

Arpeggio of Blue Steel (Aoki Hagane no Arpeggio) v2.0
Jumpchain CYOA

The oceans of planet Earth have been dominated by several fleets of mysterious AI-controlled battleships – known as “The Fleet of Fog” - whose origins and greater motivations are unknown. Their technology is far advanced over that of humanity, though for reasons unknown their ships take the shape of WWII vessels. With all satellites destroyed, international shipping intercepted and sub-sea data cables severed, many nations stand isolated from even nearby allies.

Humanity has only managed to capture one Fleet of Fog vessel: A single submarine which unexpectedly surrendered.
Nonetheless, nations across the globe are preparing their youngest generation to fight naval conflicts with newly developed weapons. Even with these tools, humanity's only hope may lie with the captured Fleet of Fog vessel, I-401, or further defectors to humanity's cause.
In the last couple of years, however, there have been sightings of female avatars aboard their battleships: ‘Mental Models’. What this change heralds, humanity’s governments can only speculate on.

Your insertion takes place in 2054 just a week after I-401 and Gunzou Chihaya's escape from the Yokosuka shipyards. You will remain in this world for 10 years, unless you die sooner.

You have **1000cp** to spend.



Location Roll 1d8 or spend 50cp to choose.

1. Yokosuka City
   Home to Japan's only remaining Naval Academy. The bay is protected by citadel walls that make the population feel safer. Contains underground dry docks and the submerged ruins of Old Yokosuka.
2. Iwo Jima
   You begin at the future site of Blue Steel Fleet's supply base. There's nothing here, now, but wait long enough and they'll come along – or might detect you and pick another spot.
3. Saga Prefecture
   Japan's only SSTO launch site, a critical area for humanity to defend. Pity they don't stand a chance if the Fleet of Fog does decide to strike it.
4. Hong Kong
   A major naval port, infested with mafia organisations. If you can handle them it's an excellent place to get things off the books and pick up freelance work.
5. New Hakodate
   A fortified sea port similar to Yokosuka City in northern Japan. Similar facilities to Yokosuka, except with less funding – their citadel wall is incomplete.
6. San Diego
   The destination of I-401's journey. Work from this end of the journey to meet I-401 in the middle, or deal with local matters. USA, Japan, it's all under the heel of the Fleet of Fog.
7. Honolulu
   Halfway across the Pacific Ocean, it is surrounded on all sides by patrolling Fleet of Fog vessels. Good luck with that.
8. Your Choice!

Backgrounds
Note: Crewman, Politician and Captain are "human" backgrounds.
Gender: Humans: Your last gender for free or spend 50cp to choose both age and gender.
Mental Models: All Mental Models are females and have a mandatory swap to female for free.

Crewman (Drop In) – 0cp



As a Crewman, you find that you have recently graduated the Yokosuka Naval Academy, and are expected to work as part of a ship's crew, turning a huge lump of machinery into an engine of destruction. You might be specialised into one particular role, such as Sonar Operator or Engineering, but perhaps you have a more scientific speciality.
Age: 15+1d8

Politician – 0cp



You are a government official, working to ensure that your nation and its people survive these drastic times. You've seen an interconnected world suddenly cut up into isolated chunks by the Fog's presence, and know that the only way for your nation to survive is for it to be as independent as possible. You may have even survived the Great Naval Battle some 17 years ago.
Age: 28+2d8

Captain – 0cp



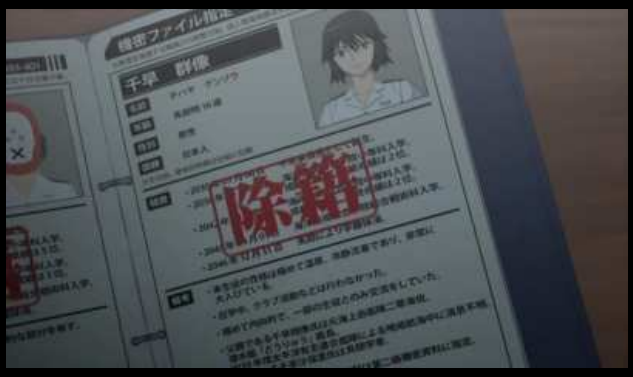
The commander of the vessel and master of all within it, your role is to command and lead your crew to victory. However, in these days when most naval forces have been decimated, you may have to act with rather more independence and creativity if you wish to survive. The dream of every Captain is to make a difference in this world; and it will take raw guts, instinct, and a brilliant mind to do so. A Captain's role is also fraught with responsibility for those beneath them, something that doesn't sink in for many officers until their first posting.
Age: You may select either 15+1d8 or 28+2d8 as your age, representing whether you are from the new crop of cadets, or someone who experienced the Great Naval Battle.

Mental Model; Loyalist or Abnormal - 400cp
You are a Fleet of Fog vessel; an advanced warship controlled by an artificial intelligence. You were cold and clinical during the Final Battle, before Mental Models were designed, but have now had a Maiden Plug-In installed in order to try and understand humans and their 'tactics'. This has had...unforeseen effects, because now you see things through the eyes of a girl or young woman, and everything that comes with that – especially events that trigger emotions. Once such things as altruistic sacrifices, resolve, love, a sense of mortality, morality and even hatred were impossible for you, but now are things you must learn to live with.
This means you're female, or at least in a female-patterned nanomaterials body. What? Everyone knows ships are female.
You are not considered "dead" unless your Union Core itself is destroyed. It is small and durable, but a concentrated attack can destroy it.
In addition to the Mental Model discounted perks, you must select whether you are loyal to the Fleet of Fog and its flagship Musashi (for discounts on the Loyalist perks) or are Abnormal in that you have sided with humanity, the Blue Steel Fleet, or otherwise disobey the Admiralty Code (for discounts on the Abnormal perks).
Age: You are no more than two years old, though your personality and appearance is a simulated 12+1d8, and you may have memories in the form of logs and recordings stretching back to the Great Naval Battle 17 years ago, and possibly further.



Perks
Crewman, Politician and Captain are "human" backgrounds.
All 100cp perks are free to their respective background.

Naval Academy Graduate - 100cp, One Free Humans
You are a graduate of you nation's finest naval academy, and/or have earned combat experience in the Great Naval Battle 17 years ago, if you are old enough. In addition to a broad overview of naval tactics, you have graduated from your academy with one specialty in a warship role like "Engineering", "Sonar Operator", "First Mate" or even "Captain". You are considered to be in the top 10% for your grade in this speciality.



Crewman (Drop In)

Smooth Sailing – 100cp, Crewman
The smooth functioning of a ship isn't solely reliant on whether its crew are good at their jobs; it is also reliant on how well the crew work with each other. You have a good sense of how to get along in teams with others of varying personalities. Whether you want to follow this sense's advice or not depends on how much you want to rock the boat.

Diminutive Ursine Embrace – 100cp, Crewman
This secret unarmed martial arts technique, mastered by Maki, allows you to intercept a melee attack with…a hug?
It is not effective at all against anyone with a steeled heart and murder in their eyes, but anyone with strong compassion or regret for their attack will probably stop and realise that violence isn't the answer.

