes you feel like someone bad is going to happen? It turns out that there is some truth to that in fact. Your instincts are somehow able to pick up on the fact that someone dangerous has decided they wish ill of you, and inform you of this. It doesn't tell you when it will happen, or how, but you'll know that something is coming.

Assassination Squad [400]
When fighting in the shadows, there is a necessity for covert action. Fighting cannot be done out in the open, where civilians could see. You are one of those soldiers who have been trained to do the work that doesn't see the light of day. Whether you were trained by the Americans, a special branch of the JSDF, or even the Inquisitor branch of the Federation, you were taught the techniques needed to take out your targets quietly and without fuss. You are an assassin, trained for espionage and efficiency. Get in, kill the target without raising an alarm, and then get out with no-one the wiser.



Believable, Actually [400]
Earth has had no overt contact with alien life. While thousands of alien refugees live among the populace, many of that same populace know nothing about the galactic civilisation above their heads, and would be skeptical to hear differently. Maybe there is something about you that seems trustworthy or someway you speak, but people seem much more willing to believe the truth bombs that you drop on them. Things like “aliens exist” and “one of them is sharing my body”. They’ll likely still want proof, but they won’t dismiss it out of hand.

The Beast [600]
There is a unique plant from the planet Volta 4 that has strong effects on living beings. Work was done in the past to create a super soldier serum from this plant. Recently some success was had, and you were one of those who were exposed to it without side-effects. Having seamlessly integrated the formula, you have gained the ability to undergo a transformation into a larger, stronger and more beastlike form. With this also comes a truly remarkable level of regeneration, allowing you to heal in hours what should take weeks. You can choose for only a partial transformation, which is less taxing on the body, yet still affords you great strength.

Federation Investigator

Combat Training [100]
As is standard for any Federation investigator, or police in general, it is expected that you be a competent member of law enforcement. For this specifically, it means that you can hold your own in a firefight. You are able to shoot a gun with a reasonable amount of competency and are able to take down most any untrained thug using skill if not strength. It is important to note that only special divisions of the Federation are allowed to kill, unless given permission, so being trigger happy will usually have grave consequences.

Reconciled Differences [100]
Team cohesion is important in any facet of life that requires cooperation. A team that works well together can accomplish more than any single member alone, yet a team that gets in each other’s way will achieve far less. Maybe you were assigned to your team for this very reason, the brass having taken note of how good you are at acting as a mediator. You are great at finding a middle ground with people, reconciling problems that people may have with one another.

Just Keep Calm [200]
Calm that beating heart, take a deep breath, and get moving Jumper. During your stay here you may well see many things that terrify you. You could be facing down a world killing weapon, or be racing against the clock to stop an entire city from being glassed. In those situations, panic may only slow you down, make you commit mistakes that you should have been able to avoid. No longer do you need to worry about that. You have found your center and are able to remain calm in almost any situation. Perhaps if you are a rock, your teammates can feel more reassured too.

Detective Work [200]
As you might expect, a Federation Investigator needs to be able to investigate. Detective work comes with the territory, and while technology in the Federation is advanced enough that the little things can be handled, often the Investigator will still need to put together the clues. And that is exactly what you have trained and practised doing. While no Sherlock Holmes, you are definitely a seasoned detective in your own right. A trail of breadcrumbs will quickly turn into a plethora of footprints in your eyes, leading you towards the answers you seek.

Berserker Killer [400]
While she does not like to think about it, Birdy is a Berserker killer in more senses than just one. While she got her name for killing the Berserker type war marionette as a child, she also entered into a berserker rage while doing so, tearing it apart with savagery. When you are pushed into a corner, you too can enter into a true berserker rage. Any limits you may have been unconsciously placing on your strength will disappear and you fight with an animalistic anger capable of shredding your opponents.

