Aldnoah.Zero

By VAlice

Introduction

In 1972, Apollo 17 landed on the Moon and discovered a great artefact. The Hyper Gate. A structure that opened a gateway to Mars through which travel could be done instantly. This discovery united the world in hope for the future and the great countries of Earth came together to organise a colonisation effort. The Cold War was quickly left by the wayside in the excitement of all mankind to expand to the stars.

In 1980 the Colonisation project carried 340,000 people to Mars, led by Professor Rayregalia. The good fortune was not to last. The extremely harsh life that was found on Mars clashed with the hopes and dreams of the Colonists and the lack of help or information from Earth incited rebellion. It was during this time, 1985, that Rayregalia discovered something on Mars.

Aldnoah. Created by the same mysterious beings who made the Hyper Gate, Aldnoah was a form of technology almost like magic. It could accomplish no end of miraculous things. With this power and the support of all Martians, Rayregalia declared himself Emperor of the Vers Empire, the new ruling government of Mars and then cut all ties with Earth. In response, Earth's governments formed together to create the United Earth Government, a singular body ruing over the whole world.

Years passed in uneasy peace and Rayregalia grew ill, allowing his son Gilzeria to ascend the throne. Gilzeria declared war on Earth, leading an attack on the Earth Lunar Base. This was the first time a Kataphrakt was used in war and they slaughtered all opposition. During the battle though, a catastrophic accident occurred and the moon was shattered into pieces as the Hyper Gate went haywire. This became known as Heavens Fall, a worldwide disaster for Earth as the moon rocks thundered down onto the surface. A ceasefire was declared in the aftermath as travel between each world was cut off. Many knights of Mars were left stranded in Earth's orbit, coming to be known as the 36 Orbital Knights. They stayed watching the Earth even after Mars developed interplanetary flight.

15 years later, Earth has finally healed from the disaster. Terran Kataphrakt have been developed, clean-up operations are done and both worlds are moving towards a genuine peace with each other. The first princess of Mars, Asseylum Vers Allusia, has arrived on Earth this day to conduct peace negotiations. She is attacked by supposed Earth terrorists, in truth Martian warmongers, and presumed dead. The war reignites at once.

This is when you wake up in this world. The Second Earth-Mars War is beginning as we speak. You have 1000 Choice Points (CP) to help you make a difference.

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Origins

Defector

You're not from this world, whether that world be Earth or Mars. Perhaps you travelled here as a child from the other world and grew up as a native here. Perhaps you are from neither world and instead came from a place entirely different and lacking any history here. In either case, you are a relatively unknown player in this world, with neither faction being aware of your true origins, history or intentions. It may not be a good idea to attempt to return to your world of birth if you chose to be born on one of the two planets, neither are very welcoming of those they perceive to be traitors.

Child Soldier

The United Earth Federation is in dire straits against the Vers Empire. The military might of their opponents is almost unimaginable and initial casualties would likely be just as immense on the Earth side. Soldiers can be drafted from the massed ranks of humanity of course but a war between Earth and Mars is unlikely to be fought between anything but the Kataphraktoi. Pilots for such things aren't on every corner. Whilst it is required for all students to have practice in the machines, only current students or active military personnel would have training and experience that isn't years out of date. What with you being one such current high school student, it seems you've now become drafted to become a Kataphrakt pilot for the UEG. Your friends joined up with you, as pilots or as engineers or other support personnel, and you're all about to encounter the full spectacle of war for the first time.

United Earth Soldier

You're an enlisted officer in the United Earth Military and an experienced Kataphrakt pilot. You joined before the first war, before Heavens Fall, and were witness to one of the few excursions down to Earth from the Martian Kataphrakt at the time. You kept your experiences secret, knowing it would be swept under the rug, and thus your career was kept on track. Maybe the next time Mars tries something, and you know they will, you'll be high up enough to do something about it. At least, you though that until today, where you saw the princess get assassinated on live television. You're only a lieutenant and the thought of facing Mars ones again fills you with trepidation but you know there's nothing to be done but fight on.

Knight of Mars- 200

You are part of the aristocracy of Mars, a noble of middling social status and wealth. You may not be as vaunted as some of the other peers of the realm but you are far beyond the average Martian nonetheless. You travelled to the castle of one of the Orbital Knights in Earth's atmosphere, sent by your family to learn from an old family friend and benefactor. You're already trained in the piloting of your own personal Martian Kataphrakt, as well as some experience in handling the noble politics around you. When the princess was killed, you were called to take righteous vengeance on the Earth with the other Knights in orbit of the Earth. Perhaps you even became part of the conspiracy within the knights.

Royalty- 200

Born to Emperor Gilzeria, you are the third princess of the Vers Empire, reigning over all of Mars. Despite the harsh conditions of most of your people, you have been raised in total luxury and sheltered from the horrors of the world. Your Father died years ago but your Grandfather has always been there for you, as have your two sisters, Asseylum and Lemrina, who care greatly for you. You're currently on the moon, within the military base stationed there to overlook the Earth. It's not nearly

as exciting as being on Earth itself but definitely safer. Especially once news reached you of what happened to your sister.

Your gender is whatever it was before but it may be changed to whatever you like for 50CP. Your age depends on your origin. Defectors, Child Soldiers and Royalty roll 15+1d3. United Earth Soldiers and Knights of Mars roll 20+1d8 for their age.

Locations

Each origin starts in a set location.

Defectors start on the UES Wadatsumi, a vessel that will become very important in the coming war, if they have Terran Allegiances. If they side with the Martians, they begin on a Martian Orbital Castle.

Child Soldiers begin at Shin-aware High School, their lace of education, in Japan. This is the school where Inaho Kaizuka and his friends are found. If you're quick, you'll be able to join up with them as they flee from the invasion.