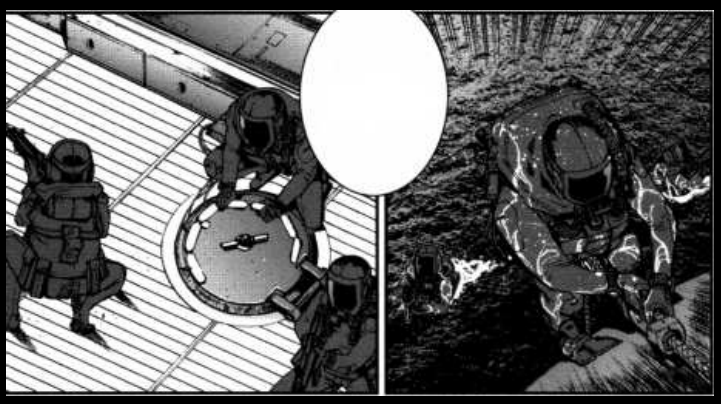


Good News, The Limiter's Totally Busted! – 200cp, Crewman
Not every piece of gear aboard a ship, even an advanced Fog vessel, is vital to operations. When the tide of battle turns against you and your ship starts taking hits, you can be sure that the least important pieces of equipment are the first to go. Additionally, you have a knack for analyzing systems and machines and recognising what parts they *don't* need to work, stripping out superfluous systems. It really makes you wonder why the hell they even installed limiters in the first place if the captain keeps insisting you disable them.



Repel Boarders – 200cp, Crewman

There may come a time when you need to fight not from behind your battleship's armor, but in person – and you are more than ready for that time. You have been put through the rigorous training regimen and meet every requirement – of body, mind and skill – to qualify for naval commando duty. You can be relied upon to storm or infiltrate ships, clear coastal bunkers with gunfire and knife, rig explosives and counter hostile boarding parties with tactics of your own.



Mecha Fetishist – 400cp, Crewman

So what if you prefer the company of a sleek steel hull over another person? You have an encyclopaedic knowledge of both WWII and modern battleships, and can repair and build nearly every advanced system that humanity uses in this time period, such as android robots (for some reason maid models are popular), cybernetics, supercavitation drives for ships, submarines and torpedos, life support machinery, powered armor suits for elite soldiers and multiped drone tanks. This technology is still a few notches below what the Fog can bring to bear, but it's better than nothing.



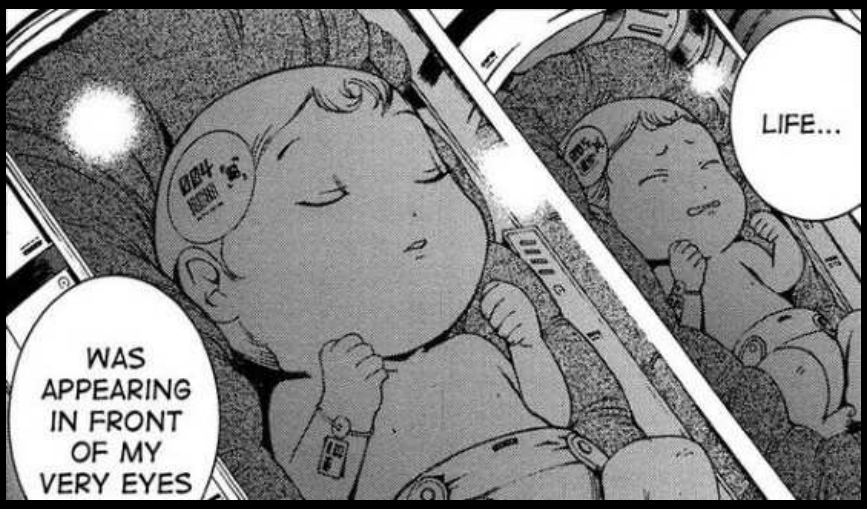
I Believe In My Captain – 400cp, Crewman

It is as important for the crew of a ship to support their captain as it is for a captain to lead their crew, for when the captain goes down, the ship might go down as well.

You support and bolster your leader – one person you obey – by lending them physical and mental fortitude that derives its strength from your confidence in them. So long as you keep your faith in your captain, they will never falter or grow weary; never succumb to despair or corruption; stay true to their own course, and overcome any setback. With a solid crew behind them, a captain can weather any storm.



The Genius of Osakabe – 600cp, Crewman



You are privy to the secrets of Professor Osakabe, the creator of the Design Children. This skill in genetics allows you to create 'test-tube babies' from donor samples and genetically enhance them for specific traits – most notably, their intelligence, memory retention, creativity, intuition and reasoning. Such children have the potential to change the nation – maybe even the world – before they so much as hit puberty, far surpassing the intellect of any natural human and coming up with creative schemes that the Fog could never imagine.

Please use this talent carefully – even the brilliant professor himself was unable to prevent more than a fraction of 'his' children from dying, and that nearly destroyed him. I hope, for your sake and theirs, that you are able to iron out any flaws in the process.

Politician

To A Disgusting Extent – 100cp, Politician



It pays to treat even your enemies like friends, and this will help you do so. You possess the manners and diplomacy of the political elite; even your detractors can't fault your protocol, no matter the event. You can play the part of a gracious host so well that your guests might even forgive that it took kidnapping them at gunpoint to get them to meet with you.

Deniability – 100cp, Politician



It is just as important for politicians to be connected to the right kinds of people as it is to *not* be connected to the *wrong* kinds of people...or at least, not to be *seen* to have those kinds of connections. Through cut-outs and covert messages, you can easily stay in touch with your contacts and allies without raising the suspicion of anyone that doesn't already have a mole in your camp.

Parachute – 200cp, Politician

Even in failure, you are respected and your service remembered. While lesser politicians might be cast out on the street with nothing should they be disgraced, your formidable reputation allows certain concessions to be made – an exile or a demotion rather than being fired outright. You might go from a cabinet minister to a provincial councilman, or a senator to a town mayor, but you don't have to worry about losing all your comforts, and you always seem to cling on to some political clout, even just a little.

Jumper Can Help You - 200cp, Politician



You have a reputation as a person who will help those in need. You will find that people who need some kind of unusual help – help that you can provide – will hear about you and be able to reach you. These problems tend to be influenced by, and scale with, the social position you acquire: living as a crime boss means people come to you with 'problems' a crime boss would solve, living as a regional councillor will bring to you those with problems only a regional councillor can solve, living as a power-granting demon brings you those who have a soul to spare.

It is up to you if you wish to charge for your assistance, though this will influence others' perceptions of you. You may deactivate this effect whenever you don't wish to be bothered.

Opening Move – 400cp, Politician



By analysing the political landscape, intel and current events in light of your opponent's agendas, you are able to predict just when your rivals and opponents will make their next move. The more detrimental these events are to your own political career, the more certain you are of their occurrence and timing. You might not know exactly what move your rivals will make – that's what your informants and contacts are for – but you can readily prepare for, and pre-empt whatever they have in mind, stealing the spotlight before their press conference or sending in your military assets ahead of theirs.

Military Connections – 400cp, Politician

Charm and likeability will get you far, but every so often an obstacle arises that won't go away no matter how nicely you smile. This is where your 'old boys' come in. You have an array of high-ranking contacts in local setting's military with enough independence that they can deploy the forces under their command at your personal request.

Provided that the target you give them is a justifiable threat to national security, they will dispatch a task force that, in their estimation, 'should get the job done'. A lone 'terrorist' might warrant a SWAT team response, the chance to capture a Mental Model might rate a mechanised company, a lethal and contagious disease in a city might earn a battalion of national guard to quarantine it.