Super Cop [400]
Forced to fight through armies of droids in inhospitable terrain, this is the training course that all Ixioran go through, teaching them all manners of fighting styles and weapon proficiencies, as well as combat awareness. This training was designed for super soldiers, putting you heads and shoulders above the average Federation officer. In fact normal people would have died while going through this training. You might even equal Gomez in fighting skill, an impressive feat in and of itself.

Ixioran [600] *(can't take with Experiment)*
While the average Altan were no different from humans in appearance and physical ability, the Ixiorans were a step above. They are super soldiers, designed in a laboratory with superhuman abilities. As one of them, your physical strength is enough to punch through layers of alien alloy and concrete pillars. Your body naturally has its own bio-armour, and you are able to use an ability known as Crash, which sends out waves of destructive energy. Usually Ixiorans manifest this from their fists, though it is possible for it to emit it from any part of your body. While this modification did little to improve your intellect, it did greatly speed up how fast you are able to think and process information. For races other than Altans you will be a super soldier of your chosen race. Baseline ability will remain that of Altan Ixiorans.



Experiment [600] *(can't take with Ixioran)*
As was previously mentioned, work is still being done to improve on the Ixioran Altans. You are the result of one of these preliminary tests. The scientists who made you were experimenting with the possibilities of creating alternate abilities. The experiment was a success, not that the scientists realised. It took long enough for you to come into your power that you were written off as a failure. Rather than the classic Crash and bio-armour abilities utilised by the Ixiorans, you instead gained the ability to 'jump'. You can teleport to anywhere you can see, or have visited in the past, even if that is on other planets. Birdy's childhood friend Nataru was similarly a product of this experiment before it was discontinued from its low rate of success, and its side effects. Something that was never expected with the experiment is the ability for you to jump not just through space, but also through time. However this is incredibly taxing on the body, to the point where it causes your eyes to bleed and terrible migraines from a single use. Not only that, but the time travel itself is of the closed loop variety. What you go back in time to change will always already have happened. Additionally, once a jump when you are fatally wounded you will jump back in time up to two minutes before your death, your physical state similarly reversed.

Criminal

Gotta Have Those Henchmen [100]
What kind of criminal boss would you be if you didn't have your own minions to carry out your orders? It's not simply a status thing; having subordinates is all around useful for your criminal activities. That said, getting minions isn't easy. Especially getting good ones. That won't be as much of a trouble anymore for you. By taking this perk, you will find that you are able to quickly and easily find competent mercenaries or thugs that are willing to act as your underlings. Use them as security, couriers, or even meat shields, just as long as you can pay them at the end of the day.

Blind Eye [100]
Not just criminals, sometimes normal civilians or even law enforcement may push the rules. The higher ups in the government may allow you to steal an experimental weapon so that they could see how it fairs in the real world. Your superiors may conveniently miss your less than regulation methods to locate a terrorist cell. The world is not so black and white, and people appear willing to view the grey in the middle when it comes to your activities. You will find that you are able to get away with far more than you really should. Don't push it too far though. Everyone has limits.

Business Ventures [200]
If you came to earth seeking refuge from the Federation, it is possible that you are going to be starting off with almost literally nothing to your name. Despite that, there are some who are quickly able to establish themselves with businesses. Criminals like Geega were surprisingly able to make solid work in the idol industry. You yourself are talented at making connections with other businesses as well as forming your own. You will find your businesses expanding far faster than they otherwise would have. Maybe you could use these are fronts for some of the more shady practices you could be doing. It wouldn't be a struggle for you to swiftly connect with the black market.

Integration [200]
Just because much of the Federation's technology is biomechanic does not mean that there is no trouble involved with fusing technology with organic life. Some versions of this Earth have already made strides with replacing limbs with advanced prosthetics, while people like Geega have gone to the extent of grafting a plasma cannon to their chest. You would have little trouble doing this kind of thing to yourself. Your body readily accepts technology into itself, not rejecting it or causing problems. Use of such technologies may still put stress on your body though.