United Earth Soldiers will begin on either a military base or a naval ship of their choosing, on Earth or in the asteroid belt around the Earth.

Knights of Mars begin on one of the many Orbital Castles around the Earth as they descend towards the surface, readying themselves to sortie for the battle.

Royalties will begin on the Moon Base, looking down on the world from a luxurious viewing room. If they are demanding enough and throw their weight around, it wouldn't be too hard to get transport to one of the Orbital Castles for a closer look at things.

Perks

JCAliez- 50

Can you hear it? The music roaring in your ears as you line u and take that final dramatic shot? That's your new soundtrack you got from taking this option. Only audible to you, though it will never be so loud or distracting as to make you miss important information or mess up in a fight. It's good for a wide range of themes and feelings but it really shines during a dramatic, epic battle. You'll probably get very familiar with a certain cry if you get in enough fights but it'll never fail to get your blood pumping.

Defector

He Came From Planet Earth- 100
Even though you may stand out in appearance, language, mannerisms or beliefs, you don't seem to have any issues at all being accepted into other cultures as if you were one of their own. Indeed, racism and other forms of cultural discrimination seem to have become something that just happens to other people. You may not be treated with any special favour but you'll never find yourself disadvantaged because of race or culture when competing with others.

The Traitor Times- 200
A turncoat is an inherently untrustworthy person to most. If she swapped sides once, who is to say she will not do so again? It takes a special, understood reason or a whole lot of proving yourself to erase those doubts. Or special benefits, like you have. Switching sides never harms your image, you'll be as trustworthy as if you joined your new faction normally instead of betraying their enemies first. Even if you committed crimes or attacks against your new allies in the past, you'll find those acts have been swiftly forgiven and forgotten. You still need to convince them to take you in at first but once you've gotten inside, you'll not be thought of as 'the turncoat' any longer.

My Only Desire is to Help- 400
There will always be those jealous of success, fearful of rising stars and contemptuous towards those who wish to change an unequal system. These are your rivals, be they nobles or politicians or generals, and only by conquering or subverting them can you achieve your goals. Conquering is easy, particularly for those with few morals to hold them back, but subversion is where you excel. You find it shockingly easy to influence the attitudes of those opposing you to being more favourable and to work people over to switching to your side eventually. The more influence you have, the easier this becomes, until you reach the point where, with a watchful eye and a good network, you could turn even a small disagreement or rebellion into even stronger ties of loyalty then existed before.

Blood Drenched Path- 600
The only way to truly bring change to the world is to do it from the top. Only by ruling over others will you have the power to bring about actual peace. Your path to the top is shorter than it is for most. Advancement in status and influence, as well as rank and position within any groups or factions you belong to, is inordinately swift. You always receive the assignments and missions that will result in the most renown and goodwill being gained, you appear far more attractive than any peers when promotions open up, your rivals in this race up the ziggurat seem to slip and fall just as they are about to pass you. Positions that would take years for others to reach need only months of service for you to reach and the more ruthless and brutal you are in your pursuit of this advancement, particularly towards rivals and obstacles, the quicker this becomes. A man willing to kill or ruin the lives of any in his path could reduce those months of time to just weeks.

Child Soldier

Walking on Sunshine- 100
You're not the sort to fool yourself about the realities of war. You understand that not everyone who goes into this war beside you is coming out as they used to be or even coming out at all. That understanding doesn't bring you down. Despite understanding that bad things are happening or being in an awful situation, you're always able to find the silver linings. It's effortless for you to keep up a sunny, optimistic outlook on life, a real outlook and not just a façade for the benefit of others, even in the very worst of situations.

Like Living Ice- 200
Fear is natural. It's okay to feel fear. It can even help. What you cannot do is allow it to control you. That's the moment when the war goes from difficult to impossible. You still feel fear and worry and uncertainty but unless you choose to let it, those emotions will never cloud your mind or guide your actions again. Seeing you with this seeming absolute confidence in yourself will allow those around you and on your side to share in this effect, bolstering their own bravery with a similar effect.

Eighteen Months of Physical Therapy- 400
Death is not the end, especially when you don't really die. A human being possesses an amazingly enduring body and you prove that more than anyone. When events would occur to cause your death, you always manage to come out of it alive, if badly injured. Whilst you will survive, it'll likely take a few months of recovery to get back on the field. Even something that should be certain death, such as a point blank headshot or being trapped in an exploding Kataphrakt, would see your miraculous survival come to be. Still, miracles like these are rare and you'll only be sure of it happening once every ten years. Face your end a second time in that period and you'll see no protection.

Odin- 600
The Martians will learn to fear the very sight of you on the battlefield. You possess a talent for combat and planning known to only one other being in this world. You're a terrific Kataphrakt pilot, able to keep up with and even beat a Martian Kataphrakt whilst limited by an Earth Kataphrakt, or survive against multiple Martian foes at once. Even in the midst of combat, you can easily pick out and analyse every point of your opponent, figuring out what their weaknesses are and how to take advantage of them in a minute or less. In fact, when it comes to combat, you are able to compare all that you know against any combat situation or opponent at once to figure out unorthodox methods of victory, such as taking advantage of environmental conditions or the side effects of your weapons to win the day.

United Earth Soldier

This is Cuter- 100

The UE is a military with all the rules and regulations that come with such, even in the face of an interplanetary war. In truth, the desperation of the conflict has led many officers to allow themselves and their men to get away with minor infractions. You're one of these 'lucky' ones, in that your superiors never seem to mind you ignoring minor rules such as the dress code, saluting or proper forms of address. There's bigger things to worry about then whether you're wearing khaki green or a school uniform.

