Five Star Stories – Jump Compliant (Version 0.1)

"Joker Century, 2899, the Birth of a Kingdom"

The Joker Cluster, traveller, is a place and time far before your origins. We know this, because the history is detailed – though the author is unknown. It's a long and vibrant history detailing electric knights, dragons, magic, and most of all – people. Good people, chivalric people, people with sinister intentions, people with grand aspirations, all sorts of people reside in the Joker Cluster. Today, its population has grown again – with your arrival.

The Joker Cluster consists of five separate solar systems, though at any given time only four can be seen. Civilization started here with the ancient Super Empire, the Farus Di Kanon Empire, though that has long since fallen apart. In the three millennia after that, human life struggled to put itself back together – and today, we see thriving civilizations, with a level of technology that is a shadow of the Super Empire's standards.

Still, while the quality of life isn't perfect, the Joker Cluster has established a certain level of peace – and in recognition of the horrible effects of war, many treatise have been laid out to minimize the amount of lives lost. Wars are fought now between electronic knights called Mortar headds, you'd recognize these as giant war machines.

The Mortar headds have brought a change to war – but ultimately they're simply tools, and the ones who drive forward change are their pilots.

The Headliners that pilot these MH, the Fatimas which are their partners, are both main actors if you will, on this grand stage called the Joker Cluster. Whether you choose to become one is up to you, but realize this – we all have a role to play, whether we know it or not. The year is JC 2899…and the Joker Cluster is about to change as a young Amaterasu comes onto the scene…

Of course, we're here to help you decide what your role is going to be. For that, we've already made some preparations. Take this along with you.

+1000 CP

No need to thank me of course, this should be routine for you by now. Let's proceed along with some of the other formalities then, shall we?

[Making Your Acquaintance]

You'll notice that the people of the Joker Cluster may seem slightly differently physically than what you may be used to. The people seem thinner, taller, with physiques that appear a bit more alien. If you'd like to modify your physique a little for purely cosmetic purposes, we don't mind but all otherwise we're going to presume that you'll remain as you are.

Age, 18+1d8 / Your Gender and Appearance remain the same.

Of course, we'll have to let you determine what kind of impact you'll make. A role that is – something that's best for you to decide. Take a look and see.

Background	Description
Drop In	Better described as a vagrant traveller, while you don't have any connections, being able to see the entirety of the Joker Cluster without having any affiliations can be a rather exhilarating experience. Just keep in mind that travel may be difficult depending on where you're going, and there are of course, local customs to be aware of anywhere you go.
Headliner	A fabled Headliner I see! Headliners are the descendants of the Chivalry of the ancient Super Empire. In the Super Empire, these were the ultimate soldiers, used by the higher echelons of society to control everything else. Now, the Headliners serve to keep the peace, normally by resolving conflicts through the use of Mortar headds. With almost superhuman feats, Headliners are easily distinguished by their larger physique in comparison to normal civilians. They do have to abide by many rules of society however, kept in place so that they don't become a threat. Also, most Headliners either serve mercenary groups, or are affiliated to a country. As a Headliner, you can find employment in a kingdom without much of a problem.
Diver	Divers are those among the populace of the Joker Cluster who have demonstrated a capacity for psychic powers. It's believed that this power is genetic, not too different from Headliners, yet there has been no concrete proof as to what

	actually awakens their latent abilities. The Diver's Guild however, strives to understand the source of this ability – and is wholly under the protection of the Amaterasu Kingdom Demesnes. Though there are plenty of Divers who do not associate with the guild, the combined strength of the Diver's Guild and the Amaterasu Kingdom Demesnes forms a very substantial power bloc in the Joker Cluster – and is easily a force not to be trifled with. As a Diver, you do not default to any association, but can seek protection under the Diver's Guild should you see fit.
Fatima	Fatimas are a bit of a dark spot in the Joker Cluster's history. A great deal of prejudice and social unrest surrounds both the creation and idea of Fatimas – and yet as controversial as they are they have also become an essential part of the Joker Cluster's society. Fatimas are synthetic lifeforms, mass produced for very specific purposes. Many regulations have been placed on their creations, preventing them from having the same rights as a normal human. As they are ageless, Fatimas under ideal conditions can live for far longer than humans – yet they must be subject to mind control under galactic law to ensure that they are consistently controlled. It's not an easy path that you've chosen – but Fatimas will ultimately be tied to the evolution of the human race. Perhaps not much of a solace.

There's also the matter of figuring of where you're going to end up! Planetary travel is accessible between the different systems, but you'll have to keep in mind that it isn't always fast – and every solar system has their own individual governments to take into consideration. Either way, for now, just **roll 1d8** and let's see where you end up.

Roll	Location
1	**[Addler – Trun Union]** The Trun Federal Republic is the major representing force for the planet of Addler, in the Eastern Solar System. While not a military superpower like the Amaterasu Kingdom Demesnes, their internal structure is strong enough that they can hold their own on the galactic scene.