Parasite [400]
Bacillus was a parasite and not just in the figurative sense. His real form was that of a turquoise liquid-like slime. He possessed the scary ability to quickly infect and devour people, gaining both their memories and their body in the process. Within seconds of contact with Birdy he had already made significant headway in infecting her. Unfortunately both the memories and host body deteriorate with time, lasting a few weeks at most. Like Bacillus you too possess this parasitic ability, though unlike him it will not drive you mad from prolonged use. A side benefit of this ability is that killing you is far harder, owing to your slime-like nature.

Bio-Armour [400]
Unlike what you may expect, this is not in fact a piece of advanced technology, though it may very well be the result of some. Rather, some special biological beings, such as Ixiorans, are able to emit a field from their cells. This dense and powerful field slows down or even outright repels incoming objects. However, it has a flaw. Other beings of a similar nature will interfere with this field with their own one, effectively weakening the field where skin-to-skin contact is made. Hence a strategy sometimes employed is a combatant stabbing through themself to hurt their opponent.



Robotics [600]
With how advanced the Federation is, it should be little surprise to learn that they have made good progress on replacing organic soldiers with robotic alternatives. Their marionettes are advanced enough that the more advanced versions are nearly indistinguishable from living beings. Many criminal elements make good use of these marionettes, since a robot is far more easily trusted than another criminal. This subject is also one that is being stealthily developed on Earth, with help from the darker side of the Federation. You could consider yourself an expert on the subject of marionettes, potentially even rivalling the likes of Christella Revi. Making ordinary low-class marionettes would be a breeze, while your very best could possibly even match the likes of Ixioran investigators. Making the latter is not going to be cheap by any means though. Revi herself only made use of four.







Items

One item of each price tier can be discounted. 50CP and 100CP discounted items are free. Appropriate items can be imported into the options.

Hoverboard [50]
If you spend any time in Federation space, you are likely to see some of these. Hoverboards are used for getting around almost as much as cars. Even moving around inside of buildings is often done upon slow moving hoverboards. This unassuming little board is able to fly at extremely fast speeds on any terrain, up to 120 mph, easily outpacing cars and the like. It does not come with any form of protection though, so be careful. Its shape is up to you.

Fridge Full of Food [50]
People need food to survive. Ixiorans need more food than most, to replace all the energy they use. An Ixioran combined with a human might need to eat as much as three people combined. This is a fridge chock full of food, ranging from pot noodle and rice balls, to general vegetables. It should be enough to last even Birdy for a week. This will restock each week, so if you are living by yourself, you shouldn't need to worry about a large food bill each week.

Federation Rations [50]
Federation Investigators do not usually have the luxury of having convenience stores filled with foods that they can restock with. Instead, investigators are given special ration bars to provide them with all the nutrients and energy they need. While tasting unpleasantly metallic, these small rectangular bars are crammed with proteins and vitamins. They would make excellent supplements to be taken with meals in order to cut down on how much an Ixioran would need to eat. You will receive a supply of one hundred bars, restocking each month.

Collection of Coties [50]
Now this is sure to bring back memories for Birdy if she were to see them. Coties are small pink buns that were an incredibly popular snack food on Alteria. In some ways they could be considered akin to cookies, a deliciously sweet and soft food that was a treat for any child to eat. This box contains fifty Coties. It refills once a month.

Bird's Eye Camera [50]
Sometimes subtly is the way to go when getting pictures. Almost no-one will give an innocent little bird sitting in a tree a second glance. What they don't know is that this bird has a camera imbedded in it, able to zoom, enhance and record everything going on in front of it. Perfect for getting blackmail material. This footage can either be stored inside the camera's memory banks or streamed directly to a device you link it to.



Clothes Storage [50]
Changing clothes on a mission can be something of a faff. Going from civilian wear to official Federation uniform would waste precious time that the suspect could use to escape. Birdy, and many of the federation officers, use one of these devices. While invisible to sight, this device is able to store and release multiple different outfits on to the user. Midstep, you could go from casual hoodie and shorts to fully armoured in Ixioran biofilm armour. This device can store up to four different sets of clothes at one time.