The extent of your contacts' influence is limited to domestic operations, much to your dismay, and if you need more than a brigade of troops you'd better go through the official channels.



Our Nation Had To Go Crazy To Survive – 600cp, Politician
Provided you have the support of the people, you have the acumen to remake political systems from the ground up – to push countries and their governments through revolutionary restructuring and emerge out the other side unscathed, even if it could have tipped the nation over into open civil war or total anarchy. As long as you can justify the changes as for the good of the nation, your redevelopment can get away with violations of laws and civil rights, the confiscation of private wealth and land, relocating the populace or conscripting them into civil workforces for massive projects. Essentially, you can turn a nation into a totalitarian dictatorship during the process of transformation, and the people will accept this as necessary for their nation to transform.
If the end to the promised transformation into a more ideal state is not forthcoming, I dare say the people will have something to say about it.
These drastic changes can push individuals within the old system to the edge, and if they cannot adapt to the new system, they may have nowhere to go.



Captain

Status report! – 100cp, Captain
A captain knows their ship, perhaps even better than the crew that man her, and this knowledge can mean the difference between life and death. Even when the CIC displays are blown out and you're atop the conning tower in a rainstorm, you know the combat status of your vehicle at all times you're aboard her.

Hard to port! – 100cp, Captain
Any vehicle you are aboard seems to livelier beneath your feet, becoming swifter and more manoeuvrable.
'Side-kicking' with thrusters to dodge beam weapons fire becomes more viable as a strategy, and your jet-powered supercavitation drive, aka 'Full Burst' mode, seems even more powerful, rapidly outpacing other vessels.



Wait For My Signal! – 200cp, Captain



No plan survives contact with the enemy, so it's best to make sure everyone's clear on their roles.
Whenever you set off a 'signal', be it a very specific flare pattern or just a loud explosion, everyone involved with your plan will know whether or not it's "their" signal. Further, this singular signal is guaranteed to reach its recipients, and not be lost in background noise or the chaos of battle.

The Third Side – 200cp, Captain



They say the battlefield itself – the terrain, the waves, the weather – is the "third side" in any conflict, and this is never more true than for battles at sea; flat as a chessboard one moment, a scape of mountainous waves and typhoon winds the next. But as they say, the enemy of my enemy is my friend.
You are more than adept at using the environment around you against your opponents, disappearing from sonar into surface noise in moments, creating undersea landslides to take out enemy subs, or triggering massive eruptions of methane hydrates to disrupt the buoyancy of surface vessels.

Tactical Deduction – 400cp, Captain



An experienced Captain can read the battlefield like a letter; and as important as being able to read is being able to read 'between the lines'. Your skill at reading the ebb and flow of the battlefield allows you to make unusually astute deductions about the combatants. You can read into the tactics of your enemies to deduce their true objective, or observe a fight between two other parties to figure out that one does not wish to kill the other, and even whether one party has hidden assets lying in wait.

Unfathomable – 400cp, Captain

"All warfare is based on deception". So write Sun Tzu; and this is a lesson you have taken to heart. To say your tactics can be unpredictable is an understatement; your opponents just can't see the sense in any but your most straightforward moves. Even when they uncover one plan, they fail to see the hidden trap, and with the right setup, even someone who vows never to be taken by the same trick twice might fall a second time. Even in the heat of battle, you have no trouble hiding your ace up your sleeve, using stealth and misdirection to catch the enemy totally off guard when you finally play your trump card.
Only the very wisest of your enemies could possibly spot your hidden cards, and even they will have trouble predicting your next tactical moves.

Honest In Our Desires – 600cp, Captain
It is said that those who fight on the front lines of battle long for peace more than anyone else. Given the opportunity, when you show mercy on defeated or fallen enemies, it is likely that they will enter a period of introspection, at the end of which they seem remarkably positive about the one responsible for their defeat: often coming to consider you a rival rather than a true enemy, or consider an alliance of convenience as an alternative to continued combat…possibly even converting to your side.
More remarkably, they are likely to understand any errors or flaws of their ways, and may adapt the aspects of your philosophies or strategy which led you to defeat them – your use of teamwork to triumph over a solo enemy may inspire them to build their own team, or a calm and measured strategy to defeat a berserker may cause them to be more circumspect.
Should you have traits which your defeated enemies find desirable, you may even find that your former enemies may propose alliances with you for…erm…'personal' reasons.



Design Child – 300cp, Humans only, one purchase only
You possess the genetics of a Design Child: you are one of a batch of artificial humans engineered for incredible intelligence in order to keep Japan united as a nation and develop weapons effective against the Fog.
This manifests as a massive intelligence boost, coupled with intuitive understanding of one speciality depending on your background:

- Crewmen gain this enhancement in areas related to designing tools of war – weaponry, armor, vehicles, munitions – to defeat the Fog (including high-energy physics, engineering, chemistry, metallurgy, programming and computer systems, electrical systems, etc.).
- Politicians gain a massive boost to the skills needed to govern a nation (charisma, political savvy, economics, law, bill and policy writing, governance and judiciary duties, speechwriting and public speaking, etc.).
- No Design Child was made to command a ship, but if one were designed to be a Captain, they would become an undisputed master of the sea (mastery of naval tactics, eidetic knowledge of ships and weapon systems, identifying the flaws of enemy vessels, nearly precognitive assessment of enemy's tactics and strategy).

With this enhancement, both known Design Children are far beyond normal human ability; with more experience a Crewman Design Child might eventually surpass the Fleet of Fog's level of technology as a whole, developing more powerful weapons, shields, and materials; a Politician Design Child might have the ability to lead their nation out of almost complete isolation and near-total economic collapse into a new future as a world power alongside the US; and perhaps a Captain could reclaim the oceans with a single fleet…?

Mental Model
All Mental Models get discounts on the perks marked Mental Model as well as either the Loyalist or Abnormal perks.

Calculating Countermeasures – 100cp, Mental Model
The Klein fields used by Mental Models are an integral part of their tactics: the invulnerable shield to match the unstoppable sword of their weaponry. A large part of its utility is the way Mental Models can control and modulate its strength in response to blows.
The more precisely you know the parameters of an incoming attack – its trajectory, velocity, impact point, and what its effects will be when it strikes – the more efficiently your shields can negate the blow. A strike that would take out a third of your shields might only take down a quarter, conserving power so that you can weather more blows. Don't expect this to work against a surprise attack – there's no point adjusting your shield after the blow has already landed.
Naturally, you have to *have* energy shields of some kind in order to benefit from this, but this applies to both energy shields you personally have as well as those of your vehicle.



Experience Plugin – 200cp, Mental Model
You can cache digital snippets of your experiences, personality and knowledge as data modules called "plugins", which other AI or digital entities can incorporate into themselves.
Smaller plugins containing specific skills or data are fast to transmit and easy to install, but in theory there are no limits to a plugin's size or content - if you had emotions you could, in theory, create an "Emotions Plugin" for an AI without them, or even a "Jumper Plugin" to make a Mental Model look, act and think just like you. Plugins do not transfer perks, but may transfer knowledge or mental states imparted by perks.

Attack Algorithms – 400cp, Mental Model
To an AI like the Mental Models, combat is an equation. You can run your attack patterns through algorithms to various ends; through chaotic algorithms to catch them off guard or maintaining constant patterns of fire to bombard and saturate the enemy's shields.
This mastery of attack algorithms serves you defensively as well, assisting in predicting enemy strikes, identifying openings in incoming fire to dodge or return fire through, and even allowing you to glean some information on your opponent, like whether they are an AI or not, belong to a certain school of combat, or are someone you have faced before, based on the type and frequency of their attacks.