Lone survivor- 200

An Earth Solider is often all too used to the experience of being one of the few left alive. The First Earth-Mars War was mostly covered up but what action was seen resulted in the wholesale slaughter of most of the Earth forces, with few survivors. The ones who survive, and continue to do so, get real good at it though. In disaster like situation, whether natural or simply an overwhelming amount of military firepower, you have unnatural luck in surviving, even if everyone around you dies. It won't work if it's specifically targeted against you or if you try to stretch it too far but as long as you try to survive, you'll be generally assured of surviving everything from earthquakes to artillery barrages to meteor showers.

We'll Have to Make Do- 400

Realistically, supplementing the great shortage of skilled soldiers, pilots and engineers with the likes of high schoolers and bystanders would end in a horrific, clumsy mess of a regiment. A bit of natural talent is no substitute for years of formal training and even more years of actual experience on the job. Those under your command however, do not experience this issue. Even untrained kids will very rapidly learn their new roles. They'll still need to have the very basics taught to them but once they have that down, they'll quickly become competent, even experts, in their new jobs. Any skill or knowledge related to their new jobs will be mastered in weeks instead of months and months instead of years. Long as you have a crew of some sort, you'll be able to keep flying and keep fighting in no time.

A Captain Will Rise with their Ship- 600

The vehicles you helm swiftly come to be legendary ships, renown across both worlds.
So long as you are in control, whether directly through controls or as the captain of a vessel, the ship as a whole will be blessed many times over. It will never malfunction and will see its crew through all but the most dangerous of environments and weather conditions. Attacks against it will often misfire or have enemy combatants trip over themselves. The vehicle itself will find unnatural strength placed into its armour and weapons, defending and attacking with far greater power, whilst its thrusters put out far more force than they should be capable of and all systems work at their very best even when damaged. And as you and your empowered machine battle together, you'll find that machine becomes more and more known to all those affected or involved with the war, famous or infamous as your actions with it dictate, and your reputation will grow alongside it.

Knight of Mars

Life on Mars- 100
Food and Water is scarce on Mars, even with the power of Aldnoah the Vers Empire and its citizens struggle to survive. TO live from day to day, a Martian must learn how to make the most of what sustenance he can get and to enjoy every bite as much as he can. You're an excellent cook, particularly on making use of absolutely every last part of what you catch, and you can generally find a way to make anything not actively harmful or inorganic into something you can digest. You also know how to make these tiny portions into something quite delicious, though never to the point that the eater won't be able to stop himself form eating too much.

Superiority through Understanding- 200
If you listen to the propaganda spouted by the Royal Family and the aristocracy, the power of Aldnoah, and Aldnoah powered Kataphrakt, is invincible. If the things you're hearing from the war on Earth are any clue, this is the most blatant lie yet. You'll not make the same mistakes as the Orbital Knights do on Earth, as you are hyper aware of every single weakness you possess. Physical, mental, technological, supernatural or even social, you are aware of what flaws, openings and weaknesses you have are. You are even able to know when someone is actively targeting one of those weaknesses, though this aspect will only apply when in combat with that person directly and only to those weaknesses of yours that may be relevant in combat.

A Machine for War- 400
All machines need a creator and the Kataphraktoi are no different. The war machines of Earth are impressive but simple affairs, nothing compared to the mighty Martian Kataphrakt. Still, both sides are fields worth mastering and you've certainly done that. You know all the ins and outs of constructing Kataphraktoi and their weapons and attachments, for both Earth and Martian models. Your experience with Martian technology has taught you how to construct Aldnoah powered technology, but you still lack the power of Aldnoah itself to power these technologies. Instead, learning this has taught you how to best create mecha and vehicles that run on intense or supernatural power sources, crafting their frames and technology to handle and take advantage of the immense power afforded as compared to traditional fuels.

War of the Worlds- 600
A noble must be able to lead, particularly in the military sense, and even though you may not be in charge of the invasion, that's no reason to not be skilled enough to take over if someone had a nasty accident. You're a strategic genius, enough that you could coordinate the invasion of an entire world and do it well, so long as you aren't at a military disadvantage. The opposite, defending a whole world at once, is also possible. And while you do need an army to make use of any strategies you have, it might not need be as big as you might think. Any foe you have on the battlefield, on a large or small scale, finds that they act in a much more reckless, stupid and obvious manner then they usually would. There will still be a few scattered prodigies and dangerous foes in the enemy army, and you may be overwhelmed by firepower even if it is wielded by fools, but on the whole your foes struggle to understand more than the basic military concepts they need to.

Royalty

Aldnoah- Free and Mandatory
The power discovered by Rayregalia decades ago beneath Mars, that created the Vers Empire, runs through your veins. As a member of the royal family of Vers, you inherited the Aldnoah Activation Factor, allowing you the ability to create the Aldnoah power source, activate and deactivate any technology source powered by Aldnoah and by letting someone drink a bit of your blood you may pass on the Factor to those you deem worthy of it, though they can only use it to activate or deactivate Aldnoah tech and not create it or affect technology that a royal has turned on or off.

Non Royalty origins may take this ability for a flat 200CP cost, though knowledge of a non-royal possessing this power may turn you into a target for both worlds or incite a civil war, depending on your origin.

The Tallest of Poppies- 100
You may not be the oldest, you may not be the smartest but you sure are the favourite of the family and any group of peers like it. For no visible reason to those around you, you always get preferential treatment by any superiors, so long as all those around you are generally your peers and not much better than you. Parents will favour you over your siblings and superior officers will look well on you even if they treat your comrades harshly. It'll likely cause no small amount of jealousy and resentment among your peers so if you'd prefer camaraderie to special treatment, you can turn this ability off at any time.

