
機動戦士ガンダム
水星の魔女
Mobile Suit Gundam
THE WITCH FROM MERCURY

Mobile Suit Gundam: The Witch from Mercury Jumpchain

1.0 - Original Edition
Jumpchain Adaptation by EYouchen/MadaMada/Eli
Production by Bandai Namco

If you run, you gain one. But if you move forward, you gain two.

The year is 122 Ad Stella. Humanity has entered and settled space. This has been an effort led by powerful corporations, which have expanded their sphere of influence into what could be called a superpower. Twenty-one years ago, a pair of organizations known as the Vanadis Institute and Ochs Earth developed the GUND-format, a control system that created a direct interface between the brain and a Mobile Suit (a mecha), making performance skyrocket at the cost of causing injury or even potential death to the pilot. This was the basis of what made a Mobile Suit a Gundam[1]. The consequences of piloting a Gundam created massive backlash. This would culminate in the Mobile Suit Development Council banning the manufacture of Gundams and authorizing an attack on the Vanadis Institute, an effort championed by Delling Rembran, a high-ranking executive. The Gundam researchers were branded witches and massacred, and the GUND-Format was seemingly vanquished forevermore.

Today, the Benerit Group, a conglomerate of the most powerful Mobile Suit companies, practically reigns supreme over space. Delling Rembran has ascended to the rank of president. The Group is immensely rich and powerful, though much of that wealth and influence comes from taking advantage of the unfortunate. They run the Asticassia School of Technology, a prestigious institute of education that primarily concerns itself with instructing its students on piloting or engineering a Mobile Suit, or the business and administration surrounding these titanic machines. While things seem stable, in truth there is much unrest. The various corporations of the Benerit Group jockey for power, there's a lot of strife on Earth due to Spacian exploitation, and the victims of the past plot their vengeance.

Amidst all this, a girl from Mercury transfers into Asticassia along with her Mobile Suit, and causes ripples in her wake. Her name is Suletta Mercury, and her Mobile Suit is called Aerial. She'll be thrust into the epicenter of these rising tensions, and she'll have to keep on moving forward…

That's where you come in. You'll appear one week before Suletta arrives at Asticassia. These are for you:

+1000cp (Choice Points)

[1] Note that all Gundams are Mobile Suits, but not all Mobile Suits are Gundams.

Location

Where are you? Roll 1d6 to find out, or pay 100 points to choose.

1. **Asticassia School of Technology**
   The main setting for most of the show. It is located in a Front, a massive settlement built into a hollowed-out asteroid. To be specific, you can find it in Front Sector 73. The school is practically its own city, complete with its own air, hangars for Mobile Suits, enough housing for all students and faculty, a monorail, indoor forests, and more. Duels between Mobile Suit Pilots are a big deal here, as they are the go-to method for settling disputes. The top duelist (currently Guel Jeturk) is called the Holder, and there's a rule saying whoever holds the position will be betrothed to the president's daughter, Miorine…

   Students may start here for free.

2. **Plant Quetta**
   This colossal Benerit Group-owned factory is possibly the largest in space. It's important enough to warrant its own armed patrol fleet and garrison, and the space around it is heavily regulated. Many paths will cross here. There will be a meeting here between Delling Rembran and Prospera Mercury, the head of the Shin Sei Development Corporation (and Suletta's mother). Gund-Arm Inc, a student startup company specializing in medical technology will be heading here too. This place will soon erupt in sudden violence, as it will come under attack by the Earthian terrorist group known as Dawn of Fold. But there's more to it than it seems, and it's far from a simple Earthian-Spacian conflict…

   Members of the Benerit Group may start here for free.

3. **Dawn of Fold Encampment**
   Somewhere in the Japanese isles lies the base of Dawn of Fold, the aforementioned Earthian terrorist group. Though calling them *terrorists* is a Spacian opinion. Yes, it's undeniable that they carry out acts of violence and guerilla warfare against Benerit Group holdings and assets. But it's also undeniable that the Benerit Group occupies the Earth, waging proxy wars and unfairly taking advantage of the populace's resources and labor. Members of Dawn of Fold do their best to take care of their fellow Earthians. On Earth, they're seen as champions of the oppressed, and one of the few meaningful ways to stand up to Spacian oppression. If you're a Spacian, you should probably keep your place of origin under wraps…

   Insurgents may start here for free.

4. **Quinharbor City**
   Another location on Earth. This Middle Eastern city is a hotbed of strife. There are many demonstrations and protests here, which the Benerit Security Forces suppress with excessive force. This will soon escalate into an armed uprising, and a delegation from a joint Gund-Arm Inc/Jeturk Heavy Machinery alliance will arrive to negotiate in the name of peace. Despite good intentions on both sides, someone will act in poor faith in order to further their own agenda, ruining the peace talks in the process. The region will backslide into even more intense violence. Perhaps you could prevent this?

5. **Mercury**
   The homeworld of Suletta Mercury. It's never really shown to us in the series. Life is harsh on the first planet from the sun. The surface is scarred and pockmarked from being hit by meteors and comets, and the temperature is mercurial (ha) and extreme. The few colonies there economically sustain themselves through mining permet, the material that serves as the basis for almost all technology in this world. The population's mostly seen by outsiders as aging, backwards miners. The planet is home to the Shin Sei Development Corporation, and Suletta wants to establish a school here when she's older. You start on the Chao Meng-Fu mining base. And yes, the base belongs to the Benerit Group.

6. **Free Choice**
   Lucky you. Choose any of the above, or any location portrayed in the show.

Origins

Who are you? Pick one. Any of these can be chosen as a drop-in. Your age depends on the origin you pick. Your gender is what it was before, though you may pay 100 points to change it.

Student
You're a student at the Asticassia School of Technology. You've been set up with a dormitory and everything you'll need to fully apply yourself to absorbing the curriculum. The student body is divided into many houses, like in Hogwarts. You may choose to join any of these, save the three major houses that represent the largest Benerit corporations: Jeturk, Peil, and Grassley. We'll get to those later. Try not to neglect your studies.

Your age is from 16 to 18 years old.

Benerit
Someone with wealth and influence, or at least, someone close to those who hold them. You are a member of the Benerit group. More specifically, you're a member of one of the various companies that make up the conglomerate, again with the exception of the largest three: Jeturk, Peil, and Grassley. You're not necessarily a businessperson, as those corporations have a wide variety of jobs that need to be done, and you're the one doing them. Maybe you're even the leader of a small company.

Roll 18 + 3d8 for age.

Insurgent
The Benerit group has made many enemies in its near-supreme authority, and you're one of them. Your reasons may vary. You could be one of the many Earthians fed up with the effective occupation of the planet by greedy warmongers, a member of a rival organization to the Benerit Group, or a vengeful survivor of Vanadis. Maybe you're just a criminal. Whatever the case, you're not one to be content with the status quo. It's time to do something about it.

Your age is either 10 + 1d8 or 18 + 3d8.

Role

What's your job, Jumper? If you are a student, this will be the program you are majoring in. If you're not, you'll likely have a job where you carry out tasks related to what you've chosen. Pick one.

Piloting

Your job is piloting the giant robot. It's very cool. When steel titans march into the fires of battle, it is you who is at the helm. You are trained in controlling these giant robots, and using them as weapons of war. If you're a student at Asticassia, you'll be the best set to engage in duels. If you're not, there are still plenty of jobs that require piloting a Mobile Suit.

Mechanics

Behind every great pilot is their trusty mechanic. That's a fact of life. Where would they be if you weren't around to maintain, repair, and upgrade their Mobile Suits? You have a solid understanding of the inner workings of Mobile Suits, and Permet: the material that makes the world go round. Your expertise could even extend to other fields. Space travel, genetics, botany… or perhaps… you worked on GUND?

Business and Management

Corporations are the real movers and shakers of this world, and you're at the head of their operation. While you may not wield the awesome power of a Mobile Suit personally, you've learned to harness something even greater: wealth. You could attain enough power and influence to produce thousands of Mobile Suits, control Earth-Space affairs, and become the ruler of a modern Empire.

Branch Affiliation

Remember how we mentioned how we'd get to the three major corporations of the Benerit Group later? Well, now's your chance to be a member of one of them. These are the power players of the group; and they are responsible for building the bulk of Mobile Suits seen in-series. This section is available to all origins, and is optional. You may only choose **one** of these to be a part of; they're all mutually exclusive. Picking one grants you a discount on all mobile suits they've built.

Jeturk Heavy Machinery (100cp): Emphasis on *heavy*. Jeturk Heavy Machinery is the first of the major branches, focusing on bulky, armored Mobile Suits that specialize in brute force and close combat. They've been making strides in drones and AI as well. The current CEO is Vim Jeturk, a hardheaded, power-hungry man intent on bringing his company to the very forefront of Mobile Suit development. His elder son Guel's been the Holder at Asticassia for a while now. Combine the two, and it means that Jeturk's currently high up in the Benerit Group's hierarchy, though it's uncertain how long that'll last.

Peil Technologies (100cp): If Jeturk embodies force, Peil embodies finesse. Peil's Mobile Suits are quick and maneuverable, and take advantage of their mobility with fighting styles that emphasize long-range combat. The company has four co-CEOs who all have blonde buzz cuts and wear purple lipstick, and they're represented by the reserved Elan Ceres at Asticassia. The leadership's particularly cunning and unscrupulous, as they've been secretly developing their own Gundam, coupled with disposable enhanced humans for the sole purpose of piloting it. If your M.O is pragmatism, choose Peil.

Grassley Defense Systems (100cp): Grassley makes versatile, high-quality Mobile Suits across the board. The company's suits are balanced and well-rounded in battle, lacking the strengths and weaknesses of specialization. Their Mobile Suits excel in squadrons and formations, and the company produces the antidote, technology that specializes in disabling Gundams. Grassley is also notable for a program that takes in Earthian orphans and gives them a future in the company. Sarius Zenelli is the CEO of Grassley, and the company's house at Asticassia is led by his adoptive son, Shaddiq.

Perks

Each origin receives a 50% discount on their corresponding perks, with the 100 point perk being free for that origin. General perks are undiscounted to all.

General

OST (free): You have access to the entire soundtrack of Mobile Suit Gundam: the Witch from Mercury, as well as your own personal theme. This music comes not in the form of records. You can cause this music to play whenever you please, deciding its volume (to reasonable limits) and whether or not those around you can hear it. This perk may be toggled on and off, in case you'd like a break from the music.

To Launch A Thousand Mecha (100cp): You're gorgeous. It's a bit of an exaggeration to say that you're another Helen of Troy, but it's plain to see that you're easy on the eyes. Perhaps you've got a cool, detached beauty, or maybe you're the ideal of traditional masculine appeal. Whatever the case, you'll have no problem attracting admirers, and maybe you could find someone to love. Remember the show's not just a mecha anime; it's a romance anime too.

The Andes Combination (100cp): There's more to life than power games and Mobile Suit duels. Some people choose to get a hobby, and you can count yourself among their number. Maybe you're someone who spends a good portion of their time tending to plants in a greenhouse. Maybe you're good with animals from a lifetime of taking care of farm animals. Maybe you enjoy sketching picturesque vistas and grotesque scenes of decay in a notebook. Whatever your hobby is, you're good at it, and you enjoy it.

Lady Luck (100cp): In a duel, the result itself is the only truth. So, good luck is a good thing… and maybe it wouldn't be such a big deal if you fudged things to make sure "fortune" smiled on you. Maybe. And you're good at finding ways to do that - activating sprinkler systems to disable your foe's beam rifle, and so on. Of course, this would be shameful to one's pride and honor. But there's always more than just those at stake, isn't there?