I Have Control – 600cp, Mental Model
Digital warfare – hacking – is not something the Fleet of Fog ever needed to bother with before the inception of Mental Models, but once they made that leap, they found that they were exceptionally good at it. Most human-designed systems of this era don't stand a chance at keeping you out, and in fact if you come across a place, the more electronic and digital protection it has, the more it stands out to you: the very act of layering more electronic and digital security on a place positively yells at you "There's something important here!".
In this setting, only the systems of other Mental Models or those created by Design Children will be a challenge to you: systems designed by mere humans can be subverted before they even know what's going on. Fog vessels without Mental Models – such as the ubiquitous Nagara-class – are fairly easy for you to seize control of, while the Cores of Mental Model-equipped ships will prove more difficult the higher-ranked they are: it will take far more than this perk provides to beat the firewalls of a Yamato-class flagship.
In other places where AIs are a common threat, expect their systems to be more difficult for you to crack.



Loyalist

Fog – 100cp, Loyalist
Your presence is heralded by thick fog that obscures your movements from long-distance observation, and even seems to interfere with non-visual sensors, like radar, sonar and lidar. It doesn't hinder you or your allies at all, and can be called up in under a minute. The fogbank extends about a mile around your battle group; your own vessel, and that of any others operating as a part of your fleet.



It's A Carnival! – 200cp, Loyalist



Fog warships hold frankly obscene quantities of missiles, but what good is all that firepower if you have to fire them one at a time?

You have the ability to fire any and every weapon attached to your vessel at a moment's notice, independently targeting them at any threats you are aware of, or programming them with special trajectories - all without any undue strain on your multitasking ability or processing speed: as far as you're concerned, firing *all* of your ship's guns takes the same concentration as firing *one* of its guns.

You are also a master at programming missiles, to make evasive turns as they enter CIWS range or saturate a given volume with explosions. Quantity has a quality all of its own, they say.

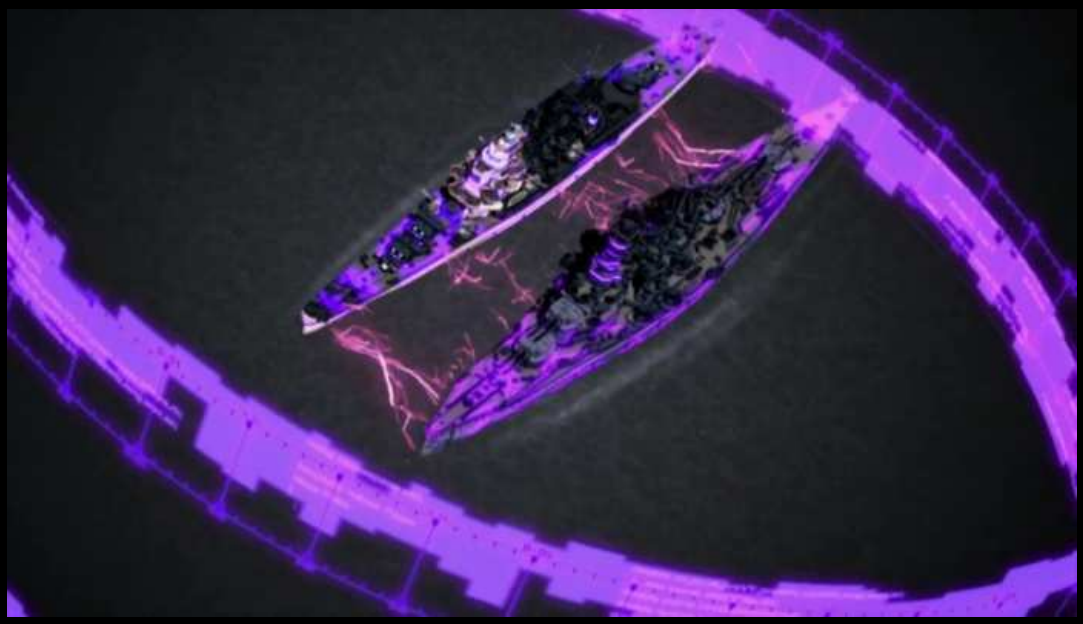
This is *Our* Carnival! – 400cp, Loyalist

Even the warships of the Fleet of Fog have a limit on their firepower, but if more power than one ship can provide is needed, the tools to provide it are at hand.

Regardless of whether your craft is made of nanomaterials or standard matter, you can fuse multiple vehicles together, merging their hulls and various subsystems – power, sensors, weapons and more – into one cohesive system.

Consequently, the resulting vessel has the combined features of all of its components: the power generation of both vessels, the guns of both vessels, the nanomaterials of both vessels (if present), even the hull armour of both vessels. Unfortunately it also has the mass of both vessels, too, so may be slightly unwieldy.

The overall design of the combined vessel takes its cues from its component vessels, but the specific layout is up to you – merging an aircraft carrier and a battleship together won't make the result look like a submarine, but you would decide how to arrange the guns around the flight deck and tower, for example. On the other hand, if your ships are made of nanomaterials, you can shape and arrange their mass however you like.



We Are Weapons – 600cp, Loyalist
While many loyalist Mental Models are unfamiliar with their newfound emotions and personalities, you have a powerful clarity of purpose. Mental Model or not, you truly understand that you are nothing but a weapon; an engine of war, bringer of calculated destruction everywhere you go.
Almost no barrier can stand in the way your ruthless mind and raw power: flaws in enemy positions become blatantly obvious for you to exploit, restraints shatter beneath your determination and limiters burn out and fail. Every tool at your disposal finds a new and deadly purpose: the very hull of your ship is a crushing maw, spare nanomaterial forged into devastating weaponry; and even your defensive force fields can be turned into crushing or cutting *offensive* fields.
Should you require it, you may even choose to set aside any barriers that rise in your own mind – your own fears and desires, any compunctions against using your allies as disposable assets, even abandoning the instinct not to harm yourself, or your preference for an inefficient form…anything that stands between you and grinding your opponents beneath your heel.



Abnormal

Smug Sub – 100cp, Abnormal
You're…a little bit devious, for a Mental Model, aren't you? Your logs are full of harsh quips that betray a sly sense of humor, and even, dare I say, no small amount of bullying less mature Mental Models?
This is even evidenced in battle, for your tactics are a shrewder than most Mental Models'; you are more than proficient at using decoys, traps and ambush tactics to even the odds against a ship which outguns you.





Overclocked – 200cp, Abnormal
Not all Mental Models are made equal. Those designated to be Flagships are given rather better cores than the standard warships. Your processing power is now at least on par with Fleet Flagships like Hyuuga or Kongo. You can think faster and divide your attention between more tasks than the standard Fog Mental Model, giving you a clear advantage over Mental Models below Flagship class.

My Will Is Moving Me Forward – 400cp, Abnormal
Fog vs Fog battles seem like a numbers game. Higher-ranked cores have faster clock speeds. Faster cores control bigger ships and better multitasking. Bigger ships have more nanomaterials and power. More power equals more weapons, stronger Klein fields, faster engines.
You take that equation and throw it right out. Your power, in the form of electrical energy stores or reactors, is supplemented by your willpower in a way that other Fog ships don't understand, an output that exceeds expectations and pushes you and your ship beyond what should be possible for machines of your type.