Biofilm [100]
This is the iconic armour used by Ixiorans. A bacterial parasitic slime mold is used in the creation of this biofilm. This armour does not offer too much in the way of protection, as the Ixiorans rely on the bio-armour for that. Instead, the biofilm is mutable. It is able to change shape to suit the user, and with the help of a marker unit can form a protective suit for surviving in space.

Mimesis Chip [100]
Not something you would expect to see on a backwater planet like Earth, this device overlays a near-perfect illusion over your body, changing it into that of someone or something else. This is not instant and the new body has to be programmed in, but once it is it fully changes the body into that of the illusion, shape and all. In some ways this transformation bears similarities to the Combine ability. As a side benefit, people killed who are wearing these immediately dissolve, leaving no evidence of its existence. It is a popular tool for those in hiding. You receive four of them.

High Tech Phone [100]
On the surface, this appears to all the world as if it were an ordinary flip phone. It might have a bit of an odd shape, but that is something that can be easily explained away if someone were to inquire. What isn't obvious though, is that this is actually a device made from a merger of a phone and the remnants of a marker class robot, the kind usually assigned as a buddy to Ixioran agents. These remnants allow the phone to be used in order to hack, scan, or track any number of other devices. This also gives the phone really good service.

Onsen [100]
This relaxing hot spring is a great place to cool down after a long day. With customisable scenery and time of day, the onsen can come either attached to your warehouse via a wooden door, or out in the world somewhere at the beginning of each jump. Ever wanted to relax at the top of a snow filled mountain even when in the middle of a dry desert? Now it's just one door away. The hot spring is large enough to comfortably accommodate two dozen people at once.

A Lump Sum of Cash [100]
Money makes the world go round. Even the criminal underground. While it can be a cutthroat world, if you navigate it well, being a criminal can also be incredibly profitable. This is a large store of cash. This could either be in physical form, or alternatively in digital credit. Whichever you prefer. There is enough money in here to pay off your student loan, if you have one. The money will be in a currency of your choice, but be warned that people are unlikely to be willing to accept alien cash.

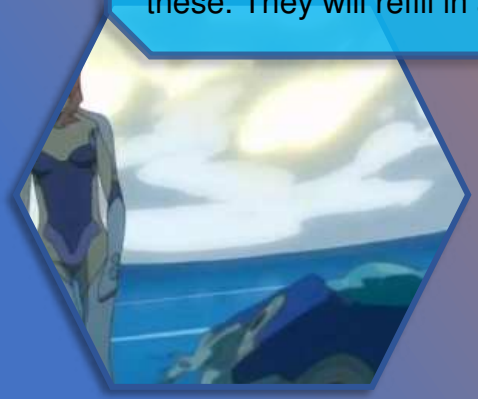
Bulletproof Car [100]
Accidents happen. Sometimes they happen a lot. Sometimes you lose your car to the same Federation Investigator falling onto it four times in as many months. Hopefully this car will be able to last you a bit longer. This is a reinforced, bulletproof car. Other than being far more durable than normal cars, there is little different about it from any other car on the road. The make and model of this car is up to you. If you somehow manage to destroy it anyway, a replacement will appear again in a month.

Human Bodies [100]
Sometimes you need to perform your tests on live subjects, and unfortunately society tends to frown upon such acts, especially when the tests are unsanctioned. But science doesn't always wait for humanities approval for it to advance. These are some human bodies upon which you could test new drugs and the like. While alive, there is little in the way of brain activity going on. Essentially, these are a clean slate to test with. Should the bodies become unusable, they will be replaced within a week. Just make sure you store these somewhere inconspicuous. You don't want people asking too many questions.

Long Range Communication [200]
With an interstellar civilisation comes a pressing need for the ability to quickly communicate with people in other systems. This is how the Federation does it. It is a series of holographic communication devices. They are able to transmit messages, recordings, and data instantaneously across distances measured in megaparsecs. Rather handily this comes with a universal translator to facilitate interspecies talk. Unavoidably, any video used will end up with a green tint to it.