Veteran (200cp): Mobile Suits may be the greatest weapons fielded in this day and age, but that doesn't mean fighting the old-fashioned way has disappeared. There's still a good amount of that, as you're a trained soldier. You're a skilled marksman with handheld firearms and it's likely you'll win any physical, hand-to-hand fight you get in. You're capable of things like shooting a mask off someone's face or knocking them out in a single punch. You're also a capable bodyguard, skilled at investigating people and areas, and evacuating your charge if things go south.

I Challenge You (200cp): At Asticassia, a lot of things are decided by duels between Mobile Suit Pilots. Each duelist makes a demand to their opponent, which will be met if they win. These duels are generally a deal, given that these demands can be a lot of things - money, ownership of someone else's giant robot, expulsion from the school, and in one case, a specific someone's hand in marriage. People are far

more likely to accept any challenge you make, and you can take these dueling customs to other worlds. You and your foe will both have to offer up a stake and honor it if you're defeated, but you can make nearly any demand of your foe.

Not the Best Way (200cp): Sometimes, something that'll hurt the people you love is what's best in them in the long run. Sometimes, you have to sacrifice your happiness, and theirs, in order to do the right thing for both of you. And sometimes, this can lead to a permanent rift. However, this just doesn't seem to happen with you. It'll still hurt if you push away your loved ones for their own benefit. But eventually, they'll see what you were trying to do, and you'll reconcile, slashing your tears away.

The Blessing (800cp): *"Humanity was born in the cradle of Earth. Our bodies are far too fragile for us to venture into space. Just as an infant has to put on clothes, humanity must don the GUND to truly go out into space."*

Those were the words of Dr. Cardo Nabo, the inventor of the GUND-format and head researcher of the Vanadis Institute before her assassination. But her murder wasn't enough to stamp out the research… You died, Jumper. Or at least, your physical body did. Yet, you live on in other ways, and you've come back better than before. Before your "death," your consciousness and biometric data were absorbed into the Data Storm, the neural linking phenomena associated with Gundams. This means you no longer have to worry about the GUND-Format harming you. It just doesn't. You've transcended the weakness of your flesh, forsaking your mortal corpse for something purer. You are no longer human, not entirely. Your consciousness has become digitized, the closest thing to a truly sapient AI in this world. You're no longer human, as your mind now inhabits a Mobile Suit. You're not the pilot of a Gundam - you *are* the Gundam. The ultimate expression of the GUND-FORMAT. You may choose to let someone pilot you… but at Permet Score 8, activatable at will, you can move under your own power. As such, you may choose any *one* Mobile Suit from the Mobile Suit (with the exception of the Aerial Rebuild) to be your new body for free, but it has to be a Gundam. This becomes an alt-form post-jump.

Student

Uniform "Standards" (100cp): Asticassia sure is lax on the dress code for a school that has its students wear uniforms. Pretty much every major character dresses in a way that sets them apart, which kind of defeats the purpose of a uniform. These loose standards apply to you, too, whenever you're part of a group that dresses in uniforms. You're still not allowed to ditch the garb, but you could feasibly wear the jacket like a cape, add a cravat or tights, or lower the neckline.

Pom Pom Head (100cp): Chuatury "Chuchu" Panlunch is a girl with an astonishing skill. She's got quite the hairstyle, with a pair of buns each bigger than her head. Yet she somehow manages to effortlessly fit all of it into a piloting helmet and the flight cap under. Whatever this sorcery is, you're capable of it too. No matter how much hair you have on your head, you'll always be able to compress it into any headgear you wear, no problem. Additionally, your hair is *fabulous*.

Top Grades (200cp): Don't forget that Asticassia is a *school*, and that you're here to *learn*. You've got a sharp mind and the top-notch study skills to make something of it. Time management, note taking, research, test preparation… with some effort, you could be the top student in your department, or even have the best marks in the entire school. Your memory's excellent, if not perfect, and you simply pick up and understand new concepts faster than the majority of people.

To Earth (200cp): There's a couple of rich (read: Spacian) kids in the show who run away from their parents, or at least wish to. They end up on Earth, which isn't such a nice place. You could pull that off, as you know how to take care of yourself. Firstly, you know how to cover your tracks to avoid being found, and you've got some skill in finding places to camp out, plus a little theoretical knowhow on surviving in the wild. You even have enough experience in spacecraft maintenance to get an entry-level job in it.

Move Forward (400cp): Suletta can be shy, nervous, and jumpy, but it's plain to all that she's a sincerely kind person who tries her best to keep on moving forward, even when she wants to run off. You've got these traits, too, and it draws friends and admirers towards you, even those who don't like you at first. What's more is that your presence and actions have a way of stirring something in their hearts, inspiring them to be better. You're a good influence on people, bringing out the best in them. Perhaps someone could cast aside their pride and ego for your sake, learn to be less discriminatory, or even recover their lost memories, remembering that they were once loved. Together, you'll move forwards into the future.

Misery Creates Character (400cp): There's a certain corporate heir who'll really fall from grace in the events to come. He always manages to get back up afterwards, and he becomes better for it. You could say… someone taught him to move forward. Suffering creates hardship, and hardship creates strength. Whenever you're thrust into situations where you experience pain, shame, loss, and humiliation, you'll surprise yourself by rising to the occasion. The more you suffer, the more you'll see yourself grow. You'll find yourself becoming a stronger, kinder person for it, and opportunities to get back on your feet will present themselves. Maybe you'll be allowed to retake that exam you failed, or get a chance to earn freedom from your captors by doing your best to save someone's life.

Enhanced (600cp): You're the closest thing this timeline has to a Newtype, though it'd be more accurate to compare you to a Cyber-Newtype due to your artificial nature. Your body has been modified by the biotechnological procedures of Dr. Belmeria Winston and Peil Technologies, making you a person with a physiology tailor-made to pilot Gundams. You have been implanted with an artificial central nervous system for the sole purpose of interfacing with the Data Storm phenomenon of the Gund-Format. Simply put, you can weather the negative effects of piloting a Gundam far longer and better than a normal human could. Gundam performance is measured in stages known as Permet Scores - the higher the score, the better the suit performs, and the more likely piloting the suit will harm, cripple, or even kill you. You can sustain the lower scores without issue, and even score 4 will only tire you moderately. You could even get to Permet Scores that'd assuredly be lethal to the unaugmented and live to tell the tale! Just don't push it too far. Even you can succumb to the Curse of the Gundam.

In future jumps, you will be extremely compatible with neural interface technology and resistant to its deleterious effects; such as synchronization in Evangelion, the Drift in Pacific Rim, and Cyberware in Cyberpunk 2077. This perk may optionally give you the voice and appearance of Elan Ceres.

Benerit

“Exactly. Go Bankrupt.” (100cp): Looking out for number one frequently means throwing someone else under the bus. You’ll have to make some hard, morally questionable decisions to enact your will and rise to the top. Fortunately, those decisions are never hard for you. You feel no remorse when you do such things, and pesky things like your conscience will never impede you from making the most profitable decision. Of course, this perk is toggleable if you actually like that conscience.

An Audience (100cp): A lot of things in your line of work involve attending meetings. They’re quite common, and they help forge connections. Those are important. You’re skilled at arranging your timetable to include these meetings and make sure that you use your time as efficiently as possible. You’ve also learned how to get your foot in the metaphorical door, meaning that you’ll be able to speak on equal terms with those who would consider themselves superior and balk at meeting with you.

Peil Pusillanimity (200cp): Some of the bigger companies in the group are unscrupulous, and may or may not be ignoring agreements like the ban on the GUND-Format. And somehow, they manage to get away with it. That’s what Peil Technologies does, and now you too can somehow admit to violating the agreed-on equivalent of a weapons convention and dodge all the blame and consequences, as long as you find a scapegoat and “promise” not to do it again. In addition to this, should you decide to betray a faction you’re working with for your own gain, you’ll be accepted with open arms by their enemies.

A Favor (200cp): You might not have the influence you need to get what you want in the group. In that case, you need allies. Unfortunately, Benerit office politics are a den of vipers. So you might have to convince someone into helping you out. You’re skilled in gathering info on what your contemporaries are doing. You’ll have the best corporate intelligence, and this extends to blackmailing your rivals into doing what you want as well as making sure they keep quiet about it after. If someone in the group’s planning on making a move soon, chances are you’ll be the first to know.

A Magic Charm (400cp): Presentation. It’s what makes you super. You’re a truly excellent orator, whether you’re making a speech at a public hearing or speaking with someone one-on-one. You’ve got a smooth charm that allows you to easily bring around people to your side, and a killer poker face. Communication is an attempt by the speaker to get the listener to act in a way that benefits them. Regardless of if you buy into this statement, manipulation on a personal level is an old hat to you. The longer you’ve spent time by someone’s side, the more sway you’ll have over them. You could use this for a lot of things good and evil - perhaps you could talk a proud heiress into forsaking her ego for the one she loves, or convince someone to stain their hands in blood.

War Partitioning (400cp): Humanity’s sure left Earth behind, hmm? Just look at the state of Earth. It’s constantly embroiled in proxy wars egged on by most of the group, there’s massive economic disparity between Earth and Space, and security forces use giant robots to silence protestors with signs. All for the sake of filling the Benerit Group’s coffers. Creating such systems optimized for profit is a topic well-understood by you, and setting them up and keeping them going isn’t as hard as it should be. Of

course, there'll be people disenfranchised by your actions who'll oppose you… but they don't matter, do they? You'll still have to pay them some attention, though. For that, you can set up disproportionate, heavy-handed measures of retaliation for the smallest of things and justify them to the public, too. No need to worry.

The President, The King (600cp): Delling Rembran holds absolute authority over the Benerit Group. He's officially the President, but he's in charge of a lot of other things too. Besides the Benerit Group, he supervises Cathedra, the Mobile Suit Auditing organization, which means he also controls its special forces arm, Dominicus. *And* he's the chairman of Asticassia. In practice, it wouldn't be inaccurate to call him a king. But he didn't start out that way. Once, he was simply a manager at Grassley Defense Systems, but he worked his way up the lofty position he is in now.

Like him, you are good at seizing the reins of power in any organization you are part of. Once you get in a position of leadership, you'll find ways of increasing your influence even further, giving yourself power and removing checks and balances until you reign supreme. The more ruthless, forward, and brazen you are about this process, the smoother it will be. For example, shutting down research of a certain technology might move you forwards… but if you sealed the deal by sending a team of soldiers to execute the researchers and destroy the facility… well, you'll find that the unprecedented power you seized to enact that plan will remain with you. You are not merely the president. You are the *monarch*.

Insurgent

Official Refugee (100cp): Earthians have it rough. They live in squalor and in a world full of manufactured conflict. They, and likely you as well, live in the equivalent of a war zone in a developing nation. You won't have everything you need. Poverty is the norm, so scavenging and frugality are a fact of life for you. If you don't have enough food to fill your stomach, you'll make do with what you have and think of ways that people from a more developed background wouldn't even consider in order to survive.

Work or Resist (100cp): If you want things to be better, you'll need to do something about it. Activism is the way to go, and for that purpose, you've learned how to organize collective action. In other words, you're good at protesting, and organizing various ways to protest, such as marches, demonstrations, boycotts, and so on. Of course, the responses to these protests are often severe reprisals, so you've also got a bit of experience in evading the authorities.

As a Doctor (200cp): As a doctor, your job is to take care of people. And you're a doctor. You've been through medical school for long enough to know a lot about saving lives the old-fashioned way, being well acquainted with various injuries and illnesses, and how they can be treated, or better yet, cured. You're especially good as a trauma doctor. But your expertise doesn't stop there. You've looked after those around you for so long that you've learned how to effectively run a refugee camp. You can set up housing, sanitation, hospitals, rationing, schools, and more. You look after your own.

Tanks and Technicals (200cp): The Mobile Suit stands at the forefront of warfare, but that doesn't mean other military vehicles have been forgotten. In fact, they're commonly fielded by groups such as Dawn of Fold in their struggle against the Benerit Group. Maybe you were part of a military, because you're trained in operating all sorts of these vehicles and their weapons. You could drive a tank just as well as you could aim and fire its main gun or the mounted rockets on a humvee. You're so well-versed in this field that you can even pilot a wide variety of aircraft, be they small craft or heavy cargo planes.