War in Peace– 200
Your birth granted you more than just the Aldnoah factor and a fancy title. You are seen as important simply for being part of the royal family, regardless of your actual duties, and that makes you a useful diplomat, as the Vers Empire is seen as taking something seriously to send you to negotiate. Whether that is true or not largely depends on you. You've gained the position of Ambassador for your country and the duties that come along with it, as well as the associated skills. You're gifted with solving arguments between two parties, on an individual scale or larger, and particularly skilful with managing relations between very large factions such as the two worlds or handling the aftermath and negotiations that result from the end of wars, being able to swing favourable or at least neutral deals for your side even as a loser of the war. In future worlds you will retain this ambassadorial position for whatever your starting country is.

Iron Steeds-400
As you spread the power of Aldnoah through the technological weapons of war that you choose to, do you ever wonder if it may be possible to spread other miracles through them too? You found a way to do so, to channel the supernatural power within you into the machine around you, empowering it beyond the normal means seen in this world using only Aldnoah. When in contact with a mecha such as a Kataphrakt, you are able to share with it any supernatural power or ability that you possess, channelling it into the machine to use as its own. Any costs will be drawn from you as a generator but otherwise your mecha will be capable of utilizing your powers as if they were its own, though often this is merely you directing it to do so as its pilot.

Universal Activation Factor- 600
As uniquely important as the Aldnoah Activation Factor might make someone in this world, it serves little purpose for anything but Aldnoah technology. For a Royal used to getting what they want, this

really just won't do. Perhaps just because of how bossy you are, you've gained an Activation Factor of sorts that works on more than just Aldnoah technology. Any technology or artefact that requires a specific trait to activate or use will now work for you regardless of whether you actually meet the requirements. Biometric scanning always registers you as a valid scan, magical weapons that can only be wielded by a single person can now be wielded by two, technology that only activates for those of a certain bloodline is now yours to command. You are also able to allow others to share in this, just like a normal Aldnoah Factor, by exchanging bodily fluids as well as take this away in the same manner. Sadly, you cannot deactivate any technology or artefact being wielded by one who genuinely meets the requirements, only deactivate it for those false wielders you have created with this.

Items

100CP items are free for their associated origin and all other associated items are discounted for their origin.

Defector

Earth Encyclopaedia- 100

A funny little data pad, filled with information on Earth and all the many varieties of things that live on it. It's written entirely by Martians, using what records they have from decades ago and common sense from their world, so not all of it is quite accurate or up to date. Most of the info is spot on and what errors exist are never serious flaws or holes in the knowledge of the data pad, instead leaving small things to surprise you when you finally arrive on the world. The encyclopaedia will update to one of the main worlds in any future setting you go to, always being written by some sort of off worlder.

Soft Iron-200

Your trusty little sidearm, either part of your basic load out or a gift from a friend years ago. The exact model is up to you but you know this handgun inside and out. It's terrifically accurate, reliable and tough, it'd take actively beating on it to make it jam up. It has a special quality however. When you the wielder wishes it, any shot fired by this weapon can be guaranteed to be non-lethal, no matter what it hits. Shots will never cause death instantly or in the long term unless desired. Even a point blank head shot would be survived, though particularly grievous wounds may take a long time to heal and leave scars or injuries.

Sky Carrier- 400

A large Martian aircraft designed to carry troops and Kataphraktoi into battle. Despite its size, enough to carry multiple large Kataphrakt at once, it is incredible fast and nimble in the air, even able to out speed the attacks of some Martian Kataphrakt. The Sky Carrier is also able to share the technology of any Kataphrakt or similar mecha docked into its insides, applying the technology those machines have over the entire ship. For example, taking the Aldnoah based abilities of a Kataphrakt and using them as the ship's own.

Hyper Gate- 600

The Hyper Gate is a large structure that exists on the dark side of the moon, acting as a portal between the moon of Earth and the surface of Mars. It was destroyed in the First Earth-Mars War and travel between both worlds was halted until faster space flight was created. However, a second Hyper Gate has been found, one in a location hidden to all but you. Unlike the first model, this Hyper Gate is able to transmit its users to any location within the same Solar System and without any Aldnoah requirements either. The gate is large enough to transport hundreds of people at once and several large vehicles too. If damaged, it won't explode in such a catastrophic way as the first gate did either, simply deactivating.

Child Soldier

Keep in Touch- 100
Wouldn't be a high schooler without your cell, not in these modern times. It's the latest model and has all the fun features you'd want, as well as free service that connects to any phone network in range, even in future settings. With this phone, you'll also always be able to call any friends or family you have, regardless of distance, obstacles or other obstructions. You could get in contact with your little brother from another planet, even when all communications are cut off between the two of you.

Not Exactly Rationing- 200
After Heaven's Fall, when the shattered moon rained down on the Earth, the ration wars started. Vicious fighting over what supplies were left began in the aftermath, causing the deaths of countless thousands of people across the world. You and yours never suffered during those battles however, as you received mysterious packages filled with food rations. They're not tasty but they have all the nutrients the average human being needs packed inside a palm sized package. Each box you get comes with several dozen and you'll always get a new box just as you run out of the old one, no matter where you are.

Mechshop- 400
This hanger, built into a property you own or attached to your warehouse, was created in order to service Kataphrakt but has since been greatly expanded. Forty metres tall, several hundred meters long and wide, it's an immense space. The hanger has the tools to do maintenance and repairs on any mecha that can fit into its confines, even those far in advance of the technology found in this world will be able to be worked on, if you have the necessary knowledge. The Hangar even has equipment for fitting Aldnoah technology onto existing mecha with speed and ease, though it lacks the materials and Activation Factor for it.