Energy Shield [200]
This is what it says on the tin. It is quite simply a large circular shield made of energy. The energy shield is about a meter in diameter, while the emitter device could fit into the palm of one hand. This device can be fitted to a limb where it will stay without needing to be held in place. The shield itself is strong enough to resist the punches of an Ixioran, though some of the force of the punches will still transfer through. It can be activated and deactivated at will.

Element Destructor [200]
At first glance you could be forgiven for thinking that this is a simple pill. Despite being as small as a pinky finger, this device is actually a powerful bomb. One of these was used by Birdy to kill the parasite Bacillus in some universes. While not overly damaging to the surroundings, only having the impact of a small grenade, this bomb will disintegrate all biological matter caught in the explosion. In this way it is perfect for targeted attacks with minimal collateral. You receive a pack of four of these. They will refill in a month if used.



Benoga-Type Blaster [200]
Typical Federation fire-arms are known as blasters. Instead of bullets, they fire a bolt of high speed plasma capable of burning through sheets of solid steel with ease. In size they are not much bigger than an Earth pistol though shaped differently. The Benoga-type blaster is standard issue for use by the Federation, though is prohibited from civilian use. Should you be caught with one without permission, you may face years in prison. There is no discernable power source for this gun, but be wary of it overheating from use.

Pontiff Privilege [200]
The Pontiffs of the Federation are part of a special branch of the Federation higher than the council. They wield the power to overrule the law itself. One thing they are known to have is a piece of technology that can allow a person to experience historical records in first person, in real time. A simple tap to the head is all that is required in order to utilise this psychic ability. Somehow you have come into possession of one such device. This one can extract records from people's mind to store and replicate.

Bio-Healing Tank [200]
Federation Investigators will often use these kinds of tanks in order to rest. It is a pod that can fit a single occupant. Once inside, a cover will form over the top and the pod will quickly fill with a special breathable gel. This can feel extremely uncomfortable for those new to the process, as one must inhale the liquid. This gel is used to heal the occupant, and is able to fix broken bones and repair jagged wounds almost overnight. Your skin will even be scar free at the end of it. A hot bath is still far more pleasant to have though.

Cloaking Device [200]
Much as you would expect from a device named as such, this piece of technology is able to create a large cloaking field around an object, rendering it invisible to most types of primitive sensors. This device can function indefinitely as long as it is supplied with power, and it doesn't need much power to work in the first place. The field itself can vary in size, ranging from camouflaging a single person to hiding an entire building. Use this to hide any alien things from prying Earth eyes.

Spirit Stealer [200]
There are many interesting forms of life in the Galaxy. This one is one of the more unique varieties of plant. Unique to Volta 4, this plant was restricted from general use when it was revealed that it could be processed into a lethally addictive extract. This extract has a number of different effects on different races. On humans, it notably can grant a Beast-like transformation. For most people this also drives them mad, but a select few can retain their faculties. You will gain several of these plants, to do with as you wish. Just don't let the Federation know you have them.

Prosthetics [200]
Some branches of the american government have already come in contact with aliens, knowingly or not, and from that contact they have gained prosthetics. Not simple exosuits but rather mechanical limbs capable of hurting Ixiorans. Over use of these limbs in combat is taxing on a regular human body, but they at least shorten the gap between human and superhuman. You will receive two full sets of prosthetics, straight from the laboratories of America.

Marionettes [400]
There are several varieties of Marionettes. This is several dozen of the more basic type of marionette guards, like was used by Shymalan and Geega. Their movement is slightly stilted but they would be able to defeat an ordinary human with relative ease. They are not programmed with advanced intelligence but they will grow and learn from combat as long as they are able to survive it intact. These models can have the appearance of your choice. Should they be destroyed, a new one will appear in a month.