Tradecraft (400cp): You're a spy. You're no James Bond or Black Widow, but then again, most spies aren't exactly the kind of people you'd find in action movies or superhero comics. No, you specialize in human intelligence, HUMINT. Not how smart people are, but learning secrets through meeting people. Conducting surveillance on people and detecting when it's being done to you, indirect contact through dead drops and other techniques, handling agents, codes, and forging legends (cover identities) are all things you're trained in. That, and lying. Going undercover to infiltrate an organization is a snap for you, whether you're pretending to be a smuggler to sneak into the Benerit Group or a student at Asticassia.

Copy That (400cp): When your group engages the enemy, you're the one in charge. You're a capable leader, able to command respect, awe, and a little fear from your subordinates with ease. You're both willful and authoritative, and even unruly, combat-crazed subordinates will fall in line with you around. What's more is that you've got the sound tactical mind needed to lead your team to victory, with a solid grasp of military tactics on the ground and in space. You're good enough at improvising to quickly adapt

to a changing situation, too, but this works best if you're able to maintain a clear line of communication with your subordinates.

The Prince (600cp): Once, there was a man. He was a diplomat, a statesman, a philosopher and a political advisor. But he was most famous for being an author, and to this day, mentioning the book or his name will elicit connotations of schemes, underhandedness, and treachery. If you haven't guessed it yet, his name was Niccolo Machiavelli, and the book he wrote was *The Prince*. Maybe you've read that book. It's not as unsavory as you'd think. Maybe not. Nevertheless, you live up to its reputation.

Or at least you *would*, if you were dumb enough to get caught and earn that reputation. You're a schemer of the highest order. You can plot and scheme like few others, and you're very good at covering your tracks. You could deal extensively with extremist groups, all while posing seamlessly as an upstanding member of the group you're secretly working to undermine. Cultivating your public image is easy for you, but your true forte is, again, making plans to further your agenda. Understanding the desires of those around you and twisting them to further your own interests is second nature. Plotting assassinations and throwing your co-conspirators under the bus? Arranging things so that the people responsible for the attack you masterminded "somehow" wind up as new members of the group that's their next target? Making sure it stays a secret? You're the one to do it. It suffices to say you'd make an excellent puppetmaster.

Piloting

Basic Piloting (100cp): I mean, that's your job. You pilot the giant robot, and you can do it without crashing. You're nowhere near as bad as Miorine. If you weren't passable at this, you'd probably be fired. So yeah, you know how to move and fight passably well in most Mobile Suits. You could easily clear a minefield with a Demi Trainer. That's one of the exams at Asticassia. You've got decent odds of coming out victorious in a duel against the average piloting student, and an even chance against a security force pilot.

Manual Mode (200cp): Everything here runs on Permet, the fancy information-sharing material that's shaped the face of the technological world. Mobile Suits are no exception, as most pilots use something called a Permet Link to get the suit moving, and communications are also facilitated using the material. You, however, can control your suit even without Permet. It'll be much harder to do, but it could save your life if you're suddenly deprived of the crutch that so many pilots rely on. You can also adapt quickly if your Mobile Suit is hindered or disabled in other ways, such as its thrusters going out of control or having its limbs blasted off in battle.

Thrill of the Fight (400cp): Picture this. Your fight's right down to the wire. It's the ninth inning, the final stretch. You've been pushed to your physical limits, been forced to activate the GUND-Format. You're about to pass out. Your heart's jackhammering like it might explode any second now. You've got a splitting headache, you're suffocating, and your lunch has made its exit from your digestive system. You can feel yourself dying from the extreme strain the Gundam puts on your body. But despite that, it is here and nowhere else that you feel truly *alive*. The more you exert yourself when piloting, the more your skill grows. Fighting normally won't do anything, but if you're injured or you force yourself to activate a dangerously high Permet Score, you'll be at your best, achieving the fabled flow state. You'll be in the zone.

Metal Angel (600cp): You're safe! And strong! Reliable, and cool! You can fly… and dance! There are skilled pilots, and then there's you. You're beyond them. You've got the piloting skills to be equalled by only one other in this timeline - Suletta Mercury herself. You know, the girl who flawlessly carried out rescue missions in a giant mech on the surface of a hostile planet at age eleven. Your reflexes and awareness are as sharp as humanly possible, bordering on precognition and reminiscent of the Newtypes of another world. Mobile Suits are but an extension of yourself, with or without the GUND-Format in play. You wield your suit's weaponry with surgical precision, and you've got a knack for taking advantage of surrounding terrain, staying maneuverable and attacking from unexpected angles. Taking down five or six Mobile Suits without breaking a sweat is well within your limits, and your multitasking is amazing as well. You easily could direct a swarm of combat drones in battle while crossing beam sabers with your opponent. Pulling every last bit of power and performance (and then some) out of your suit is what you do, and with it, you shall blaze a path through the stars.

Mechanics

Maintenance 101 (100cp): You're a mechanic, and a damn good one. It is only because of you that Mobile Suits can operate. The way they are manufactured and repaired is something you've long since memorized, not to mention the many things that work in synergy to make such a machine function. You can create ad-hoc modifications like flight units in record time, and with time and practice, you could even design and build your own Mobile Suit (but not a Gundam).

Continued Research (200cp): You've got the know-how to create the revolutionary new technology that's surely going to change things for the better, and you've got a good team behind you. There's just one little problem: you're broke. With this, though, there will almost always be a way for getting the funds you need for your work. You'll have no shortage of parties willing to provide you with grants or invest in your research. Promising research means promising results. Keep in mind, though, that these parties have their own goals, and they might want you to develop technology that can be used for their benefit, like turning medical technology to military applications.

Information Sharing (400cp): Permet, the material that seems to make the world go round. Pieces of Permet are innately capable of instantly transmitting data between themselves over vast distances, all without any error. The sheer versatility of this material has made it ubiquitous in manmade items. You have a wide understanding of the material, and can effectively integrate it into any modern technology. Clothes that can be programmed to change colors? Immediate communication over interstellar distances? Remotely controlled monorails, supercomputers, drones of all shapes and sizes, ID codes… Permet makes things go so much smoother. You're also familiar with the methods used to mine for the material, and where in space you might find plentiful deposits of it. The data must flow.

GUND (600cp): Witch. That's the word for your ilk, the brave and courageous few who dared to explore the potential of a direct connection between man and machine. The GUND-Format. You have a complete understanding of it, and can create GUND-Format Technology with little to no issue. You're capable of making a Gundam, which outclasses other Mobile Suits in every way imaginable. It's faster, stronger, and responds to the pilot like a part of their own body, but not without cost. In the end, the pilot must bear the burden of its curse, risking extreme, irreparable and often fatal neurological damage. Originally, the GUND-Format was never meant to be a curse, nor was it meant to be integrated into mobile suits and military technology. It was supposed to be medical technology, to serve as cybernetics to help people survive the harsh environment of space. You are now learned in the ways of applying the GUND-Format for both of these purposes. The creation of weapons of war, the most powerful and destructive Mobile Suits to ever exist, is within your capability, as is the creation of life-saving technology that could be the salvation of thousands. In addition to this, you are an accomplished genetic engineer. Creating a genetically-modified organism - say, a tomato - is child's play to you. You could even hide a secret message within its nitrogenous bases, or create healthy human clones. With this knowledge, achieving great things is very possible. Perhaps you could even combine these sciences for a higher purpose, to create a Mobile Suit that saves lives…

Business and Management

Money Money Money (100cp): Not every business is a corporation. There are sole proprietorships, partnerships, and co-ops, and more as well. That's a pretty basic thing to know, and know it you do. You have a solid understanding of businesses and other profitable ventures such as investment, and have the entrepreneurship to feasibly start your own company and keep it afloat. Lastly, you can budget well and know how to get the most bang for your buck when it comes to spending.

Borrowed Credibility (200cp): A good, proven reputation and track record go a long way in the corporate sphere. Nobody has that at the start, though, so it's important to build your brand name. Methods of doing just that come easily to you. One of the best ways to do that is to secure the endorsement of a major faction, and as such, you know how to catch the interest of those in high positions of power. Sometimes, though, you'll have to cast aside your pride to do so. Fortunately, you don't have issues with an inflated ego, and can go about your work with humility.

The Boss (400cp): That's you. You've got the air of a natural leader, and the force of personality and delegation skills to back it up. People instinctively respect and revere you, though this doesn't extend to those who you've antagonized. This respect and awe *might* let you pull certain things that people wouldn't let slide if it were someone else. As a very nonspecific example, you could essentially draft a bunch of your peers into your new company without telling them, and it'll probably go over pretty smoothly. You're exceptional in the management part of your job, too. You're very good at planning and organizing the resources and personnel you have at your disposal to their best effect, and inspiring loyalty in your employees. All these managerial skills have made you quite the negotiator.

A Rich Man's World (600cp): You've got the potential to become the one of greatest industrialists of this timeline, Jumper, the sort of person who can take a student startup and make it a major player in the business world and beyond within the span of three short years. In other words, perhaps you, one day, might rival Miorine Rembran in the heights she might rise to. You're a financial genius, capable of things such as predicting exactly what the markets will want in the foreseeable future and entrenching yourself in that field just as demand starts. You're generally almost always able to puzzle out how you can best move forwards to accomplish your own goals in a manner, likely profiting greatly in the process. Your affinity with the power games these corporations play is just as good. Their politics are something you know as well, if not better than the back of your hand, and you'd make an excellent CEO, and potentially ruler. After all, the Benerit Group is so powerful and expansive that it's effectively its own government in some areas. You could take control of a company and see it rise to the very peak of corporate wealth and power, and then use that influence to shape the world to your ideals.

Items

Each origin receives a 50% discount on their corresponding items, with the 100-point item being free for that origin. General items are undiscounted to all.

General

Mobile Suit Gundam: The Witch from Mercury (free): You get the anime in whatever format you like. You also get all the Gunpla, the Vanadis Heart manga, the light novel written by Yuya Takashima, the Cradle Planet novel as well as its live reading, and an infinite supply of corn chips. What brand are the corn chips? Aerial, and yours are the special collaboration chips born from the twitter meme. When the jump ends, you will receive a version of the anime portraying your time here.

Haro (free): It wouldn't be a Gundam show if we didn't have one of these little guys, would it? You have your very own Haro, a circular droid used in day-to-day affairs. It has a basic artificial intelligence that's far from sentient, but it can assist in various tasks like speech, recording, recognition, and is capable of connecting to various modular drone frames for further purposes.

Vocational Reading (free): You get two books, free of charge. The first is the last play William Shakespeare wrote on his own, *the Tempest*. The second is the manifesto of the 19th-century German philosopher Arthur Schopenhauer, *The World as Will and Representation*. If you've got the time, read them. Especially *The Tempest*. It's kind of relevant to what's going to happen.

Flight Suit (free): If you want to get in a Mobile Suit, this is what you wear. It's got a fair amount of pockets, and its pressurization can keep you alive in space for a time. Your flight suit's the same as any you'd find here, save for one thing. It's self-cleaning and self-repairing. If it's dirtied up or damaged in any way, it'll somehow fix itself.

Digital Equipment (free): It's no surprise that handheld computers are more prevalent than ever before in this world. Cell phones, laptops, and tablets are ubiquitous nowadays. So you get one of each, the same models that you'd find in the hands of an Asticassia student or a Benerit Employee. Yours are special. They never run out of power, always have an internet connection, and have infinite RAM and storage.