Analytical Engine- 600
A brand new piece of Earth technology has taken the place of one of your eyes. Working every bit as well as whatever you had there previously, this ocular machine is an analytical engine, an extremely powerful but miniature supercomputer. It has a wide range of functions, from instantly calculating trajectories and data to providing information from any database it is connected to allowing you to browse the internet with just your mind. Wearing something like this could let an ace pilot match a Kataphrakt able to predict the future with relative ease. The Analytical Engine also has a growing Artificial Intelligence powering it which is utterly loyal to you but will develop a personality based on how you interact with it. If you are ever incapacitated, it'll be able to take over your body and fight for you, if you allow it.

United Earth Soldier

Self Help Drinks- 100
The good stuff. A few bottles of your favourite liquor in perfect condition, stored in a case that will replace and refill any broken or drunken bottles as well as keep them at the perfect climate for that specific brand. Drinking this stuff while feeling in the dumps will actually help you to get over your problems. You'll still get drunk but your mind will be guided away from pointless circles and beating yourself up in favour of pointing you towards attitudes and actions that might help you turn your life around. It won't tell you what to do but drinking this stuff will get you in the right attitude to do what needs to be done.

Artificial Arms- 200
This set of 4 limb braces, 2 for the arms and 2 for the legs, are improved versions of the ones used by the UEG. Wearing these grants movement and control back to the limbs in question, even including fingers and toes. As long as the limbs are still there, they'll work again, even if twisted and torn to raggedy strands. The braces will also increase the strength and speed of each limb, letting the wearer crush metal bars with their grip or leap several times their own height. You'll also receive the blueprints to create more of these braces.

Second Last Line of Defence- 400
The UE constructed a great many fortresses in preparation for an expected reigniting of hostilities with Mars. Many of those fortresses were hidden within mountains or underground or even beneath the sea itself, in efforts to prevent the overwhelming power of Vers from taking them out too fast. You've come into the possession of an abandoned, hidden fort such as this. It's large enough to fit a small army, including a complement of Kataphraktoi and a large battleship, but no personnel to staff the base. The basic functions are all automated, including the production of new weapons and ammunition if there's base material to work with, and the base itself will be maintained to good condition but otherwise you must supply the manpower yourself. You'll have a similar base appear under your control in future settings as well.

Deucalion- 600
In the first war between worlds, a single Martian Kataphrakt was destroyed by the falling fragments of the moon. Thought buried beneath countless tons of rubble by Vers, it was instead recovered and recycled by the Earth forces, converted into a mighty flying ship. It would be a great while before this ship, the UFE Deucalion, would be provided with the Aldnoah activation code it needed but once it did it became a lynchpin of the Terran war effort due to its power, speed and versatility. This is a replica of that ship, the UFE Deucalion Mk II. Already activated and able to activate or deactivate solely at your command, this ship serves as a magnificent mobile base. It can carry a large complement of soldiers and several squads of Kataphraktoi. It's armed with 4 large cannons, multiple missile pods, and many defence guns and has the ability to fly into space at significant speeds, as well as operate in space or upper atmosphere. It's tough enough to survive slamming into a Landing Castle at top speed too, so don't worry about using it as a battering ram.

Knight of Mars

Luxuries from Earth- 100
Getting food from Earth on Mars is near impossible, even for the highest nobles. For the Orbital Knights around the Earth it is slightly more likely. Both parties would be jealous of you however, as you seem to get three luxurious Earth meals each day out of nowhere. At Breakfast, Lunch and Dinner times you will be served a meal of your choosing from the modern world of Earth. Masterfully cooked with the highest quality ingredients and tools, it'd be a once in a decade experience even for a normal human but you get it three times a day.

A Noble's Tool- 200
Even the most common of woods is impossibly rare on Mars, where rock and dirt and metal are all that exist. This cane is then from before the colonisation, decades old and passed down through your family to you. Despite its age, it is incredibly sturdy and useful as a baton. It has also been altered to contain a thin line of metal within the wood itself. By twisting the handle of the cane, it may be pulled off and turned into a shockingly long razor sharp whip. Depending on the usage, of which you are a master, it can be used as a deadly weapon or as a horrific tool of torture. Those struck by the metal of this whip feel many times the pain they might expect from its blows, allowing the user to easily break all but the hardiest of prisoners.

Private Army- 400
The army of Vers is mighty indeed but there are still many nobles who choose to raise small personal forces of their own. This small fleet of two dozen Martian transport ships forms your own private army. Each Ship carries a hundred men, supplies for months of voyage and a dozen Stygis fighter Kataphrakt ready for use. The transports are quite tough and can take a fair few direct hits from Kataphrakt weapons to take down but they're not very fast, so use of the fighters to protect them is vital. A copy of this fleet will be ready and waiting for you in the outer atmosphere of each new world you go to.

37th Knight- 600
Originally, you were one of many Nobles on Mars or taking up residents in the Landing Castle of one of the 36 Orbital Knights. This is not the case anymore. Now, there are 37 Orbital Knights, with you as the new addition. This title is second only to the Royal Family itself and will carry on to an equivalent in future worlds. With your title comes a Landing Castle, the marking of an Orbital Knight. This gigantic space faring castle contains a small army of Martians and Kataphrakt, along with extensive weapons and defence systems of its own. It can support its own crew of several hundred entirely self-sufficiently and move at a surprising pace. In future worlds this Landing Castle will either await you in orbit or will have landed in a location of your choice.

Royalty

Royal Robes- 100
Royalty must look the part. These are your royal vestments, the fanciest and most fabulous outfit in your possession. It'll always look great on you, even in the middle of a warzone, and it has a few special attributes crafted into it as well. The outfit can be stored in a single jewel, no bigger than a small pearl, and called out or away at any moment in a flash of light. That flash will also stun any onlookers for a moment, so long as they're not engaged in something serious like combat, giving you a few seconds to start up a speech and be listened to.