Existence Fluctuation Gun [400]
If the Benoga-Type blaster could be considered a typical fire-arm, this would be considered special military grade firepower. Typically it is fired from long range, due to the large charge-up time it has. But once fired, this gun will erase all matter that is caught in its radius from existence. The longer the gun is charged the greater the effective radius, up to the size of a large bus. The down side of this gun, other than the charge up time, is that the bullet itself travels at a speed slow enough that it is possible to dodge by Ixiorans and the like if noticed early enough.

Mansion Grounds [400]
Your parents, guardians, or other relatives used to own this large plot of land upon which sits a mansion. Sadly they passed away recently but they left the deed to the land to you in their will. The grounds measure two hundred meters in diameter, while the building comes with large bedrooms, glorious gardens, and a giant swimming pool out back. Post jump you can access this mansion through the Warehouse, or have it appear somewhere out in the world of your choice.

Altan Royal Armour [400]
A millennia prior to the present day, before they became a normal member species of the Federation, the Altans were a strong and proud interstellar Empire. This is a copy of the armour used by members of the Altan Royal Family of that time. It is a mechanical suit that grants the wearer the durability of an Ixioran and enhanced strength several times greater than that of a normal Altan. Accompanying this suit is a mini charged particle cannon, in the shape of a bow. This is capable of firing ‘arrows’ that pack enough firepower to blow a massive hole straight through thick solid metal.



Lailalo [400]
The Lailalo that Birdy uses is not anything particularly special. It is a standard model of spaceship used by Federation operatives, reminiscent of Earth dolphins. It's sublight engines allow it to travel planetary distances in seconds. It's FTL drive on the other hand, would need about two year to travel the length of the galaxy, hence the need of Relay Gates for fast galactic travel. The ship is around fifty meters in length, and contains both a pilot seat for controlled piloting, as well as a large inside space for general use. It does not come equipped with any weapons, but does some with a tractor beam, advanced cloaking, and the ability to open portals to and from itself at planetary ranges. Like most Federation ships, this could be considered a living creature. As such it is fully sapient.

Black Cocoon [400]
The Black Cocoon is a name spoken with some amount of dread by Federation cadets. This is a training facility used for new military recruits and occasionally Ixioran training. It is a large black dome that acts to simulate a pre-programmed battlefield. This is often paired with real marionettes to present an element of real risk for those within. When the simulation starts, the inside space can be stretched far larger than the outside, and the landscape within will feel real. To the outside world it would look like a massive black cocoon when active. This is your very own Black Cocoon. It will start attached to your warehouse, or out somewhere hidden in the world of your choice.

Relay Gate [600] *(Not Discounted)*
Both the Federation and the Union that controls the other half of the Milky Way are limited in the ship FTL drives. Traveling from one end of their reach to the other could take years if they only used their ships. So they built these: Relay Gates. These are stationary satellites that create a warp corridor. Travelling through the warp corridor can reduce travel time from years to mere days. However, these also paint clear targets for sabotage if one wanted to slow down any kind of interstellar travel. You have received your own pair of Relay Gates, ones unknown to both the Federation and Union. These are big enough that some truly enormous ships could travel through them.

Federation Escort Ship [600] *(Not Discounted)*
Not all ships are as small, nimble, or defenceless as the Lailalo. This is one of the Federations Escort ships. It is used to transport a lot of people in relative safety. One was used to host a diplomatic crew that were considering making contact with Earth properly. This ship is nearly a full kilometre in length, and shaped like a large squid. Along its broadside are dozens of plasma cannons that it can use for ship-to-ship combat. Its engines are comparable to that of the Lailalo. The ship itself was constructed from a living creature known as a "Swimming Interstellar Body", and as such will react to significant internal damage with its own immune system. Inside the ship is a medical centre, storage bay, transport deck, and multiple different floors filled with empty rooms.



Companions

Import [50]
If you wish, you may import up to 8 companions into this jump for 50CP each. Each purchase doubles the previous number that you can import, up to 200CP for all eight. Each of them will gain an origin of their choice and will get 600CP to spend on perks and items.