Paint (100cp): You've got all sorts of paint in various colors. It mostly comes as spray paint, so you've got pneumatic sprayers, too. You even have that slow-acting masking spray that those two girls used to sabotage Suletta and Chuchu in the Mobile Suit Examination. Don't go wild with it. If you get any on you or your clothes, the stains will disappear in a little while.

Keychains (100cp): This cute pair of matching keychains look unassuming at first glance. There's a red one and a blue one, and if you give one of them to someone you care for they'll appreciate it. But there's

something special about it. There's Permet in them. Maybe that has to do with the fact that they're loaded with enough hardware and storage space to contain an AI, even a sentient one. They're empty right now, though…

Firearm (200cp): This is exactly what you think it is. You have a gun. Two of them, actually. A pistol and an assault rifle, things you'd see wielded by Benerit Security Forces or Dawn of Fold. They're well made, accurate, and have a good rate of fire. Handle with care, and remember to practice gun safety. These are weapons, after all. You've got a stock of ammunition in the warehouse that replenishes daily. Put the "gun" in Gundam.

Prosthetics (200cp): This is GUND-Format medical tech, the products the Vanadis Institute was researching before their sponsors made them adapt it for military purposes. You have an array of cybernetic parts - arms, legs, internal organs, and more. They all work perfectly and the bodies of those receiving them will accept the parts with no issue. You receive a new shipment every week. You may start with them already installed on your body, but this is not recommended.

Permet (200cp): The space rock with the "unique information-sharing properties" that does everything. It's found in space, and because of that, it's one of the foremost reasons behind Spacian economic dominance. You have somehow come across a Permet mine of your own. It can be a warehouse attachment or floating out there somewhere in the void. Whatever the case, it will never run dry, and comes with all the automated equipment you need to mine it as well.

Illustrious Name (200/300cp, free with Jumper Inc.): Family is seen almost universally as one of the most important things in life, and yours especially. You're an immediate family member of the leadership of one of the larger Benerit companies. You're pretty much space nobility now. You'll be related to a company that's just a little smaller than the three branches by default, and your family will be able to provide you with excellent gear, Mobile Suits, and connections. You've got privilege and political pull, all because of your last name. If you're affiliated with one of the Three Branches, you can choose their leadership as your family - perhaps you're one of the Jeturks or the Zenellis? For Peil, you'd simply have the same job as the real Elan Ceres. You'll have to pay an extra 100 points to choose the Rembrans.

Interplanetary Laser Transmission System (600cp): This is your very own Death Star, or the closest thing to it in this timeline. It's unable to destroy a planet with its gigantic laser beams, but it's powerful enough to destroy a front (one of the space colonies built into asteroids) in a blast or two. It resembles a satellite and the satellite cannon fielded by Gundam X in another timeline… only this one needs no moon. It also fires much slower, but you win some, you lose some. The system itself looks like a satellite, too, but in reality it is built into a front of its own, originally meant to be part of its power structure. Nonetheless, it is a weapon of mass destruction. You could probably smoke Asticassia or Plant Quetta in a single shot, or raze an entire city to the ground with this thing (please don't). With this, you are become death, destroyer of worlds.

Student

Uniform (100): You'll need to wear this to follow the dress code. The school uniform at Asticassia consists of a long-sleeved jacket and knee-length shorts, in teal. There's a little red tie, too. The uniform's got Permet in it, allowing you to change its colors using a cell phone. You're not allowed to do that unless you're the holder, though. If you are, it'll be white and gold instead.

Sanctuary (200): This is your very own greenhouse, virtually identical to the one Miorine has. There's enough space for all sorts of plants, and you could grow enough fruit and vegetables to fill a large refrigerator to the brim and still have some left over. The soil's incredibly fertile, and it comes with all the gardening supplies and materials you need. People are quite respectful of your space here, and they'll generally speak to you from outside instead of intruding on your garden haven, unless they're particularly bullheaded. You have a lot of tomatoes, especially the GMO tomatoes Miorine grows.

Student Dorm (400): You'd ordinarily have a place to stay on campus, but now you own it. I hope you've brought friends, because it's meant to house way more people than just one. Your dormitory is around the same size as the one inhabited by Earth House, with hangars for Mobile Suits, a workshop, a kitchen, and even stables for any animals you've decided to bring along with you. And of course, it has the space to house about ten people. The dormitory can become a warehouse attachment or appear in a location of your choice post-jump. If you are going to a place of learning, it will automatically be part of that school, and it'll be where you can stay.

Asticassia (600): You own the school, Jumper. Or at least, it's yours in name. Perhaps you've got a copy of it. Whatever the case, the school is yours, and it's more like a space colony. It's got all the infrastructure to be its own front in Space, with the room and facilities to house hundreds of Mobile Suits and thousands of people, and all the supplies to keep them in health and comfort. The campus itself is the size of the largest universities back on Earth in the past, and it has an even larger arboretum. There's a holographic wall lining the inside that can simulate all sorts of environments, from the skies of Earth to the surface of the moon. The school is where the next generation of the Benerit Group receives its education, and now, you are in charge of the school itself, or maybe a rival institution. The students and faculty know their stuff, and while they won't follow you from Jump to Jump, you'll find that the school is well-staffed and attracts many applicants each year. Finally, the school has a fleet of hundreds of Demi Trainer Mobile Suits and an arena for Mobile Suit duels.

Benerit

The Mask (100): Need a way to disguise yourself? Want to be the resident Char Clone? This is just the thing for you, then. This mask, of a design of your choosing, covers the upper part of your face. It looks cool, and does a solid job of obscuring your identity. It's tough enough to save your life. If someone shot you in the face while you were wearing this, you'd be alive and uninjured besides a nasty bruise.

Nest Egg (200cp): You've got a huge amount of money stashed away in a secret, offshore account; enough to start your own company. How much? 240 billion. None of it will be audited, and it's completely tax-free. It attracts a hefty amount of interest, too. 10% per year. If you plan it well, you could see yourself using this wealth to beget more wealth. You will receive another 240 billion for every jump after this.

Private Ship (400): The upper echelons of the space-industrial corporate sphere often make interplanetary business trips, flying across huge stretches of space to whatever meeting or conference they'll have to attend next. You've got the perfect ship for that. It doesn't go faster than light, but it can shuttle you between fronts or from Mercury to Earth in a day or two. It's quite large and spacious too, with a bridge able to fit a crew of twelve and room to deploy two Mobile Suits.

Jumper Inc. (600): Name not final, unless you want it to be. You're in the big leagues now, Jumper. You are the CEO and owner of your very own company, with Benerit Group membership. It's one of the top earners, too, and could very much be considered a fourth branch to match Jeturk, Peil, and Grassley. If you took affiliation with one of those branches, you can choose to be the head of it. Your corporation has made a name for itself in Mobile Suit development, and has several reliable models able to stand up to the hardware fielded by the big three, and one particular suit that's among the strongest of legal Mobile Suits, akin to Jeturk's Darilbalde or Grassley's Michaelis. However, it hasn't manufactured any Gundams. *Yet*. It very well could, if given the schematics. The power and influence your corporation affords you makes you the modern equivalent of the head of a noble house, and your corporate security forces amount to a small army. You've got more than ten thousand employees, and there's a student house to represent you at Asticassia. Your industrial capabilities are tremendous, with a vast supply chain of raw materials and permet, as well as the production facilities to churn out suits en masse.

Insurgent

Sketchbook (100): Taking after a certain member of Dawn of Fold, I see. You've got a sketchbook, and some art supplies. Mostly a pencil and an eraser. Curiously, the eraser never seems to ground itself down, the pencil doesn't seem to break or dull, and the notebook will always have a fresh page ready for new art. Drawing in this sketchbook will always be a soothing activity for you, and others will understand you better if they read it.

Identification (200): False identification. You've got an ID that describes you as having a mundane job, positioned so that you can get closer to whatever group you oppose and hit them where it hurts. Perhaps you're in charge of a cargo ship, a worker in one of the Benerit companies, or a student at Asticassia in your cover identity. This ID encompasses a lot, with fake records such as birth certificates, diplomas, workplace qualifications, and everything else you'd need to slip by security services looking into you.

Armored Convoy (400): These aren't Mobile Suits, but they still pack quite the punch. You've got a large group of combat vehicles; jeeps, humvees, armored personnel carriers, and even the odd battle tank. There's a garage large enough to fit them, with the tools and spare parts necessary for maintenance, as well as the fuel and ammunition needed for combat. If any of these vehicles are lost or destroyed, you'll get them back in mint condition in a month's time. They're not really a match for a Mobile Suit in a head-on fight, which is why you've got a lot of them. Perhaps you could still defeat a Mobile Suit with skill and cunning, though…

Dawn of Jumper (600): You're not just any no-name rebel anymore. No, you're at the head of things, though it's a well-kept secret. It wouldn't do to put a target on your back, after all. You are the leader of a resistance organization similar to Dawn of Fold, or perhaps Dawn of Fold itself. While this group is nowhere near as well-equipped as the Benerit Garrison Forces, they make up for it with tenacity and grit, specializing in guerilla warfare. You've got a small cadre of pilots and soldiers willing to fight for your cause. They're all undyingly loyal to you, and each and every one of them would sooner jump in front of enemy fire than see your cause die. Most of them are decent to average pilots with bargain bin Mobile Suits, but there are two truly skilled pilots who fly Gundams and another skilled pilot who acts as your second-in-command. Lastly, you have a well-hidden base somewhere on Earth, stocked with enough supplies to wage a war for a long time, and it can double as a refugee camp if needed.

Mobile Suits

Giant robots. They're likely the reason why you're here. Let's get to it. Suits and features manufactured by a specific company are discounted to those affiliated to that company, with 100-point suits being free. All Mobile Suits will come with a hangar for storage, and a replenishing supply of ammunition and any parts you'll need to make repairs. If a suit is a Gundam, it will have the word in its name. All ordinarily unique suits are a perfect copy of the original. Except the Calibarn. You can have the original Calibarn if you want.

You get a **+200cp stipend** for this section only.

Import (free): Do you already own a Mobile Suit or another mecha, one that's been tried, tested, and proven in battle? An old war machine that you'd like to see fighting once again, perhaps upgraded with the technology from this world? Feel free to import a suit.

Custom Suit (free): Don't like any of the below options? Perhaps you'd like to design your own Mobile Suit from scratch. Power to you, then. Skip the sections for Undiscounted, Jeturk, Peil, and Grassley Mobile Suits. Those options are unavailable to you. Proceed directly to the Customization section. By taking this, you gain an additional **+300cp** there.

Undiscounted

Demi Suit (free/100/200cp): The humble Demi Trainer is a model piloted by every Asticassia piloting student. Regardless of if you are a piloting student or not, you get a Demi Trainer for free. Its specs are nothing special, but the controls are very intuitive and it's an easy, forgiving suit to control. The perfect suit to get started with. It is typically armed with a shield, a saber stick and rifle, and a beam gun. It also utilizes the Daedalus system, which makes the hands modular and able to be swapped out for specialized tools. Still, it is *far* from a suit capable of standing in true warfare.

For **100cp**, you get a choice between the Demi Garrison commonly used in Front Security Operations or the custom Demi Trainer used by Chuatury "Chuchu" Panlunch. Both are reliable models with low upkeep cost, and much more heavily armed. The Demi Garrison has more powerful and numerous beam weaponry, a beam saber, and can even be armed with rockets. The custom Demi is suited for long-range hit-and-run attacks, with a long-ranged rifle and a system that allows it to almost hover on the ground.

For **200cp**, you get Burion's newest model instead, the Demi Barding. It's a prototype right now. It's even faster than the custom Demi, and has a detachable flight unit attached to the back. It's got a lot of beam weaponry too. Besides its beam rifle, it has a saber and multiple vulcans built into the shoulder and arms. You can even find them in the flight pack.