Stunted Throne- 200
You might be movement impaired or perhaps just lazy, this advanced hover chair will take care of you either way. It's an incredibly comfy chair, enough that you could easily sleep in it, and it'll hover a small distance above the ground surface at all times. It can move at a fairly decent pace, effortlessly controllable with a single hand, the speed of a normal human's full sprint and it'll never run out of power either. Built into the chair are several hologram projectors that can easily be customised to project any appearance you desire over yourself and the chair. The holograms will automatically adjust to match what actions and movements you take. They are also impossible to detect as fake through technology or other means, though people may still figure out that you are an imposter or fake, just not that you are using holograms to do it.

Selena- 400
A high quality Martian spacecraft. Designed for the use of the Royal Family and other high ranking non-combatants, the Selena is a speedy, spacious and high class spaceship, fast enough to travel between Mars and Earth in a day. It's got enough room for a royal and her entire retinue as well as highly advanced medical facilities. Advanced enough that they can even keep a single person in suspended animation for a few years, even with fatal wounds inflicted on the person if they can be gotten to the ship in time. The craft is also able to broadcast messages across all frequencies and stations across an entire planet and its surrounding space at once.

Moon Base- 600
After Heavens Fall split apart the moon, an immense military base was constructed on the largest remain portion by the Vers Empire. This giant installation was filled with a veritable army of Martian soldiers and enough docking room to take in even a Landing Castle. While not as big, the taking of this option has created a second such base on the other side of the moon. Similar in structure to the first, it comes with a full complement of guards, engineers and miscellaneous staff to run the station, as well as a small number of Stygis Fighters for space defence and a number of small transport ships to ferry occupants down to Earth. This Moon Base is under your control, with all staff loyal only to you, and in future jumps will be found on the nearest moon to your starting location.

Kataphrakt

You receive one free Kataphrakt, either Earth or Martian, based on your origin.

Base Frame (Earth or Martian)- Free/100

All origins receive one free Kataphrakt. Child Soldiers and United Earth Soldiers receive a Terran Kataphrakt for free while Knight of Mars and Royalty receive one Martian Kataphrakt for free. Defectors may choose either but must pay a 100CP cost to choose a Martian Kataphrakt.

Terran Kataphrakt come in two specific models. The KG-6 Sleipnir or the KG-7 Aerion. Both are good all-around machines with wide versatility and use. They are able to hover through the air, come with a 75 mm cannon with attached grenade launcher, a grappling hook in their right hands, a pistol and a small but appropriately sized knife. The Aerion, which comes in military grey and green, possesses more armour and better power generation then the Sleipnir, which is always orange, but at the cost of reduced speed and agility. Neither machine would hold up in a straight fight with the average Martian Kataphrakt but there are some specialised Martian mecha that are weak enough to be equalled or even bested by Terran weapons. They all stand at around 13 meters tall.

Martian Kataphrakt are generally all unique models. They can range from tall, spindly things like out of The War of the Worlds to huge, bulky crustacean like machines. Overall, they blow any Terran machine out of the water in terms of firepower, speed, durability and so on, though certain models sacrifice these advantages for an even more powerful special ability. They are all powered by an Aldnoah Drive, which they receive for free, and may be shaped to your choosing at purchasing. They range from 13 meters to just over 30 meters tall.

Import- 100

If you already have a mecha you wish to use in the following section, you can choose to give up your free Kataphrakt and instead spend 100 to import an existing mecha in your possession. They do not gain anything from the Base Frame option and must buy the Aldnoah Drive option to purchase from the Aldnoah tech section but are otherwise able to buy anything in the customization section below for itself.

Aldnoah Drive- Free/200

The source of power for all Martian Kataphrakt. Far greater than any fuel found on Earth, artificial or not, this generator powers your machine to incredible heights and for incredible lengths of time. You have received a personal Activation Factor for this machine alone, allowing you to activate or deactivate it as you will, though royal family members can still force the drive to deactivate. This option is free for those who take the Base Frame (Martian) option and costs 200CP for those who choose the Base Frame (Earth) option or the Import option. You must take this option to buy form the Aldnoah section below.

Menacing Paint- 50

Who knew orange could be so scary? Your Kataphrakt is painted a unique colour of your choosing, one that will somehow manage to strike fear into all enemies who witness your machine in combat action. You can even pick several different colours and have your mecha be notable by the weird mix of colours instead of a single predominant one.

Grappling Hooks- 50

Your Kataphrakt has been outfitted with a set of long range grappling hooks, each one individually able to support the weight of your machine. Proper usage of these can fling around the mecha, particularly in low/no gravity environments and they can also be used to tangle up or trip enemies, as the wires are tough enough to need at least a handful of good hits from a Kataphrakt before breaking.

Blade Wings- 50
A set of curved wing-like protrusions have been added to the back of your Kataphrakt. The main purpose of these are to hold a special blade in each wing, around eight in all. Each blade is incredibly sharp and sized for Kataphrakt usage, though they likely won't stand up to Aldnoah based blade weapons. The wings also increased the control and manoeuvrability of the Kataphrakt at high speeds.

Double Danger- 100
Most Kataphraktoi are made to be piloted by a single user. A second pilot adds little compared to the drawbacks of increased weight and size. Still, some machines, particularly Martian Kataphrakt that can have complex systems in addition to basic weaponry, can benefit from it. Your Kataphrakt has a second cockpit either beside you, behind you or somewhere else on the machine that fits. A second pilot is able to control whatever systems you are not actively using, allowing you to attack in two directions at once or take twice as many actions as normal.