AI helper [100]
Many Federation members, current or former, have their own robotic helper. The Investigators have their Markers. Criminals have their marionettes. This is your one. It could be a fully functional advanced marionette, like Violin or Undine, or a smaller, more animalistic looking Marker unit like Tuto. While initially these may not have much in the way of their own personality, that will change with time.

Canon Character [100]
You might have grown close to someone in your time in this jump, or maybe have someone in mind when entering. You don't want to leave them behind when you leave. If you can convince them to join you, you may take any person from canon with you for future jumps as a companion.

Blast From The Past [50]
When Nataru went back in time to save a very young Birdy from the Berserker unit, she grabbed his hand as he left. This meant that she was whisked through time with him when he returned to present day. Unfortunately she let go of his hand mid transit and has now appeared two years before he was set to return. Around the same time you arrived in this universe in fact, very close by. This is Birdy at her most vulnerable, just after she watched her surrogate mother be killed. Take care of her Jumper.

School Friend [50]
Everyone needs a friend from school. That one person who you spent most of your youth with. Tsutomu had Hayamiya. Birdy had Nataru. You? You have this person. They went to school at the same time as you, perhaps they still do. The excitable sort, they were practically like a sibling, constantly nagging at you to get your work in on time, to join their clubs, and help them with their projects. For the most part they are a completely normal civilian. Even if they happen to be on Earth, they might be the child of a Federation Refugee.

Super Secretary [100]
Years ago, this Ulgarian was part of the Federation military. She fought for years to make sure the tragedy of the Central Tower Bombing did not happen again. Her wolf-like physiology meant she was great at close combat, with fast reaction speeds. Eventually though, the fight left her. She served her time and decided that rather than fighting on the front lines, she would help from the back. Currently she is looking for work as a secretary. Her time in the military has tempered her previously boisterous attitude into a more serious, though still light-hearted atmosphere.

The Investigator [200]
Ixioran investigators come in all flavours. They are people after all. Genetically engineered people, but people all the same. This Ixioran, like most of them, has been working with the Federation since birth. A strong sense of justice and respect for authority has been drilled into them all their life, though they are aware of the shadier side of the Federation. Like any Ixioran, this investigator is good in a fight, but they are nothing special. Their real strength lies in their deductive reasoning and detective skills. Their latest mission has them in your area for the foreseeable future.



Drawbacks

The Original is Always Better [+000]
There are several different versions of this universe. Taking this option means the jump now takes place in the original Birdy the Mighty series. While the characters and much of the plot remain the same, there are still some notable differences, such as the lack of a Ryunka in exchange for an outbreak of Beasts on Earth.

Darker Times [+000]
Where the previous option makes the jump take place in the original, this option makes the jump take place in the manga-verse of Birdy the Mighty. This is a decidedly darker world, with more death, less caring aliens, and a Birdy who doesn't quite fit in with Earth society as well.

Old School Dub [+100]
I hope you don't mind a decade of awful noises. For some reason, everyone's voices now sound like they came right out of a really bad dub. Their voices are simply weird, and don't quite seem to fit with their characters. Luckily post jump, if you were to companion anyone, their voice will return to normal.

Berserker Killer [+100]
The past has an awful habit of catching up with people. Because of actions in the past, you have earned a reputation for violence and extreme anger. You might even be nicknamed as some kind of Berserker. This reputation will follow you wherever you go and will cause people with authority to look at you with suspicion and derision.

Annoying Reporter [+100]
Muroto was in just the right place and right time to catch Birdy fighting Geega. He saw with his own eyes that she was not a normal idol and so spent the next few months trying to catch her in the act again. You have managed to attract your own reporter, who is snooping into your activities in order to publish any secrets or juicy stories they can find. You can't seem to shake them for long and even more drastic action would see a new reporter popping up within a few weeks.