Gimmick Suit (100cp): There are many, many Mobile Suits out there, and some are suits of small importance, made by small companies. They're not too important in the grand scheme of things. You'll find the Hammerfield Kapell-Kuu, the Daigo Clibarri and Clibarri Barron, and all the other suits the Holders beat on their winning streaks here. Their armaments are varied, but they're all basic mobile suits with a weird trick or two, such as an insect-like appearance or spinning arm blades. Not too much substance to them.

HU-45P Prodoros (100cp): These suits, found in the hands of Dawn of Fold, are the work of the Hanumat Manufacturing Company. Their firepower doesn't really match that of a suit from the three branches, but they can still triumph if the pilot's good enough. They're armed with a pair of heavy chainguns meant to be fired from the hip in tandem, or a supersized assault rifle. The hover system built into the feet allows it to essentially skate among the ground, and it's got a jump pack and a halberd for close-quarters combat.

Gundam XGF-01 Lfrith Pre-Production Model (200cp): The first and only Gundam to be mass produced. These blue suits are the basis from which each and every Gundam draws its roots from, but they're pretty simple for what they do. But remember: the GUND-Format makes these suits outclass their normal peers in almost all fields, even twenty years after their creation. They are capable of flight and sport a fairly standard beam rifle, along with two small vulcans in the forehead. They have a pair of wing-like launchers that fire explosives called "chelonians," which home in and latch onto enemy Mobile Suits before detonation.

Gundam XGF-02 Lfrith (400cp): The direct predecessor of the Aerial. Like the XGF-01, it has the GUND-Format along with its head vulcans, but it's also armed with a beam saber, a beam pistol called the receiver gun, and most notably, a host of modular drones called GUND-Bits, which are the suit's greatest weapons. By default, they attach to the suit itself, configuring it to what's called Bit-On form and increasing maneuverability. But they can serve defensively and offensively, too. In the former case, the drones can form a shield (called the Escutcheon) with anti-beam properties, and can even disperse enemy beam attacks in swarm mode. In the latter, the drones can act as autonomous beam blasters, providing massed fire from many different angles, or attach to the receiver gun to form a heavy rifle.

Gundam EDM-GA-01 Lfirth Ur (400cp): One of Dawn of Fold's aces in the hole. The Lfrith Ur doesn't have any fancy moves to offer. What it does offer is heavy armor, great mobility and strength, a beam saber, shoulder blasters, and a heavy gatling cannon. Add in its GUND-Format, and you have a monster of a suit on your hands. It's meant to be in the thick of battle, crushing its opponents with sheer firepower. In the rare event when the suits standard weapons aren't enough, it has a back-mounted phased array cannon that can destroy a MS or a spaceship in a single shot. In the words of its pilot, it is a machine meant solely to inflict violence.

Gundam EDM-GA-02 Lfrith Thorn (400cp): Dawn of Fold's second ace, and the sister model of the Lfrith Ur. The Lfrith Thorn is shorter than its counterpart, with long arms, short legs, and clawed feet. It looks this way because it has a stable center of gravity. It's armed with the same beam saber and phased array

cannon as the Ur, but it has a shield and a diffuse gun in place of the heavy gatling cannon. The diffuse cannon is versatile, capable of acting both as a long-ranged rifle and a beam shotgun. This suit is a fast one, meant to support its allies and decimate its foes from afar by controlling the battlefield with sustained suppressive fire.

Gundam XGF-01 [II3] Lfrith Jiu (400cp): This Gundam doesn't show up in the main show, but the side manga. This is an older model, built by the Vanadis Institute for a non-combat purpose. It was meant to explore how human movement could be replicated by Gundams in order to further prosthetic research. This model is good for fighting and has the same weapon as the one piloted by Kiyu Lavot: the Tiger Hand, the repurposed arm of an even bigger Mobile Suit. It's incredibly strong on its own, and tough enough to be used as a shield, while hiding beam guns in each finger. There are powerful thrusters on the back, allowing the arm to be used for propulsion or even autonomous movement. One Punch a Mobile Suit.

Gundam AVP-03 Lfrith Anavata (400cp): To see this suit is almost like seeing the storm god Raiden incarnated in the form of a giant robot. Too bad we didn't get to see it in the show. The suit is flight-capable and equipped with two shoulder-mounted beam rifles, but its real draw is the Narukami system. These are a pair of lightning-conductive katanas. They can be wielded normally, in the way a famous samurai would, but the suit possesses generators in the hands to imbue both blades with lightning. The suit can generate mist for some reason, and can move quickly across the ground using its hover system. The blades double as attack drones, as they can be manipulated to attack enemies from afar with the same precision they'd have if they were wielded by hand. Add some electricity, and it'll be like you're throwing lightning bolts at your enemy.

Gundam X-EX01 Calibarn (600cp): This Gundam may be the most cursed of them all, and its witchlike appearance befits that. The Calibarn was built with absolutely no regard or concern for the pilot's well-being, allowing it to reach the greatest levels of Permet Score and performance ever recorded at the cost of extreme taxation of the body, even by the standards of Gundams. This suit, simply, is one of two suits that could contend for the title of being the timeline's most powerful. The suit itself sports the same head vulcans and beam saber as its Vanadis siblings, and like the Lfrith, it has its collection of protective GUND-Bits, which are capable of forming the Escutcheon shield, acting as beam-shooting attack drones, and most importantly, attaching to the suit's main weapon. That's the Variable Rod Rifle, a huge, broom-like firing implement with even more power than the Phased Array Cannon, and better accuracy and fire rate to boot. It also makes the Calibarn one of the fastest suits in the series, as there are four quad thrusters in the back. If you can stand the curse, one of the strongest of suits is yours.

Gundam XVX-016 Aerial (600/800cp): We've reached it. The magnum opus of the Shin Sei Development Company, and the other suit that contends for the strongest. Suletta's suit. Gundam Aerial. It's quite identical to the Lfrith, with slightly better physical abilities but the same head vulcans, beam rifle, beam saber, attack drones, escutcheon, bit-on form, and GUND-Format as the Lfrith. Of course, there have been some minor improvements since then, such as the beam rifle being fitted with Vernier thrusters that allow it to move to the suit's hand by itself, but it's mostly the same. What makes Aerial special is

the override function. The Aerial is capable of harnessing the Data Storm phenomenon, the source of the Gundam's curse, to make "unique hyperdense information systems." It can take control over any permet-linked system within its general vicinity, overriding them. In a word, technopathy. This allows it to shut down enemy systems, or even turn their own weapons against them…

But that's not the peak of the Aerial's power. For an extra 200 points, you get the upgraded version, the XVX-016RN Aerial Rebuild, which has surpassed every suit in the Benerit Group. The Aerial has been given its own state-of-the-art flight pack, making it one of the fastest and most agile suits out there, but the real star of the show is its GUND-Bit Cannon. By attaching every single GUND-Bit it's got to the beam rifle, the suit can form a heavy cannon, which blows everything else out of the water. It can destroy dozens of Mobile Suits in a single shot, and even a miss can melt off the limbs of an enemy suit through the sheer heat of the blast. The Aerial Rebuild costs only 200cp to take as your body if you have *The Blessing*.

As a fringe benefit, both versions have a console you can use to watch TV or play video games. Whichever option you pick, know that there is no soul in your copy of the suit to shoulder the burden of GUND in your place.

Jeturk

MD-0021 Desultor (100cp): These are Jeturk suits, sure, but they're not something the company would sell you. It's a suit from the previous generation of Mobile Suit design. They kind of look like Master Chief, if you ask me. It's got a vulcan in the chest, and its main armament is a ballistic assault rifle. Incidentally, ballistic ammo is now outlawed in space. For melee combat, the suit has a small shield on the left arm and a retractable, heatable blade on the right. It also comes with comm-jamming pods, and your choice of a built-in rocket launcher on the shoulder or a bazooka.

MD-0031 Dilanza (200cp): The Dilanza is a suit emblematic of the company's brute-force design philosophy, with no expense spared in its development. It's heavily armored and features a lot of thrusters and hover systems to compensate for its increased bulk. It's usually armed with a beam rifle and saber, but the beam saber's a broadsword with heavier output than most of its competitors, and if that's not enough, the Dilanza has bigger melee weapons such as polearms and battleaxes available to it. Each suit comes with a pair of chest-mounted light vulcans, as well as shoulder-mounted shields. Your suit also comes with a few features found on the militarily-focused Dilanza Sol - namely an advanced missile launcher in the back and a radar suite in the head.

MD-0064 Darilbalde (400cp): The Daribalde has everything that makes the Dilanza good, and cutting-edge drone and AI technology on top of that. It specializes in drone-assisted close combat. The suit carries a heavy, double-ended beam javelin, called the Isvara, augmented by drone technology - the spear can split into two pieces that can be wielded like swords, or used to attack from range by using the suit's detachable, remote-controlled hands. These aren't the only detachable parts, either. There's an extra pair of beam-bladed attack drones to launch at your foes, and shoulder-mounted shields that can automatically move to deflect attacks. Even the legs are weaponized, able to be fired off as grappling hooks with an electric shock with knee-mounted mine launchers to boot. There's a decision-making AI that can manage the entire suit for you, too, but it's not the match of an ace pilot. In case you don't like the javelin, it also comes with its cour 2 beam rifle and katana as an alternative armament.

Gundam MDX-0003 Schwarzette (600cp): The product of collaboration, the Schwarzette came about when Jeturk was blackmailed by one of the few companies capable of producing a Gundam - Shin Sei. Like the Aerial and its predecessors, the Schwarzette is equipped with six larger GUND-Bits, but they attach to a sword instead, called the Guardian. These GUND-Bits have the same beam weapons as the Aerial, but forgo the beam-refractive properties in favor of omnidirectional laser weaponry. The bits usually encase the blade, allowing it to use the lasers, throw up an electromagnetic barrier, and be wielded like a gatling gun. On detaching, they act as the same autonomous swarm that makes the Aerial so potent, and the blade itself can be wielded to its full potential as a beam katana. These drones can also attach to the back to further enhance the suit's already-formidable thrusters, like the bit-on form. The suit lacks any handheld ranged weaponry, but if the drones don't make up for it, it has ballistic cannons in both forearms, which fire rounds that carry cluster bombs.

Peil

Tickbalang (100cp): Unlike the other options, this isn't a mobile suit. It's a long-distance flat flight system for suits without them. It can be stood on from above or hung from below, and is even capable of carrying two mobile suits, top and bottom, while propelling itself forwards using its six nozzles. The Tickbalang isn't defenseless, either, as it has a wireless, remotely-operated beam cannon to fight with. In short, this is the Goblin Glider scaled up for giant robots.

F/D-19 Zowort (100cp): Peil Technologies' standard mass-production Mobile Suit. Peil's focus on aeronautics meant that this suit was made to be flight-capable, despite its top-heavy build. The suit's superior mobility enables it to stay out of range of most of its grunt suit competitors, which is perfect for its purpose as a suit at home in mid- to long-range combat. It's got an aerodynamic, short-barreled beam gun made for engaging faraway enemies while on the move, and two beam sabers stored in the forearms. Lastly, your model comes with vectored boosters on the shoulders, which can provide a huge spike in speed for the suit either forwards or backwards.

F/D-20 Zowort Heavy (200cp): The F/D-19's tougher cousin, this suit is a good amount more combat focused. Despite its name, it's actually a little lighter than the Zowort, and it's been adapted for harsh atmospheric conditions and especially stable flight, which allows for a heavier weapons load to be carried. This is a well-armed suit indeed. Of course it's got the standard beam saber and rifle, but the rifle's long-barrelled and comes with an underslung grenade launcher. The suit has a powerful weapon on each shoulder, a high-power beam cannon and a missile launcher. These shoulder weapons are modular, meaning that they can be mounted, dismounted, and swapped, and either can defeat suits in one shot.