This Logic-Defying Emotion! – 600cp, Abnormal
While you don't possess the outright authority of the Admiralty Code itself, you have an understanding of emotions and Mental Model's thought processes rivalling the oldest Fog Vessels. This gives you an unprecedented ability to return AIs suffering dysfunction – incoherent rage, spiteful obsession, bottomless sorrow – to something resembling normalcy, stilling them with your calming words and serene state of mind. Where they go from there is up to them, though in this calmer state you are much more likely to succeed in guiding them away from further insanity or working them through their problems.
This requires you to connect directly to the mind of the one you wish to calm – if you aren't a Mental Model or some sort of AI yourself, you might need a VR helmet or cybernetic implants or something, and those who don't wish for your help may try to isolate themselves behind firewalls, airgaps, and other barriers.



Companions
You may purchase companion options multiple times. Companions may not take drawbacks or purchase other companions themselves.
You can purchase canon characters as companions by selecting the appropriate option, with the exception of Yamato and Musashi.
Eg: Shipless Hyuuga would be purchased as a Co-Processor, Hodzumi Shizuka as a Human Unit (Crewman), or Maki as Design Child.

Old Hands – 50cp for one, 100cp for 4, 200cp for 8.
Import up to 8 existing companions into the Crewman, Politician or Captain backgrounds. They have 600cp each to spend on perks or equipment, with discounts and freebies on perks and items for their background.

A Human Unit – 200cp, Crewman or Abnormal
A human being. They'll do their job to the utmost of their ability. They have a human background (Crewman, Politician or Captain), all of their background's perks, free items, and 400cp further to spend, with discounts for their background. You may import any existing companion into this role at no further cost.

A Design Child – 200cp, Politician
Created for the goal of overthrowing the Fog, this is a Design Child with the Crewman or Politician background. While brilliant, they were never meant to interact with society at large unless carefully watched. They have all the perks of either Crewman or Politician, their free items, the Design Child perk, and 400cp more to spend.

I Am Your Ship – 400cp, Discount Captain
Import or create a Mental Model to serve as your ship. They can of be either the Loyalist or Abnormal background, and get all the perks free or discounted to Mental Models and those of either Loyalist or Abnormal, the free items, and 400cp further to spend, with discounts on the appropriate items.





Sister Ship – 400cp, Loyalist (only available to Mental Models)
Create or import a Sister Ship: another vessel of your class. They get all the perks free or discounted to Mental Models and those of either Loyalist or Abnormal, the free items, and 400cp further to spend, with discounts on the appropriate items.
They MUST have the same type of ship as you, down to the model, and their Mental Model appears to be your identical twin. If you have An Unusual Class, you must have a second one of those ships to import.

Co-Processor – 200cp, Abnormal
A Mental Model whose ship has been sunk. Perhaps by you? Or perhaps by Blue Steel? Or the Crimson Fleet?
They are a Mental Model, either Loyalist or Abnormal at your option. They get all the perks free or discounted to Mental Models and those of either Loyalist or Abnormal, but no ship or gear bar their Union Core and Nanomaterials body, which they were lucky to escape with. You may import an existing companion into this role at no further cost.



Items
You may purchase item options multiple times. Consumed or damaged items restock in your warehouse on a weekly basis.

Hisonic Miku-Chan! - 50cp, Free Crewman
An anime that seems strangely popular with both I-401's crew and its Mental Model. I guess you can watch it in your spare time? It's a long way across the ocean, after all. Comes with some limited-edition merchandise like T-shirts, metal DVD cases and figurines.

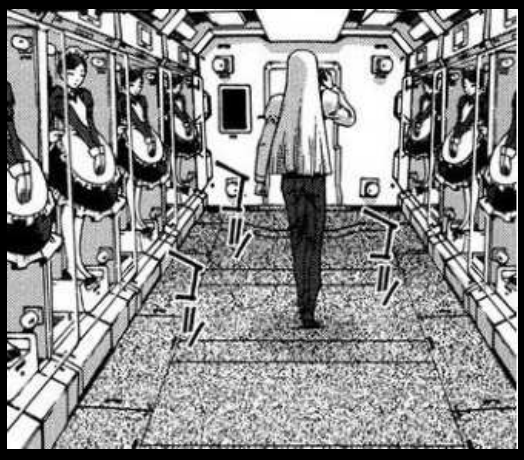
Sonar-Grade Earphones – 100cp, Free Crewman
A pair of high-tech and stylish headphones with their own volume controls and mute button. They blot out any outside noise, even the din of a battle around you, and have astonishingly high clarity and acoustic reproduction. Your choice of style and colour.



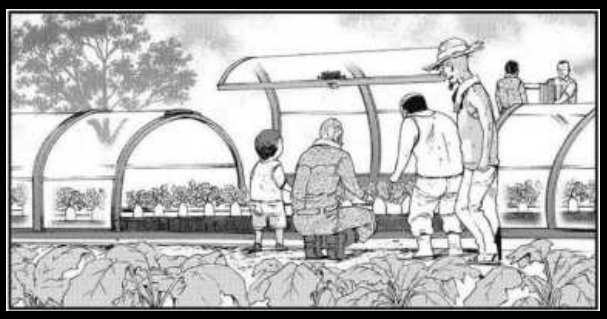


Naval Commando Gear – 200cp, Crewman
A form-fitting undersuit/wetsuit, low-profile helmet, standard gas mask, kevlar utility vest with many pouches and pockets, and a cutting-edge assault rifle with a grenade launcher, sight and several magazines of ammo.

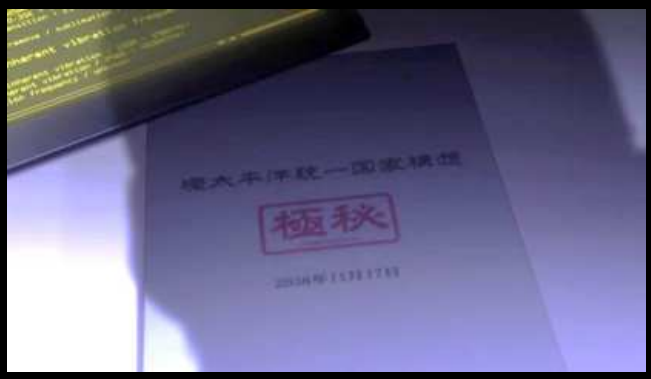
Cadre of Robotic Maids – 400cp, Crewman
Nine robotic maids, each programmed for cleaning, cooking and caretaking duties – everything you could expect out of a real human servant. They are armed with submachine guns and are more than a match for your average intruder, but professional soldiers would easily take them down.