Aldnoah Table
All options below require an Aldnoah Drive to be purchased.

Blade Fields- 100
Your Kataphrakt is capable of creating blade fields from either a pair of hold able weapons or the hands of your machine. These blades are formed of superhot plasma, capable of instantly melting through other Kataphrakt and almost any other normal material. Their level of heat can be modulated by the wielder, though higher levels drain more power.

Gravity Manipulator- 200
The power of Aldnoah allows your mecha to manipulate its own gravitational fields at will. This allows for a variety of telekinetic effects, such as flight, forming a defensive shield to deflect incoming projectiles, crushing nearby opponents with immense, twisting force and lifting and moving things with the power of gravity. The more power you put in, the greater the control and force you have.

Electric Manipulator- 200
This machine has gained the power to control lightning itself. A special generator that creates and directs the electrical charge has been emplaced on your Kataphrakt. Just the passive field generated by the electricity allows your machine to deflect most metal projectiles with ease and the field can be directed for use in powerful lightning blasts against foes. More complex uses, such as using the electricity field to instantly clear smokescreens, are also very possible with your machine and proper knowledge, as your control gets quite fine.

Molecule Manipulation- 100

Six mobile additions have been made to your mecha. They may take the forms of fists, swords, hammers, orbs or any other largely solid, one material object. Each mobile addition also has a powerful jet thruster on the back that can accelerate it to well above the speed of sound. Perhaps not as impressive, seeming like little more than unwieldy extra limbs. The true power comes from the fact that each of these limbs can transform itself into a single molecule of the same shape and size it is normally, thus rendering it nearly unbreakable and becoming a terribly effective battering ram. Whatever has been transformed this way is totally inert and thus the jet boosters on the back remain unaffected and unprotected so that they can still move the additions. Perhaps with some tinkering, you could turn this effective into a defensive shield of some sort?

Dimension Barrier- 200
A dimensional barrier now covers the exterior of your Kataphrakt, capable of absorbing all forms of physical matter and energy instantaneously. This barrier absorbs whatever it touches and covers almost all of your machine, with only the soles of its feet and a single, small and concealed point being uncovered. The former is so the mecha can walk without absorbing all matter that touches its feet and the latter is so that the machine can connect to a set of airborne, tiny cameras that come with this option. Because the barrier covers the entire machine and prevents all physical things from entering, this prevents the pilot from being able to see and thus they must rely on the accompanying cameras to pilot their mecha. The Dimension Barrier can be deactivated at any time and with some work it could be activated only on specific parts of the machine as well.

Plasma Beams- 100
Your machine gains two extremely powerful beam emitters on each side of its face or body. These beams are both extremely long range, able to accurately hit objects in orbit from the ground, as well as extremely destructive, slicing through anything less than a Martian Kataphrakt in an instant. The beams can also be modulated to be wider or thinner, with the heat and power increasing or decreasing as they do so. It can even potentially cover whole battleships with a single beam.

Precognition- 200
One of the stranger abilities made possible with Aldnoah. Your machine allows you to see a few seconds into the future, predicting the moves of your opponents and the future of the world around you and showing it to you as an overlay on your view screen. Be careful with this, as getting too confident may lead you into situations where there is no way out.

Freezing- 200
This Kataphrakt can now create a field around itself of a 1 kilometre radius. Within this field, the kinetic energy of all matter within is rapidly drained, causing super low temperatures that freeze all things within range. It also renders many attacks without extreme amounts of force or speed weak or useless as their energy is entirely sapped before they can reach the target.

DMLG- 200
Stored in various locations around your Kataphrakt are thirty Detachable Mobile Laser Guns. Each one moves just as fast and even more nimbly as the Kataphrakt itself and possesses a rapid fire, accurate laser rifle embedded in it. These lasers are not terribly strong individually but together can easily surround and whittle down other Kataphrakt in seconds. When combined with stronger weapons wielded by the main Kataphrakt, they form a nearly unbeatable combination, especially in open areas. Each DMLG is automatically controlled to attack the chosen targets.

Quantum Teleportation- 600
Your Kataphrakt has the capability to perform short range quantum teleports, effectively cloning itself and its pilot with each teleport. Each teleport will result in a new copy of the mecha and its pilot forming at the target destination, with the original staying where they are. While each copy is also capable of teleporting in this way, there is a short recharge between each use. While each copy is indeed a perfect copy, only the original counts as yourself. If your clones or copies die, that will not end your chain but if you die, your chain ends even with the quantum copies around. See the Notes section for further details.

Invisibility- 100
Minor in comparison to the other examples found here, the power to go undetected is nonetheless incredibly lethal in combat. The power of Aldnoah bends light around your Kataphrakt, as well as prevents any form of technology from detecting the machine, rendering you totally invisible to physical senses. Certain mediums can allow you to be detected due to the displacement your body creates, such as smoke or water, so careful where you tread.

Don't Call Them Yoyos- 100
Your Kataphrakt is now armed with two metal spinners, wrapped with an extremely long wire capable of cutting straight through Kataphrakt, asteroids or entire space bases. They are definitely not just yoyos but are used in a very similar, if extremely deadly, manner. They can even be spun around vertically in front of the wielder to form a shield of sorts and block incoming bullets.

Companions

Comrades- 50 per

A war is much easier with allies to help you through. If you have the desire for some compatriots, this option is where to look. Each purchase of this option will allow you to import or create one companion. Both options receive 600CP and one origin, though they must pay the required CP to take priced origins, as well as all associated discounts and freebies. They also receive one free Kataphrakt, according to the same rules as you the player. Created Companions may have their appearance, history, personality and relationship decided by you or left to random chance, as long as they gain no significant advantage not reflected by their builds.