Gundam FP/A-77 Pharact (600cp): Peil's Gundam, the zenith and embodiment of the company's Mobile Suit design. The Pharact utilizes a series of new propulsion units called blast boosters, giving it extreme speed and agility in both atmospheric and extraterrestrial conditions, and the GUND-Format improves this by granting the suit complete control over its inertia. In short, if you're looking for a fast suit, you'll be hard-pressed to do better than the Pharact. The suit itself dominates in long-range combat, armed with a high-powered beam sniper rifle (they call it an arquebus) that can blast a suit's limbs off with ease. Its aim is further improved by the GUND-Format, and it has a pair of backup beam guns stored in the feet to fire at foes while on the run. It brings with it a suite of GUND-Bits, though these aren't as versatile as the ones on its contemporary Gundams. These drones, called the Corax system, are responsible for immobilizing opponents using a spiderweb of electromagnetic beams, which temporarily disable any suit components that come into contact with them. The Pharact also has a pair of beam calivers that can combine into a large, two-handed rifle available as alternative weapons.

Grassley

CFP-010 Heindree/CFP-13 Heindree Sturm (100cp): Grassley's latest mass-production suit and flagship model, a good all-rounder suit. The Heindree has balanced offense and defense. It typically holds a round shield in the left hand and its adaptable handheld weapon in the right. That weapon's a beam pistol with a built-in lance and shield, allowing the suit to fight up close, from afar, or double down on defense.

The Heindree Sturm's available, too. It's armed with the standard rifle/saber combo, plus a shield, though note that the rifle has more of a punch than most others. Both models come with a flight pack, but the Sturm has an extra rifle on its version. You can also take the Heingra with this option, but it's kind of obsolete.

CEK-040 Beguir-Beu (200cp): This suit's 20 years outdated, but that doesn't mean it's worthless. It's old, not obsolete, and it's a prime example of Grassley's anti-GUND witch hunter suit. It was a suit made for the purpose of destroying Gundams. It's a mobile, close-combat suit equipped with a flight pack, and armed with a pair of arm-mounted beam bayonets with integrated double beam guns. The feet have also been optimized for close combat, with sturdy materials used for the impact of kicking and claws at their tips. Lastly, the suit is equipped with wire-guided, anti-GUND, spherical devices called non-kinetic pods. The lock onto the opponent before deploying the "antidote" technology, disabling the GUND-Format.

CEK-077 Beguir-Pente (200cp): The successor of the Beguir-Beu and the modern witch hunter's suit. You'll commonly find this in the hands of the Dominicus Corps or Grassley House. Each unit sports the standard beam rifle and saber combo. The rifle's been customized, with an expanded energy capacity that increases its output, and a pair of sensors for better aim. There's also the standard flight pack with a backup antidote. The main antidote technology can be found in the Beguir-Pente's version of the non-kinetic pod, which is instead a shield. That shield can be separated from its buckles, launching from its grip and used from afar via a wire.

CFK-029 Michaelis (400cp): The Michaelis looks almost as if the knights of old became mecha, with its distinctive helm and lance. The suit is yet another anti-GUND suit, specialized for assault in this case. Grassley has made sure this suit has a strong enough offense to close the gap between it and any Gundam before it uses its antidote. It's got the standard flight pack on all of Grassley's suits. The right arm has been swapped out in favor of its strongest weapon, a wire-extendable antidote emitter called the beam bracer. It can be launched far away to deploy its antidote, but when attached, it has a variety of ways to attack. The bracer can be configured into a beam rifle, a machine gun, or a saber, all within one hand-mounted weapon. The left hand sports a small shield that can emit another beam saber, or a lance extension can be attached. This can be ejected as a projectile, used in melee, and has a small, built-in dagger and beam gun in it as backup.

Customization

Want to upgrade your Mobile Suit by tricking it out to your own specifications? Maybe add some features that weren't there on the original model? Here's your opportunity to do it. If you take a feature that your suit already has, it will be upgraded to twice the efficacy.

Paint Job (free): If you don't like your suit's default paint job, you can change it to whatever color and design you'd want free of charge, so long as it doesn't grant you a ridiculous advantage in battle. Black paint that might camouflage your suit in the darkness of space is ok, but shiny reflective paint that blinds the enemy isn't. No, red paint has nothing to do with speed. You can even make your suit have the limited edition Yoasobi collaboration paint job.

Media Library (100cp): This is more of a comfort purchase than anything else. Your Mobile Suit's seat is super comfy, and your cockpit console's screen is equipped with a variety of media. You have a huge database of books, movies, anime, and even video games to enjoy. It's good for making your robot more than a weapon of war. If you take this with the Yoasobi paint job, you get their entire discography and every anime and game they've sung songs for. Frieren, Beastars, Oshi No Ko, and Pokémon Scarlet and Violet.

Imported Weaponry (100cp): Do you have a weapon you're fond of, but it's too small for your Mobile Suit? Look no further. With this, you gain a copy of your weapon, sized up and weighted perfectly for mech-to-mech combat. If it needs to be said, this copy retains all the qualities of the original. If your hammer could call down lightning, grant flight, and return to your hand when thrown, so will your giant robot's proportionate duplicate hammer.

Standard Weaponry (100cp): If your suit didn't before, it now has the basic weapons that almost no Mobile Suit goes into battle without - your trusty beam firearm and beam melee weapon. You can choose between a beam pistol or a rifle for the gun, or even choose ballistic weaponry. However, note that ballistic weapons have been outlawed. You can also swap the beam weapon for something solid like the Prodoros' halberd or the Desultor's heat blade at no cost. If you already have the standard rifle/saber combo, you may upgrade it, or give your suit extra weapons for dual wielding.

Integrated Weaponry (100cp): Why bear the hassle of having your suit carry its weapons around? You could be disarmed, and the weapons keep your hands occupied? Fortunately, there's a solution to that. With this purchase, you can choose for any and/or all of your suit's armaments to be built into its limbs. A gun might become a wrist, back, or foot-mounted firing implement, and a blade can be put into the arms or legs, like a certain animalistic X-Man. This option comes with two light beam vulcans situated in either the head or the chest for free.

Hover System (100cp): Some suits can almost skate on any terrain, courtesy of specialized jets that allow them to hover slightly above what they would've otherwise stood on. This grants them great mobility

while on the ground, able to move circles around an opponent without the same system. Provided it's a ground battle, of course.

Exotic Tricks (100cp): There's a fair amount of Mobile Suits with an unorthodox method of fighting. Suletta as the Holder fought a lot of them. This is your opportunity to have features like them. You could have a pair of arm-mounted shields and beam blades, a pair of extra arms, a blade resembling a hang glider to be used in conjunction with flight systems, the likes of that. Perhaps it could give you an edge over an adversary by surprising them, but remember that skill and suit performance can trump that.

Sensor Suite (100cp): Your suit's interface is top-of-the line. It has infrared vision, the screen links up with your helmet, and even if that weren't the case, the view is panoramic. You could look in any direction and be able to see, meaning that you have virtually no blindspots. Besides this, your suit has a specialized, military-grade radar system. In short, you'll have all the information you need to operate your suit and then some.

Shield (100cp): Sometimes you need to put a barrier between you and incoming attacks. Luckily, this will protect you. This is simple. It's a shield sized up for Mobile Suits. It's just a regular shield. Nothing fancy like the Aerial's Escutcheon or the Beguir-Pente's non-kinetic shield. More like the Heindree's buckler, but without the lance. This shield can be designed any way you want. It could be a pavise, a tower shield, a buckler, or even one of those see through riot shields.

Combat AI (100cp): This artificial intelligence isn't sentient, but it does allow your suit to fight even without you actively piloting it. It can see a good amount of attacks coming and automatically block, parry, or evade them on your behalf, though this isn't the limit of its capabilities. It's not that good, however. A skilled pilot might be able to trick it into falling for feints, even obvious ones. It's not perfect. If you want to turn this one off, there's no need to punch the console screen.

Electrification (100cp): You can imbue some part of your suit with electricity, to do extra damage to opposing suits and perhaps their pilots in melee blows. Perhaps you've got the Darilbalde's electric shackle claws, or more notably, something closer to the Gundam Anavata's Narukami system. Your suit can damage or disable other suits with physical contact by running a current through them. Basically, you've got a built-in taser in your Mobile Suit, but it's way more dangerous.

Heavy Weaponry (200cp): Want something with a little more *oomph* on your suit, the kind of thing that could disable an opponent in a single well-placed hit? Look no further. You could take something like a Mobile Suit-sized bazooka, or the giant heat ax wielded by Lauda Neill's Dilanza. You can also take this for more specialized weapons, like the Pharact's high-powered, long-range sniper rifle, the Lfrith Ur's gatling gun, or the Lfrith Thorn's diffuse beam gun. If you want to hit someone hard, here's your one-stop shop.

Flight System (200cp): The hover system's more advanced counterpart. Why slide around on the ground when you could fly in the sky (or space)? This is a back-mounted flight pack, roughly equivalent in speed and maneuverability to the Mirasoul Flight Unit the Aerial used to engage the Pharact in their space

duel. In other words, it's a good one because it can compete with Peil's finest suit, if not outpace it. It's not just suited for space, though. Your flight pack works just as well in environments with an atmosphere and gravity. You'll have no difficulty outpacing your average, mass-produced suit.

Missile Launchers (200/300cp): A sure way to blow up an opposing Mobile Suit. With this purchase, back-mounted missile launchers have been installed onto yours. Your missile launcher is equivalent to the Zowort Heavy's, with four unguided rockets. For an extra 100 points, you may upgrade your missile launcher. This makes them homing, but that's not all. Perhaps your missiles can now open up and fire smaller missiles (like the Dilanza Sol's), they could carry communication-jamming technology, or they're the adhesive chelonian bombs used by the Lfrith pre-production models.

Wire-Guided Limbs (200/300cp): Choose your suit's arms or legs. These are now detachable, though not completely. They can be launched at your foes and guided via a wire, so you can use them as a flail or grappling hook. These limbs are specialized for battle. Perhaps your suit's feet are like the Darilbalde's shackle claws, which can grab onto other suits, or the Michaelis' lance, the function of which is pretty self-explanatory. For an extra 100 points, you may make all four limbs wire-launchable. You may also take this option to make one of your other purchases wire-guided, like the Beguir-Pente's non-kinetic shield.

Antidote (200/300cp, unupgraded version free for Grassley): The witch-hunter's weapon of choice, exclusively manufactured by Grassley house. This system doesn't do anything against Mobile Suits that aren't Gundams, but if you encounter one, you can use it to even the odds. The Antidote can emit unique pulses that can interfere with the GUND-Format, disabling it. If used effectively, it can even force the Gundam to power down. However, all Antidote systems only work for Permet Scores 3 and below. If the pilot activates Permet Score 4 or above, you're probably cooked. For an extra 100 points, you have a unique, upgraded antidote system that can nullify any level of Permet Score.

Drones (200/400/600cp): Bits, funnels, and whatever else you'd call them. These are attack drones that can separate from your suit to strike at your foes from afar. By default, these drones have one purpose to carry out. Perhaps they're fitted with guns to turn one beam gun into many, like the Aerial. Maybe they're blades to shred the enemy like the Darilbalde, or they use electromagnetic beams like the Pharact to disable suits. Whatever the case, they allow your suit to project force from many directions with precision. These drones can be the limbs of your suit, like with the Darilbalde.

For an extra 200 points, your drones are now equivalent to Gund-Bits in versatility, but not performance , unless your suit is a Gundam. They can fulfill up to four purposes. Take the Aerial, for example. Its eleven Gund-Bits can increase its mobility in Bit-On form, spread out to act like mobile turrets, block enemy attacks in escutcheon form (or even spread out, to a lesser extent), and connect to the beam rifle to augment its firing power. Your drones are just as versatile, and you may incorporate them into any feature your suit has.