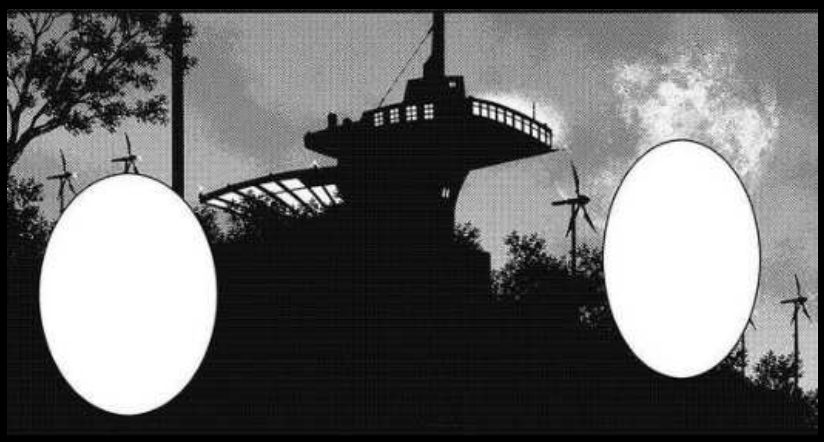
Greenhouse Garden – 50cp, Free Politician
Rows of vegetable gardens under a clear plastic half-pipe, which provides a reliable greenhouse effect. These gardens can be installed in any land or property you own, and improve the quality and quantity of the harvest from any crops planted within.



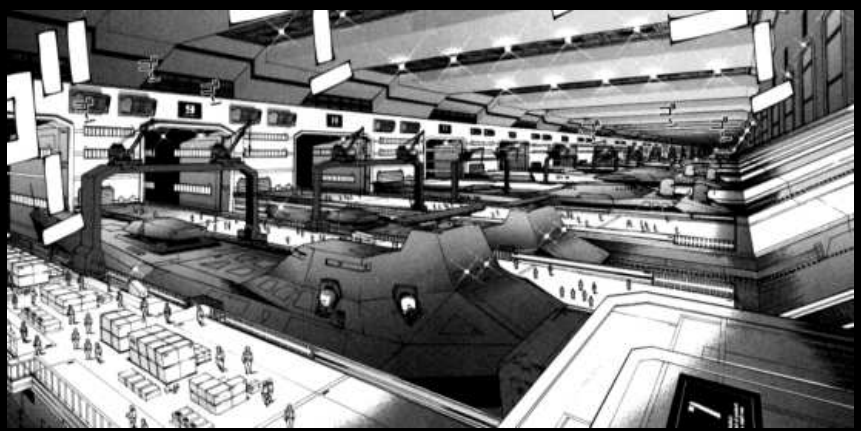
Surveillance Photos – 100cp, Free Politician
Simply write in this manilla folder something you want photographed, where it is, and what kind of photo you want, and an hour later several high-resolution photographs of your target are delivered to you, all taken within the last day. You can request satellite or aerial photos of something, security camera footage, or even the kinds of photos a surveillance team might take of a suspected criminal. The only caveat is the photos are taken from 'public' areas – if your target is in a closed room with no windows, or you don't know where it is, you're out of luck.



Modern Skyhouse – 200cp, Politician
A modern and stylish multi-story house raised up to make the most of its panoramic windows. It is powered by a few nearby wind turbines, which generate more than enough electricity for the house's conveniences. It is appointed in classic Japanese style, from the spacious kitchen to the classic entertaining room and several bedrooms, though any redecorating will naturally be retained. No matter where you choose to import it in future worlds, it always has a spectacular view.



Armoured Dry Dock – 400cp, Politician
A massive, underground dry dock facility, allowing surface ships or submarines to enter the dock and then be carried underground on a massive elevator system. The bunker-like refit area allows ships of all kinds to undergo repairs and refits that simply can't be done at sea. It can store or refit any four waterborne vessels up to aircraft carrier in size. The Dry Dock imports itself into new jumps somewhere along the coastline.



Tiny Ships – 50cp, Free Captain
A collection of small model ships, one for every vessel you own. If your ships have multiple forms, say, if they transform into different vehicles or even people, there are extra figures of those modes as well.



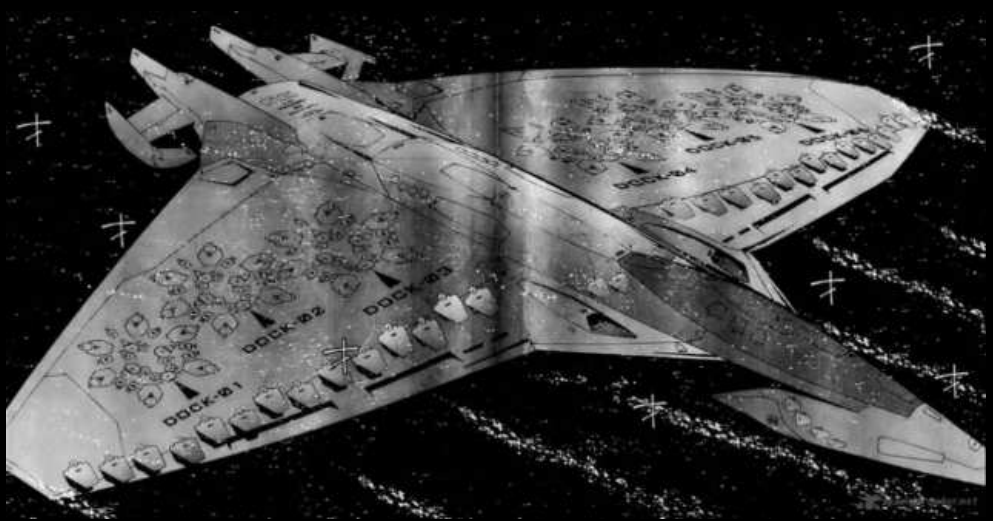


Sharp Uniform – 100cp, Free Captain
The state of your dress indicates that you wield power, and are to be taken seriously. Five identical sets of clothing which reflect your position of authority in their style and quality; you are unlikely to be dismissed out of hand by anyone who does not themselves wield considerable authority.

Memorial – 200cp, Captain
A stone memorial monument in Japanese style, with a black plaque bearing the names of the deceased. Merely by willing it, the name of any deceased person appears on it. Visiting this monument allows you, or anyone else, to more easily come to terms with the loss. It always imports itself into the setting in a picturesque location, or one of your personal pocket dimensions, if it has a suitably peaceful and solemn place within it.



Hakugei-class submarine – 400cp, Free Captain, Discount Humans
A submarine designed to take on the Fog, almost 200 meters long, more like a spaceship than any kind of traditional submarine, from its unusual shape to its rocket motor. Yes, it's got a rocket drive, to use with a supercavitation system. It is also equipped with micro-motion tiles to deaden its sonar signature even to Fog vessels, and makes extensive use of supercavitation in its weapon systems as well, including an arsenal of torpedos, smart mines, sonar-jammers and decoys. Powered by a nuclear reactor, this vessel is the new hope of humanity, and commanded by a good captain, could one day prove victorious against the Fog. Equipped with a manta-like cruising module, it also has six hardpoints to dock with smaller submarines. This particular model is heavily autotomized; it can be crewed by a mere handful, but you'll probably want a larger crew for damage control if nothing else.



Vibration/Oscillation warhead – 200cp, no discount, Humans Only



Humanity's version of the Corrosive torpedo. Disintegrates target at a molecular level by finding the target's 'resonance frequency' and literally vibrating it apart. The Vibration torpedo can defeat any armour made of normal matter – nanomaterials or meter-thick steel, makes no difference, but can't punch through Klein fields on its own.
Superior to the corrosive torpedo, the Vibration warhead requires no exotic matter or nanotech: it can be mass produced by any reasonably sophisticated factory. This is a full load for your vessel, plus the schematics.

Union Core – 100cp, First free Mental Model, no discount



A union core is a compact processor with quantum and wifi modems. This allows it to use the Fleet of Fog's Joint tactical Network, but also link to human systems via wifi. Without access to nanomaterials or a robotic body, a union core by itself is entirely vulnerable.
A union core can be partitioned to hold more than one Mental Model or other AI, but doing so reduces the performance of all Mental Models/AIs stored within it.