My Car! [+100]
Man, things just don't go your way! Things you own have a tendency to get caught up in accidents and be severely damaged. A car that you own may be wrecked every month and any residency you may stay in is likely to experience unexplained power surges and water blockages. I hope you had insurance for that.

Mating Cycle [+100]
Some struggles are more internal than external. You will occasionally enter a mating cycle, like that of some Ixiorans. For a few weeks every other season, you will find yourself having trouble with your hormones, having strange dreams and being oddly attracted to friends. It will be an uncomfortable and awkward time, for everyone involved, and you may have trouble sleeping peacefully during this time.

Tragic Death [+200]
Everyone has their own backstories. Yours is not a happy one. Some time before you entered this jump, a close friend or mentor figure of yours was killed. This has left an irreparable scar on your psyche and, unless you get professional help, will haunt you for the rest of the jump, driving you to be more reckless than you otherwise would have been.

The Defect [+200]
You are a defect. There is something wrong with your very genetics, how you came into being. This does not manifest as a deformation, but rather as a persistent and frequent pain. For the next decade you will be suffering from terrible headaches, nose bleeds, and the like. Using any kind of power simply makes it worse, though tune-ups can be done to mitigate the problem for a period. Not even painkillers will be effective after a certain point.

Meddling Law [+200]
Even if the law happens to be on your side, it isn't going to be much help for you. Local law enforcement has a way of getting in the way of your business. This could be by virtue of being present when you wish they weren't, not being present when they really should be, or potentially even getting in your way purposefully by the orders of corrupt or shady officials.

Fusion [+200]
Rather than Tsutomu, it was you who Birdy kills at the beginning of the jump, and is forced to combine with. You will be taking Tsutomu's place in the plot of this story from now on. You will need to stop the Ryunka, or the Beasts depending on the setting, while keeping both you and Birdy alive and well. Expect little to no help from the Federation during this time. Unfortunately the damage done to your body was extensive enough that it won't be fixed for the decade. However, in exchange, at the end of the jump you will be able to take Birdy as a companion for free if she agrees. For **+100CP**, regardless of what methods you may use, mental fusion will be a real risk. You will have to make a constant and concerted effort to draw the line between yours and Birdy's consciousness to prevent them from merging. Should they fully merge, it will count as death.

Wanted [+300]
The Space Federation is after you, Jumper. You have done something to put yourself on their target list, and now they are sending out their agents in order to capture and/or kill you. At first it may just be an Investigator or two. You aren't high on the list of priorities after all. But as time passes and you continue to evade their gaze, they will devote more of their forces to capturing you.

Terrorised [+300]
Christella Revi and the Isdalta, Altan revolutionaries-cum-terrorists, have got it into their heads that you are a threat to their mission of freeing the oppressed Altans. They are out to kill you, and they care little about the lives of those around you who may get in their way. They won't resort to the level of the Central Tower incident, blowing up tens of thousands of people, but expect your home to get bombed should they find it, combat marionettes to attack you unawares, and other methods by which you can be taken care of.

Ryunka [+400]
The Ryunka has been implanted inside you. It will fight you for control of your body, growing stronger as it matures. It wishes nothing more than to bring silence to the entire galaxy, for the end of sapient life, and it will start with the planet you are on. You will need to ensure that these plans never get carried to fruition. The Ryunka must be contained. You must continuously beat the Ryunka in a contest of wills that will only grow harder with time, or otherwise ensure it is contained by some other method. In its third stage it can be transferred between hosts, and the only way to contain an unleashed Ryunka is to kill the host before they can silence their world. There are agents working in the shadows to ensure it reaches maturity, so do not assume that beating it before then will be simple.





The End

Your time in this Jump is coming to an end. Now you must choose what you wish to do next:

Carry On - Move on to the next jump, taking with you that which you have bought.

Stay Here - Stay in this setting, end your journey. You have had enough.

Go Home – Return to your original world, your chain over.

By Lone Valkyrie, hope you enjoy