For an extra, separate 200 points, your suit comes with a squad of six Gundvölva, unmanned Mobile Suits that are controlled through your suit. They come with beam carbines, beam sabers, a shield, and a

flight pack. In short, they don't have much beyond basic armaments, but quantity has a quality of its own. You can just dogpile your enemy with them, after all. You may spend points to further upgrade these if you wish, or purchase this as many times as you can afford for another squad each time.

Big Gun (300cp): When it comes to extreme firepower, accept no substitute - though it'd be a stretch to call this "support" when it can win a battle on its lonesome. This, simply, is a really, really big gun. Its design is up to your specifications, but if it hits a Mobile Suit, that suit is *gone*. Its firepower rivals that of the Calibarn's Variable Rod Rifle or the Phased Array Cannons mounted on the back of the Lfrith Ur and Thorn. I'd even say that you could blow holes through larger spaceships with no problem.

GUND-Format (400cp, free if you took *The Blessing*): The man-machine interface of this timeline. The GUND-Format human augmentation technology, directly connecting Permet's data-sharing properties to the body and mind in order to achieve unparalleled control and performance of a Mobile Suit. The pilot gains the ability to manipulate the suit like it was their own body. A suit with this system is a Gundam, though the more technical phrase for it would be GUND-ARM. However, the burden controlling a Mobile Suit puts on the mind can be fatal. Higher scores cause the pilot to experience a data storm, the phenomenon where the myriad information involved in piloting overloads the pilot's mind, potentially causing injury, or again, even death through damage or destruction of the nervous system. Synchronization is measured in Permet Score, and 3 is the highest a baseline human can go before their life is threatened. Every Gundam is equipped with a Shell Unit, a data control terminal that enables the superfast transmission of massive amounts of information. It glows when the GUND-Format is active.

Companions

Import (free): People don't achieve the great heights they do alone. They stand on the shoulders of giants - namely, each other. You may bring in up to eight pre-existing fellow travelers here, free of charge. They each get 800cp and may take up to 400cp in drawbacks, but may not access the companions section or take *The Blessing*.

Canon (free/100cp): Perhaps you've taken a liking to someone here. Do you have a loving bride or groom you'd like to show universes and timelines beyond this one? Or perhaps a loyal brother who's always ready to defend your honor. Whoever you've chosen, you can bring them along free of charge. You just have to convince them and get their express agreement. It is their decision, not yours, and you cannot use any means to influence it. For 100cp, we'll pull the strings of fate so that you meet early on and hit it off, but it's still up to you to convince them.

Girl Posse (200cp): Just like Shaddiq's. These five girls are undyingly loyal to you, and they serve as your dedicated aides, assistants, and allies. They have 400cp to spend, but they all share the same perks. One of them serves as your right hand, and has an extra 200cp in perks. You could also elect to have a group of five guys. Either works, as long as they all share the same gender. They also share a companion slot. Despite all this uniformity, they've got diverse personalities, though ultimately they get along with you and each other. You may import companions into these roles.

Repli-Jumper (200cp): The Suletta to your Eri. This is a clone of you, Jumper. They're the age of a second-year student at Asticassia, around sixteen or seventeen, and they've got the personality of a younger version of yourself, though they're quite idealistic whether you were at their age or not. The two of you are incredibly close, but they lack your supernatural, otherworldly gifts, but they can channel your power as if it were theirs at no cost to themselves if they're piloting your Mobile Suit, or your body, if you took *The Blessing.* They have the free perks and items students and pilots, *Top Grades*, *Move Forwards*, and *Metal Angel*. You may import a companion into this role.

The Gundam (400cp): The Eri to your Suletta. This is a person you're linked to on a deep level. They could've been one of your loved ones, or the dead original person from whom you're cloned. They're gone now. Or at least, their physical body has been left behind for a new one. They're a Gundam now. You're friends with a fifty-ton war machine. They have *The Blessing*. You can communicate with them, and they can manifest in a holographic version of their original body if they reach Permet Score 6. Your friend can be transferred between various computers or permet if the device has enough storage space. You may import a companion into this role.

Drawbacks

No drawback limit. All drawbacks are revoked at jump's end.

The Last Generation (+0cp): You may optionally enter this world at an earlier time, during the year 101 Ad Stella, before the Vanadis Incident was attacked. You could alternatively choose to start during 106 Ad Stella, during the events of the Vanadis Heart manga. If so, you can extend your time here to last until when you'd normally get to the end of the jump, in 132 Ad Stella.

"Bathroom!" (+100cp): You're just kind of a loser, Jumper. That's a harsh way to put it. You aren't particularly incompetent at anything, but you've picked up some bad habits. You're the sort of person who plays phone games while sitting on the toilet or can't be bothered to take out the huge piles of trash in your room. You can overcome these habits in time, but it'll take some dedication. You don't have to, but considering they're making your life worse, you probably should. You definitely should.

"Spacian Turd!" (+100cp): It's an unfortunate fact that there's a lot of bad blood between people born on Earth and people born off-world, and you aren't immune to it. You have an unfriendly, discriminatory attitude to whichever group you're not part of. You're inclined to dislike those people, and you'll generally treat them with disdain and aggression. This can be overcome in time, if you meet people who prove your opinions wrong.

The Bride (+100cp): You've been forced into an engagement with someone powerful. Who? The Holder at Asticassia, or someone with a high-ranking position if you're too old for that. Their position is a very prestigious one, and many vie for it. They'll even challenge your fiancé for it. That's the thing - you're engaged to the position, not the person. If your fiancé is defeated, the victor takes the position and becomes your new fiancé. This will happen at least once. You may not necessarily get along with whoever your fiancé is, but you have to spend at least some time with them.

The Bumpkin (+100cp): You had an isolated, somewhat lonely upbringing in a small community. That's not to say your childhood was bad, but it's shaped your personality to be shy and sheltered. You're naive and socially awkward. Startling you is pretty easy, you have some social anxiety when you're meeting new people, you stutter, and you have a tendency to cower behind another person when afraid. Your former secludedness also means that you might not understand some social cues like sarcasm, and you haven't encountered things like tomatoes and homosexuality. This can be grown out of with time as you grow and experience the world.

Slow-Acting Black Paint (+100cp): You've attracted a dedicated pair of saboteurs who have it out for you. They don't truly hate you, but they do get kicks out of messing with you and seeing you suffer for it. This will inconvenience you at least a few inopportune moments. They could arrange things so your cockpit blacks out in the middle of a piloting exam, for example. These malicious pranks won't ever escalate to

anything life-threatening, but they're frustrating to deal with. The silver lining is that you can convince the two of them to back off if you confront them and show that you're not one to be messed with.

Pride (+100cp): You've got quite the ego. This doesn't define your identity, but it's a trait that's very apparent to anybody who meets you. It could manifest in different ways. Perhaps you start fights at the drop of a hat, or you isolate yourself, adamantly relying on yourself only, even at things you have absolutely no aptitude or experience in. You're just proud, and you know what they say about that quality: it goes before a fall. You also have a tendency to do what you think is best for the people you care for without considering their feelings or asking them about it. These qualities *will* get you to do something you regret, but there's hope. You can learn to move past it.

"I'm a big guy!" (+100cp): There's no hiding it. You've gotten fat. You're overweight and have a portly frame. It's unflattering, and you still have the poor eating and exercise habits that led to you packing on this much weight in the first place. It might not be too much a problem in the low-gravity environments of space, but on Earth? You're not going to be comfortable at all, as all that flab is going to start weighing you down. It'll go away if you take good care of yourself by exercising, eating, and sleeping well.

Trust (+200cp): That's the foundation of every healthy relationship. It's vital. You might think that this drawback makes you get none of it, but it's the contrary. You're too cynical to put your faith in others. It doesn't really show, but it will alienate those who'd otherwise become your friends and allies, no matter how charming you are. Why? Because you just aren't willing to stick your neck out for others, and you generally expect a relationship where it's all take and no give. This makes it difficult to truly connect to others, though you could manage it in time if you can move past this.

Bargaining Chip (+200cp): You've found yourself at the mercy of a party that doesn't have your best interests at mind. They've taken you prisoner. Your captors are part of a dangerous organization. This will be Dawn of Fold by default, but it could be any number of other groups if that doesn't make sense. Maybe you've been arrested by the Dominicus Corps on suspicion of terrorism, or taken by a clandestine Space Assembly League special forces team for interrogation about the Benerit Group's plans. They won't kill you, but whatever they're planning, it can't be good…

A Go-Between Like You (+200cp): You're a mole, Jumper, for a group that you really shouldn't be working with. You're not a fan of their methods, even though you're in cahoots with them. The fact that you're dealing with them will wear at you, for in your heart you know that it's morally wrong. This is probably Dawn of Fold, or some similar secret organization. Your job is to feed them information and act as an intermediary for any associates they might want to work with. Expect to be in a lot of trouble if you're caught, and trying to quit won't go well with your bosses.

Unsuited for the Rage of War (+200cp): Student duels are way different from real war, which is a fight to the death. You've learned that first-hand, and bear its scars. While your body has come away unscathed, the same can't be said for your mind. You were the victim of an attack that almost took your life. Your assailant failed to kill you. Maybe you even got them. Whatever happened, it lives on in your mind. You

will experience flashbacks and nightmares, and your memories will cause you great emotional pain. You'll find it almost impossible to fight once again, even to save your life. However, this is not the end. It will take great struggle, but if you put your heart and mind towards it, you can move forwards.

Regulatory Programs (+200cp): When students engage in piloting duels at Asticassia, their suits have a limiting program installed so nobody really gets hurt. Mobile Suits have their overall performance output reduced, the power output of weapons is toned down, and the program prevents any attacks targeting the cockpit. It's there for good reason, but this program seems to have latched onto your suit. Permanently. Your suit is limited to using 70% of its power at all times. What's more is that this restriction doesn't just apply to your suit - it applies to your supernatural powers too.

Amputee (+200/300cp): What happened, Jumper? Some incident in the past has led to the loss of a limb or an eye. It can't be regenerated by supernatural means, or replaced by anything other than GUND medical technology, which is frowned upon. These prosthetics are hard to come by because of the stigma around them. You might want to talk to the Shin Sei Development Corporation or GUND-ARM Inc. They might be able to help. If you manage to get a prosthetic, it'll run out of battery at inconvenient moments. For an extra 100cp, your body has caught data storm infection. Your legs are slowly failing, and you'll be paralyzed and confined to a wheelchair by your seventh year in the jump.

"That's What's Best." (+300cp): You have someone you love and cherish. They're a guiding figure in your life, your metaphorical life. You wouldn't be where you are without their support. You idolize them, seeing them as someone who's always right, no matter what. This means that they've really got a hold on you, and they can mold your opinions like putty in their hands. If they tell you to jump, you'll ask how high. If they tell you to transfer to a new school, you will. If they tell you to give up on your dreams, you will. If they tell you to kill with complete disregard for the lives of others, you'll do it without a second thought. You just place too much faith in them. This person isn't your enemy, but eventually they'll start working against your interests. They're very willing to use you as their pawn. That's what you are to them, after all.

Enhanced Human No. J (+300cp): Despite the name of this drawback, you aren't necessarily an Enhanced Human unless you've taken the relevant perk. You're on Peil's leash, Jumper. You're one of the body doubles of the real Elan Ceres, and you have his exact appearance. You're there to take his place at Asticassia or elsewhere, and act on his behalf and the company's. They see you as nothing more than disposable property, and they'll constantly put you into grueling, life-threatening situations. They'll also make you try to steal the Aerial. The intense psycho-conditioning you've undergone has wiped out all of your memories before Peil, and if you displease the upper management, they will shackle you to a wall and incinerate your body with a giant laser. I'm not kidding. If this happens, you *will* die. Elan's appearance becomes an alt-form post-jump.