Nanomaterials Body – 100cp, First free Mental Model, no discount



Mental Models use nanomaterials to form a physical body around their Union Core to match their subconscious appearance. All Mental Models have a nanomaterials body surrounding their Union Core for free. You can purchase spare nanomaterials bodies to house any other AIs you might have.
For Nanomaterials properties, see the Notes section.



Melon Plant – 50cp, Free Abnormal

A melon plant in a planter tray. It continually grows several delicious melons at a time, and seems impossible to kill through neglect or harsh conditions.

Nanomaterials Sieve – 100cp, Free Abnormal
This sand sieve can be used to filter nanomaterials from seawater and sand. Even in settings where the seawater doesn't have any nanomaterial particles from damaged Fog ships, it somehow produces about a pound of nanomaterials each time its scooped through the ocean and sand.



Little Ones – 200cp, Abnormal
One advantage of nanomaterials is that they can be used to create autonomous "drone" copies of a Mental Model. They're about the size of a child and nowhere near full strength, but these six chibi-models are just too cute! And very handy around a ship, I might add. Since they're housed in nanomaterial bodies, they can project (weaker) Klein fields defensively and use their mass or handheld tools and normal materials to repair mechanical faults. These six little ones come with one free union core, which handles their shared processing, freeing that processing load from a Mental Model's core. The Little Ones are not creative, proactive or independent enough to count as a companion, falling back on standing orders when confronted with the unknown.

Utility Shell – 400cp, Abnormal
A robotic egg-shaped shell comprised of nanomaterials with a simple display on one side. It can carry one adult in hover mode, and assists with engineering and repair tasks as a set of six conjoined manipulators. It serves as physical armour when enclosing its passenger, and its mass of nanomaterials slightly boosts the Klein Field a Mental Model can project. While enclosed, it is more than capable of operating as a submersible, able to dive right to the sea floor.
An arm-shell may condense its nanomaterials to a pocket-sized egg form, but is far less useful in this mode.



A Piano – 50cp, Free Loyalist
A black grand piano, emblazoned with your rune; a symbol which identifies you. It is always tuned correctly, and for some reason exposure to marine conditions has no detrimental effect on it.



Thanatonium Supply – 100cp, Free Loyalist
A material used in corrosive torpedos and other Fog weaponry, this highly unstable matter is used along with nanomaterials to create some of the exotic effects that the Fog's technology is known for, such as graviton engines, and the various gravity and space-altering superweapons. This is a small stockpile, enough to fully re-arm a Fog vessel with corrosive torpedos. The stockpile replenishes monthly in your warehouse.

Restraint – 200cp, Loyalist

A portion of nanomaterials in the form of a ribbon or bow. These nanomaterials include programming which monitors the Mental Model (or other AI, robot, android etc.) it is attached to and enforces a restraint condition on them. The conditions of restraint are up to you - you could set it to notify you whenever they thought about killing anyone, or set it to paralyse their physical body when they attempt to escape, or shut down all their data connections when they try to hack other devices. Or just randomise their hair style when you transmit a code. How cruel of you.



Resupply Ship – 400cp, Loyalist

An autonomous resupply ship that gathers materials to re-arm Fog vessels. It has no ability to fight on its own, but is capable of filtering nanomaterials from sea water (on an industrial scale) and mining heavier elements from the sea floor or beaches. Using these materials, it can manufacture missiles, gun rounds, and other expendable weaponry, as well as provide some ability to refit Fog ships (so long as the repairs don't require a dry dock). It has a non-sentient Union Core. With some modification, it could resupply and repair other types of ships besides Fog Vessels.



Fog Warships

Fog warships are advanced, more like starships than seafaring vessels. Built of nanomaterials, they can change their shape and structure when needed, though they seem to prefer the shapes of WWII-era ships. For example, their turrets instead of holding normal cannons instead house photon cannons, or their hulls open to fire their super graviton cannons. Ships comprised of nanomaterials must be controlled by a Union Core, or similarly advanced computer system.

If purchased by a human, or as a second ship by Mental Models, these vessels are run by a Union Core (free) which does not currently have a Mental Model.

Light Fleet of Fog Vessel – 400cp, One Free Mental Model

A light Fog vessel made of nanomaterials, patterned after WWII battleships, such as the Nagara-class cruisers, I-20 and I-400 series submarines, Vampire-class Destroyers, and various Minesweepers, supply vessels, gunboats etc.

While they house many standard missiles, particle beam weapons, laser CIWS, rockets, decoys, and even corrosive torpedos which work like small, contained singularities, Light Fog Vessels do not carry a super-weapon system by default, but may acquire one.



Heavy Fleet of Fog Vessel – 400cp, Mental Model
A heavy Fog vessel made of nanomaterials, patterned after WWII battleships, such as the Takao-class Heavy Cruisers, Ise-Class Battleships, Kongo-class battleships, etc.
Heavy Fog vessels such as these come with one Super-gravity Cannon installed as standard, which they may swap out for another Super Weapon System for free.
Area Assault & Suppression ships and Yamato-class battleships are not available for purchase.



An Unusual Class – 400cp, no discount
Import a previous sea-faring vessel as a Fog battleship. It retains its previous qualities and weaponry, but becomes made of nanomaterials, able to change its form and is capable of mounting Super-Weapon Systems. You may choose whether it retains its previous sea-faring shape, or gains an alt-form based on a WWII warship.

Super-Weapon System – 200cp, no discount, requires a Fog Vessel
Super-Weapon Systems are a massive drain on a ship's power plant. Even Fog ships which are combined are only able to use one Super-Weapon System at a time. Each type of Super-Weapon System is described below:

- Super-Gravitation Cannon – A gravity-effect beam cannon. The standard ultra-heavy system for Heavy Fog vessels. Two super-gravitation cannon beams can negate each other.
- Sniper System – A long-ranged, two shot particle beam cannon, capable of annihilating a ship's Klein field in one blow and then destroying it with the follow up. Less power-hungry and vulnerable than the super-graviton cannon. Comes with a free cyber-eyepatch for targeting.
- The Demonic Eye – A hyperband sensor system that ties gravimetric sensors, hyperspectral sonar arrays, and offboard dedicated sensor drones to create "total tactical awareness" of the region surrounding the ship. Perfect for hunting submarines.
- Energy Harpoon System – a huge, energised harpoon cannon that can be used to pull two ships together, anchoring them in place for destruction.
- Mirror Ring System – a spatial distortion system which deflects graviton beams; the only true defence against being struck by one (aside from dodging).
- Seehund Swarm & Control System – a two-dozen expendable mini-subs, each with two torpedos each. Useful for swarm tactics.
- Dock Ship Upgrade – Allows a flagship to use space-warping technology to recall a subordinate Mental Model's Union Core and 'print' their ship from nanomaterials on site, effectively recalling and redeploying them from their location. It requires the flagship to remain stationary, and needs huge stockpiles of both energy and spare nanomaterials, without which it is quite useless.