Canon Companion- 100

If you've got your eye on a certain someone, this is the option for you. Each time you take this option, you get the chance to bring someone from this world along with you on your adventures in the future as a companion. You do need to convince them to come along with you but taking this option ensures that the two of you will meet repeatedly over the course of your stay here and usually in favourable, or at least interesting, conditions.

Drawbacks

You may take up to 800CP in drawbacks. More drawbacks may be taken but only up to 800 points may be gained.

Unspecified Mental Disorder- +100

Getting along with other people isn't really your strong suit. It's not that you're abrasive or arrogant or anything like that. You're just distant, all the time. Something other than the people around you is always occupying your mind, making it difficult to listen or care for what someone says when it isn't important to your mission. Even when you do listen, you come off as being bored and uncaring as to their conversations. You'll be able to focus just as well when things get serious in a fight but in any social situation, you just fade away.

Not From Around Here- +100

Are you a cowardly Martian? Are you a dirty Terran? People can't seem to make up their minds. Each side sees you as the worst examples of their opposing force, embodying all the aspects that make the bile rise in their throats. Even those men or women who would ordinarily not care as to what race you are would find reason to discriminate against you now. They won't attack you if you are on their side but you can bet you'll get all the worst assignments and all the humiliation they can heap on you as well.

Fist of Mars- +100

You can't help that you're just born better than all those around you, but the least you can do is educate them on their inferiority. You constantly boast to any opponent about your skills and power in relation to any competition or battle you are currently in, always accidentally revealing a vulnerability or weak area you might have in the process. And with how smug you are, people just can't help but try to take advantage of what you reveal. Maybe if you really are as good as you say, you might not have anything to reveal.

Hate.Zero- +200

Your very presence makes Aldnoah go haywire. Perhaps whatever race originally created that technology once met your ancestors and still hate you to this day? Regardless, the results are clear. Aldnoah and any derivative technology will never work for you or those who ally with you, simply failing to activate even with a valid Activation Factor. Any enemies of yours who utilise an Aldnoah powered machine will find that their machines are forced into overdrive as the Aldnoah reacts to your presence on the opposing side.

Barred from the Heavenly Gates- +200

You're a survivor of the First Earth-Mars War, having personally experienced Heavens Fall's initial events. The experienced scarred you, giving you constant nightmares, paranoia and a lack of confidence in your own abilities. Your problems aren't just internal however. For some reason, every person on your side believes that you hurt or caused the death of someone they cared for during Heavens Fall. You could bring them around from their hatred of you but you'd have to prove yourself to each and every individual to redeem yourself in their eyes.

New Roommate- +200
You were in a bad accident and while you did get out with your life, it cost you an eye. Your superiors offered you a chance to get it back by taking part in an experimental project. The project worked, granting you an artificial eye working as well as a normal person's but it had…unforeseen side effects. Originally this eye was meant to assist the wearer in combat by performing complex calculations for them, potentially developing into an independent AI. The calculation functions failed in your model but the AI is fully aware and very unhappy about its current position. It wants to be in control of the body and is in the process of taking over as well. The two of you will have to struggle for control of the body you both want as the eye, and its resident, cannot be removed without causing your death. After your time here ends, you can either have the eye safely replaced with a normal, biological one or work to solve the differences between yourself and the AI.

Let Justice Be Done- +300
After the moon was destroyed, the remaining moon rocks formed into an asteroid belt around the Earth, slowly orbiting it. For most, such as the militaries of each world, they form a useful way to hide military bases within the asteroids. But for you, it poses a constant danger. The moon rocks are attracted to you, no matter where you are, and will seek to fall down upon you at entry speeds. Almost all of your time here will be spent in hours long periods of moon rocks, ranging from pellets to immense boulders, raining down on your head. There will be a few hours break between each rain but it will never stop or run out, nor will it prove unable to follow you even if you travelled to some faraway place. Though the Heavens Fall was fifteen years ago for all others, it will never cease for your ten years here.

The Norse Pantheon- +300
It's not that you're stupid. Not really. It's just that each and every one of your foes is just unnaturally good at bullshit strategy. Brilliant plan after brilliant plan comes to them, letting them survive or win even when you outnumber and out power them a hundred times over. Even if you manage to cut off all the routes to complex plans for victory, your enemies will manage to pull off simple or bizarre plans that somehow work perfectly. It'll never be enough to win, not if you play your role well, but it'll stretch out any conflict to be a long, brutal slog to victory.

Flawless Versian Engineering- +300
Maybe you should have a talk with whoever designed that Kataphrakt of yours. And the rest of your stuff, incidentally. Looks like it's all got some glaring weak point somewhere on it. From vehicles to weapons to any supernatural powers you have or even your own body, everything has gained an obvious weak points. Even a school kid would be able to recognise the problems in your ability and find a way to take advantage. Imagine what an actual soldier could do. To some extent you might be able to compensate by focusing on your strengths but for the course of your stay here, you'll never be able to cover up, hide or mitigate the one weakness you now have in all things.

Ending

Time to make the choice, the same choice you'll have to make at the end of every world.

Do you wish to *Stay Here* in this world?
Do you wish to *Go Home* to your original world, whatever that might be?
Do you wish to *Continue* to new worlds and resume your adventure?

Notes

Quantum Teleportation-

While these are perfect copies, in that they share all physical, mental and supernatural traits, they are not jumpers of their own. Thus they lack some things such as a warehouse, any other items you have, perks depending on the specific perk may be missing and they will not come along on future jumps either. They have no particular loyalty to you beyond being the same person initially as well so keep in mind that they are independent beings.