Vanadis Heart (+300cp): The ancient comic books of Earth depict a hero clad in red and gold power armor. His heart's critically injured early on, and he has to technologically augment it to prevent the injury from taking his life. Your situation's pretty similar to his, but worse. Your biological heart is gone

altogether, and it's been replaced by a perfectly functional GUND-Format technology. So what's the problem? The problem's that for some reason, your heart has been linked to your Mobile Suit. If you stray further than 800 meters from your Mobile Suit, your heart stops. It's as simple as that. Obviously, a heart that doesn't work is going to be lethal. It'll start up again if you go back to the suit, but if the suit's destroyed… you're done. You'll fall unconscious and die in an hour unless someone can somehow link you to a new suit.

Ghost in the Shell (+300cp): You are no longer the Jumper. That person is dead and gone. In fact, you barely even know they exist, as any memory of who you once were is buried deep into your subconscious. You're a clone of the original Jumper now, and you bear none of their otherworldly powers or tools. You're just a person now. A person armed with the many skills you've picked up over the chain and what purchases you've taken here, but a person nonetheless. The Jumper is gone, both from your essence and your mind… or at least, that's what you'd think, if you remembered. The Jumper remains. The real you. That version of you has lost their body. It's been replaced by - you guessed it - a Gundam. That you, and I mean the true Jumper, has kept all your powers. They're by your side if you've got a Gundam, but they won't take on the curse on your behalf. If you don't, they're out there somewhere…

Happy Birthday (+300cp): You didn't think we'd forget about this, did you? You bear a curse. Not all that melodramatic stuff where we've been calling the negative aspects of the GUND-Format a curse, but something that'd make you legitimately consider if you were the victim of some malevolent supernatural utterance. The day of someone's birthday is supposed to be something happy, but you'll never experience that. It's the opposite for you. Whenever the birthday of someone you care for comes along, be it yours or one of your loved ones, it will always bring pain and trauma in its wake. Is it your daughter's fourth birthday? Your home will be attacked and destroyed, killing everyone except for her. Is it yours? It'll be the day you'll have to cast away the one person you love most for her own good, possibly forever. This curse will strike time and time again. There's no escaping it, so long as the jump's still going on. Pain will come every year, without fail.

Happy Birthday, Jumper.

Scenarios

Alea Iacta Est

The Holder. The strongest duelist at Asticassia, capable of crushing all who challenge them. At least, until they themselves are overcome by someone more worthy of the title, who then assumes it themself. Your mission is to become the Holder, or if you're not a student at Asticassia, establish yourself as the greatest pilot to ever have lived in this world. You will rip the title from the defeated hands of the current Holder, and then defend it from all comers. There will be many who wish to take what you've won fair and square for themselves. For the purposes of the scenario, you can't let any of them win permanently. You can take a loss or two, but at the end of the day, it must be you and nobody else that is the Holder, or at least the most powerful duellist. Not Suletta, not Guel, not Shaddiq or Elan or Commander Kenanji or anyone else. You must defeat all of these people (and more) at their best. You'll get a chance to fight them, but you must win with honor. You can't use out-of-context powers to ensure victory. It has to be won with suit, skill, and honor.

Your reward for this is the position of Holder. You are universally recognized as the strongest pilot, and this reputation will carry on to future jumps. You will be hailed as a legend among pilots of all kinds, whether they fly mecha, planes, spaceships, or something else. Some will fear you, while others will revere you. Your skill in whatever these vehicles are is proportional to your reputation - in other words, you're an ace in whatever you fly. However, so long as you are the Holder, the greatest pilots will seek you out and challenge you. If you are defeated, you will lose the benefits of being the Holder unless you win it back. This may be toggled on and off.

Oh, and I guess you're technically engaged to Miorine, but that doesn't really matter. The point of this scenario was to prove yourself the strongest, not to engage in some arranged marriage with a corporate heiress.

President Jumper

Delling Rembran is the president of the Benerit Group, and he rules it with an iron fist. By taking this scenario, he will be fated to be put out of commission, one way or another. Perhaps he'll be critically injured in the attack on Plant Quetta, maybe his would-be assassins actually succeed, or maybe he just inexplicably decides to fly away in a spaceship one day and doesn't come back. His absence means that there'll be a power vacuum, ensuing a power struggle between various factions to see who comes out on top. That has to be you. You can employ whatever means you'd like, but you have to make sure that you're legitimately voted in by the majority of the Benerit Group. You can't just win because… say, your only competitor was arrested because he turned out to be a traitor and terrorist and orchestrated a school shooting in his attempts to avoid justice. You must gather allies, consolidate your authority, and eliminate your opposition by convincing the group that you are more fit for the reins of power than they are.

Your reward for this is not the Benerit Group, as that'd be too big to bring into another universe. However, you gain *Jumper Inc.* if you didn't have it already, and if you did, the power and wealth of your company is tripled. Yes, tripled. What's more is that you've learned to carry yourself with a palpable air of authority, meaning that many can't help but to defer to your commands. Lastly, you've developed a knack for forming gigantic corporate conglomerates. You might be able to convince a hundred or so Fortune 500 companies to band together into a closely-linked group of corporations and assume no small amount of power over them as their chairperson.

A Bridge Between Earth and Space

A rift has wormed its way between Earth and Space. I'm not talking about some sort of space portal, but a divide between people. It's something ugly, made out of hatred and discrimination on both sides. The almost irreconcilable economic disparity causes constant war and oppression perpetuated on Earth by arrogant corporate overlords, and this gives rise to hatred, meaning that there are those so blinded by rage and pain that they're fully willing to massacre hundreds of innocents, thus continuing the cycle. All of this is ignored. It's plain to see that it'd be good for everyone if this conflict was laid to rest, and that task falls to you. Mend the rift. You must dissolve economic hegemony held over Earth by Space, and do so in a peaceful manner that ensures that there will be no war between them. You have to raise Earth to become the economic equal of the Spacian Fronts, educate their people so they can stand on their own, and promote unity and friendship between all people. Nobody, not even you, can do this all by themself, so you'll need allies to achieve this, from grassroots leaders on Earth to the highest echelons of the Spacian corporations. Bring peace and happiness.

Your reward for this is a peaceful, just world. That's not enough? Well, your experience in this can be applied to other worlds. You'll have a general sense of how to improve the worlds of future jumps on a broad scale that affects everybody. You're especially good at peacemaking, breaking down the barriers of hate people divide themselves over and helping each side learn to see the other as people. Rapid development of impoverished areas is something you can organize as well. It'll never be easy, and there are times where you'll make mistakes and fail. To succeed, you'll have to work with good people from all walks of life to achieve this dream… but it will always be possible.

Quiet Zero

A weapon to end all wars, conceived by Notrette Rembran and continued after her death by her husband and Prospera Mercury. A way to create a world where the last child of the Vanadis Institute could live freely, in spite of having no true body. Quiet Zero, a space station and superweapon capable of forcibly taking control of all Permet-based systems within the Earth Sphere (the entire area of space inhabited by humanity, from Front Sector 73 to Mercury to Earth itself). In essence, whoever controls Quiet Zero… is the closest thing to god. Prospera Mercury intends to use this for her own purposes, and if left unchecked, this will have the potential to cause the most destructive war ever seen in this timeline. That war never happens, for the assembled forces of good will disable the weapon, resolving the situation peacefully. It'll end up dissolving in space, a symbolic end to the curse of GUND. That's all well and

good… but you're the Jumper. This is an opportunity for you. Quiet Zero could be yours. You must take control of it for yourself and prevent the weapon's destruction, all while finding a way for Ericht Samaya to live independently of the Gundam Aerial.

Your reward for this is Quiet Zero itself. This spaceborne fortress is capable of controlling all Permet-based technology, even if the tech's further away than the Earth is from Mercury. This is nothing short of godlike, considering that pretty much everything here runs on Permet. In future jumps without the material, it will become capable of controlling any sufficiently-advanced technology at interplanetary ranges. The structure itself is a nigh-impenetrable fortress, as any approaching attackers will have their suits and ships disabled and overridden, and Quiet Zero is protected by hundreds of Gundnodes, autonomous drone suits that can be equipped with jetlike mobile armor that augments their capabilities. You don't even need Gundam Aerial to activate the weapon anymore. Quiet Zero comes with a crew of followers to act as the bridge crew.

Future

Go Home

Stay Here

Move On

Notes

The Blessing: You can activate Permet Score 8, but it will not give you the override function unless your body is either the Aerial or the Aerial Rebuild.

Enhanced: If you don't want to be one of the Enhanced Humans augmented by Peil, you can instead have genetics similar to Eri's and Suletta's. You could even be another Eri clone identical to Suletta. Their genes give them high data storm resistance, as seen when Suletta survived piloting the Calibarn.

Nest Egg: Is Gundam money counted like yen or dollars? I don't know. I would assume yen because Gundam is a Japanese show, making the sum you receive closer to 2.4 billion instead of 240 billion. Because that's a lot of money. It's almost the GDP of New Zealand.

Gundam Aerial: If you want the entire Aerial, someone's soul included, you have to take the suit itself and *The Gundam* in the companions section. Aerial's override ability was something I took liberties with in the jump. It's not unique to the suit. I was fudging the lore for the purposes of the jump. My understanding of things is that any Gundam could do it in theory if it reaches a Permet Score that's high enough. Aerial has the soul of Eri to shoulder the burden of the GUND-Format in Suletta's place, so it's able to achieve the sufficient Permet Scores with ease. In short, if you pilot a Mobile Suit bearing someone's soul, you don't have to worry about the downsides of piloting a Gundam.

Permet Scores: I will do my best to explain what each level encompasses, though I could be wrong. Higher score equals higher performance. Not all Gundams can reach the highest permet scores, but if you purchased one, it will be capable of doing so.

- Permet Score 1: Not really a Permet Score. It's the default state of all Mobile Suits, whether they're Gundams or not.
- Permet Score 2: GUND-Format activation. The suit performs noticeably better. Moderate strain. Shell unit begins to glow red, and red veins appear on the pilot's face.
- Permet Score 3: Suit performance further improved. This is the highest a baseline human can go before they start risking their life. Shell unit glows red.
- Permet Score 4: Suit is immune to the antidote, but the strain will kill the pilot if it goes on for too long. Hallucinations may appear. Shell unit glows red.
- Permet Score 5: Extremely high performance. Deadly to baseline humans. Suits cannot be overridden at this stage.
- Permet Score 6: The shell unit begins to glow blue. Kills the pilot really fast. This is when the suit becomes able to override other suits and permet-based technology.
- Permet Score 7: ???
- Permet Score 8: The Gundam can now move on its own. Only used by Eri to control her body as Aerial. Instantly kills the pilot whether they're baseline or enhanced.

- Permet Score 9: The highest score you can get to. God mode. It is only achieved once in the series, when Suletta and Eri work in conjunction to disable the Interplanetary Laser Transmission System. Getting to this score will disintegrate the Gundam.

I hate how the show explains Permet so poorly.

Jump #26. Mada Mada Plus Ultra.

Changelog:

- Made on May 15th, 2024
- WIP 0.1 released to /tg thread #6176 on June 19th, 2024
- WIP 0.2 released to /tg thread #6183 on June 25th, 2024
- WIP 0.3 released to /tg thread #6187 on June 30th, 2024
- WIP 0.4 released to /tg thread #6208 on July 24th, 2024
- WIP 0.5 released to /tg thread #6216 on August 3rd, 2024
- WIP 0.6 released to /tg thread #6233 on August 21st, 2024
- WIP 0.9 was supposed to be released to /tg thread #6240 on August 30th, 2024, but the thread reached its image limit by the time I showed up to do it.
- Version 1.0 released to /tg thread #6241 on August 31st, 2024.

Credits:

- Me. The Jumpmaker. Goes by a few different names.
- My friends and once-collaborators in another jump. Thank you so much for being my friends and being my sounding board.
- Noa, fellow Gundam enthusiast and my other sounding board.
- That one anon on thread #6176 who gave me the expansive list of suggestions.