A Hidden Base – 600cp

This tropical island houses a secret facility with all the facilities of a modern shipyard: underground docks for submarines or other submersible craft to enter by, comfortable living quarters and rooms for planning operations, stockpiles of nanomaterials, an underground mine for extracting raw materials, and even a fantastic beach. While it seems idyllic, it is far from defenceless: concealed turrets, Klein field generators, missile tubes and more lie in wait for any attacker. Its defences can be overwhelmed eventually, however, so I wouldn't rely on them against a sophisticated foe. Expended consumables, like nanomaterials, resupply on a weekly basis. This island imports into a suitably remote position in a tropical ocean in each jump.



Drawbacks
You may take up to +900cp worth of drawbacks.

+0cp Anime/Manga/Blended Continuity
Select this option to toggle from the anime to the manga timeline. The manga continuity's storyline differs significantly after the first few chapters, with human traitors commanding Fog ships without Mental Models and significantly more infighting between both human and Fog groups, among other differences. Alternatively, this may result in a chaotic blend of continuities, where Japan deploys the Hakugei but doesn't assault Iwo Jima, or where the I-401 is hunted by both U-2501 and the Student Council ships.

+100cp Red Sky In The Morning
The progression of global climate change has played hell with the weather: expect cyclones and intense storms, massive swells and tornado-like waterspouts to appear frequently. Combat under these conditions effectively adds another side to the fight, and is sure to play havoc with your detection and aiming capabilities. Weather-control abilities are a temporary measure, at best.

+100 Brute Force
If the Fleet of Fog can be said to have a weakness, it is that their overwhelming firepower made developing their own tactics moot. Now that humanity has some weapons their equal, this weakness has persisted. You too have this flaw: your tactical genius (and that of your companions) degrades as your firepower advantage increases. For example, if your ship's firepower is upgraded, you may find that the *detailed* version of your tactics is "Move towards objective, fire guns at any targets" and even rudimentary tactics like an ambush or simple decoy will shock and catch you off guard, and sophisticated tactics will bamboozle and confuse you.

+100 Jobs for the Wrong People
You made the mistake of doing a job for the wrong people, and now an organisation with significant resources is out for your blood. Perhaps you rescued a governor's daughter from the Yakuza? Or someone got you caught up in a political play and now the Japanese Army is after you? Either way, they're not giving up.

+200cp Dimensional Interference
The Fog's graviton engines are susceptible to interference from unusual dimensional states - which is a weakness you now share and unfortunately cause.
Whenever you use blatantly reality-defying out-of-jump abilities like blasting someone with magic or lifting something impossibly large for your frame, that area will become dimensionally unstable, distorting time-space slightly. This zone of distortion can damage Fog graviton engines (including those of your own Fog ship, if you have one), but more importantly it also affects the source of your abilities, making it much more difficult for you to use out-of-jump powers again in the same area. Fortunately, I will give you the ability to sense these distorted areas…by getting a headache or nausea when you're near them.

+200cp Target Fixation
You suffer from the inability to grasp the bigger picture when focused on one thing. You will dedicate yourself to eliminating whatever stands in your way…to the ignorance of all else. The compulsion to ignore anything but your primary objective will undoubtedly be exploited by any opponents, and will certainly cause friction with your allies and companions as their needs fall by the wayside.

+200cp Degradation
The materials of your warships, vehicles, suits, and weapons degrade easily from the incredible power they have to channel in battle. You'll need to conduct serious repairs after nearly every encounter, with more powerful weapons – especially anything classed as a super-weapon – only able to be fired once before they need to be overhauled.

+300cp A Force To Be Reckoned With
An entire fleet of Fleet of Fog battleships are after you. They may not attack all at once, at first, but if they suffer losses they will escalate to multi-vessel or even entire-fleet engagements. They will steadily escalate their requisitioned weaponry, even calling in Fog ships from other fleets to assist them. Be warned: there are many advanced and dangerous weapons within the Fog's 'catalogue', many of which have never been seen or used on Earth before.

+300cp Traitor
One of your companions has sided with the enemy; providing them with a glimpse of your tactics, weapons and weaknesses. They will do everything in their power to ensure you go home before your ten years are up. Furthermore, they will dedicate themselves to educating and assisting a new generation of captains, politicians and Mental Models with the singular goal of your elimination.

+300cp Locked
Your weapon systems, and in fact any offensive tool or ability at your disposal, are locked for the duration of this jump. Your companions likewise will suffer this restriction. Can you survive with only the power of your heart?



10 Years Later…

Regardless of what changes you have wrought on the world (or that the world has wrought on you), you must make a decision:

Return to your place of origin, leaving this one behind.

Stay in this world forever more.

Continue the Chain. Retain all powers, gear and abilities. Drawbacks are lifted. If you were a Mental Model, you can grant your Union Core and any nanomaterials to one of your AIs to have them function as an embodied companion, or keep them as part of your body yourself.

Notes:
Version 2.0.2, By Myrmidont

Nanomaterials have the following benefits:

- Nanomaterials are far stronger and more flexible than any human material, so a Mental Model's body is exceptionally durable and capable of feats of speed, strength and agility far exceeding a baseline human.
- Nanomaterials have a physical mass themselves, which can change shape at will.
- Nanomaterials can generate and project energy with a short range in the form of Wave-Force Armor or "Klein Field", which is used as a force-field to defend and absorb incoming energy, which is stored in a buffer.
- This energy can be released offensively from buffer later in the form of crushing spheres of energy. The surface of the field itself can be projected as a blunt-force attack to bludgeon enemies or as a manipulator (batting back grenades, for example).
- The more nanomaterials are present, the stronger the physical armor they present, and the stronger the Wave-Force Armor they can project (the more incoming energy they can absorb and re-release before overloading). More nanomaterials present also increases the range and lethality of their offensive modes (a range large enough to surround a warship with plenty of space to spare).

They also have the following flaws:

- Nanomaterials (and the Wave-Force Armor they project) can only be controlled by a Union Core or similarly sophisticated AI system.
- While nanomaterials can change their texture, form and appearance, they cannot conceal their substance or transmute themselves into other materials. A nanomaterial apple *looks* and *feels* like an apple, but still smells and tastes like metal nanomachines, as those qualities are based on chemical composition. Similarly, enough nanomaterials could form into a life-support system to recycle air but cannot convert their own mass into oxygen.
- The energy buffer of a Wave-Force Armor can be overloaded if too many powerful attacks come in too fast.
- Mental Models in human form may not realise how sensitive or frail a human body really is. They may not realise that hot water should scald them, or that a room is painfully cold, for example.

When perks refer to 'your vessel', it applies to a vehicle you ride in or on, but doesn't apply to things you wear, or yourself unless you are a vehicle.

Jump danger rating: High.
There's a lot of high-powered weaponry being thrown around, though the lethality is somewhat mitigated by the available options (Mental Models being unlikely to be killed; squishy humans tending to either not be involved directly in the battles or aboard Fog vessels themselves).

Perks

- My Will Is Moving Me Forward supplements electrical power from your/your vehicles reactor or batteries with your willpower.
- This Is Our Carnival lasts as long as you want it to, but is reversible. So it can be a permanent combination.
- Design Child is the only background-exclusive perk; humans can buy mental model perks and vice versa.
- You can use the companion options to purchase appropriate canon companions – eg: shipless Hyuuga as a Co-processor, or Maki as a Design Child.

V2.0.1 – minor spelling corrections. Clarified buying canon companions. Changed the "A Human Unit" companion option. Clarified replenishing on nanomaterials at the Hidden Base.
V2.0.2 - Changed a little bit of wording in I Have Control. Companions get their background's perks and their background's free items, but not discounted items.