	The president of the Trun Federal Republic, Mission Routh, is typically off world, involved in diplomatic deployments on different planets. His presence on different planets also lends to the authority which the Federal Republic has – in terms of recognition from the other kingdoms. As a planet, Addler is slightly more desolate in comparison to the other inhabited planet in the Eastern Solar System, Delta Belun – but the extensive efforts of terraforming have made it so that humans can live comfortably.
2	**[Delta Belun – Kingdom of Grees]** The Kingdom of Amaterasu Kingdom Demesnes, situated on the planet of Delta Belun in the Eastern Solar System, is one of most substantial players in the Joker Cluster, home to one of its largest military forces as well as the Diver's Guild. As the only planet where every civilization has been arranged under a single form of government – Delta Belun has been left unscarred by conflict for quite some time. The Float Temple – the capital of the AKD in the Kingdom of Grees, serves not only as the headquarters for the legendary First Easter Mirage Corps, but also as the primary estate for the royal family of the AKD – under the Emperor Amaterasu Dis Gran Grees Eidas IV. A peaceful locale, one should take heed not to stir up much of a fuss here – as public order is greatly valued and disturbances are not well tolerated. The planet is idyllic and very hospitable to life - a fact which made settlement and organization rather easy.
3	**[Both – Hathuhunt Empire]** The planet Both on the Western Solar System hasn't been completely unified, but the Hathuha Union Republic stands as one of the largest consolidated societies present. Of this, the Hathuhunt Empire is one of the key members of the makeshift parliamentary alliance which has been set up. The Hathuha Union Republic sees a large amount of Headliners and Divers, as the vast majority of its populace are descendants from the Super Empire of old. Though this piece of history has been largely forgotten by the common folk, its legacy is still apparent in the quality of Headliners which come from here.

4	**[Both – Kastenpo]** On the other side of Both however, Kastenpo provides a chilling comparison to the Hathuha Union Republic. With no governing body in place that can keep the city under control, Kastenpo is a lawless place where crime and corruption set an accepted standard. Surrounded by a desolate wasteland, many Headliners come to Kastenpo to seek their fortunes, but very few will last long enough to survive its trials. Worse can be said of the civilians who are forced to survive here, and Fatimas that wander about here can expect to be abused or killed without any consideration.
5	**[Kalamity Godarce – Fillmore Empire]** The planet of Kalamity Godarce in the Northern Solar System is home to the other major political entity – the Fillmore Empire. It seems to have been proven that the denizens of the Fillmore Empire are indeed descendants of the Super Empire, and it is through this claim to lineage that they command their power. Operating secretively, the Fillmore Empire employs many agents who interfere with events in other solar systems, but as a whole, the environment inside the Fillmore Empire itself is relatively calm, if somewhat authoritarian. Fatimas are extremely frowned upon here.
6	**[Pestako]** Primarily a mining colony for Kalamity Godarce, the entire planet has been arranged so that the productivity of natural resource extraction and processing is maximized. Living conditions here are rather terrible – seeing as most of the populace are lower working class citizens, and it's probably best if you find a way off world as soon as possible.
7	**[Juno – Colus Dynasty Kingdoms]** The planet of Juno in the Southern Solar System is officially home to the Trio de Colus, otherwise known as the Colus Dynasty Kingdoms. Made up of three royal families, the Trio de Colus is somewhat a fledging player on the galactic scene – and faces quite a bit of unrest on the planet of Juno alone. Juno as a planet is very young, and quite an appealing tropical resort, with plenty of rainforests and marshlands.
8	Pick a Location at Will!

[Perks =PERK00=]

Drop In

Awareness 100

With all the new sights to see and new people to meet, it's easy to get overwhelmed whenever you land on a new world. But with all the experiences you've had, you're much more aware of your surroundings than others. Important folks stand out much easier to you, and those going about in disguises seem apparent – though you may still have no clue what their identity is. Finding hidden locations is similarly easier with your trained eyes. Just don't go wandering down every single dark alleyway.

Social Butterfly 200

A party is the best place to hear the latest gossip, and you know exactly how to get in on an insider's scoop. What you end up doing with the information is your own business, but getting a hold of it has just become much simpler. You have a way of getting people to open up to you about the personal lives of others and naturally, finding your ways into functions and parties has just gotten much easier as well.

Field Meister 400

Ordinary Meisters have sponsors and workshops lined with tools and mortar headd scraps. After all, that's their job – to build and tune the mortar headds which form the backbone of literally every single army in the Joker Cluster. Naturally, they're highly demanded – especially the ones who have made a name for themselves. You're not quite there yet, but whereas others have fame, you have talent.

While no one will say it to you outright, in reality a lot of people are rather envious of your abilities as a Meister. Perhaps your lack of obfuscating memories made it earlier for you to adapt to the necessary qualities to become one – but your potential as a Meister is so strong that you could tune and repair a MH even in the middle of a battlefield with nothing other than a plasma torch and some scrap metal.

Frankly, you could probably rig up a temporary workshop just with stray tools lying about – but it's probably best not to tempt fate by setting up permanent shop in the middle of the battlefield!

Meight 600

Fatimas have long been a part of Joker society – though their role in Joker society has neither been a respectable one nor an enviable one. Men lust after Fatimas, women loathe them, Headliners abuse them, governments fear and restrict them, and armies consider them as nothing more than military hardware while brothels use them as toys. Among all of that – you build Fatimas.

Fatimas are a legacy of the kingdoms in Joker's distant past. Originally created for recreational purposes, they have since been repurposed so that they can assist in the piloting of the MHs. That doesn't stop humans from abusing them…but hopefully the ones you create will be different from that.

Fatimas are normally created en masse in a factory line – but with a specialist shop, you can tune your Fatimas to a higher degree than those which are mass produced. Fatimas are generally placed under a strict mind control, because the chemical formula used to create them puts them at a physical prowess just short of Headliners – far above the normal human. The time period for incubation of these Fatimas however is substantially long – and as long as creating one can take, they take as long to mature as you'd expect from a human. This is going to be no simple undertaking.

Headliner

Abnormality 100

Headliners are simply put, modified humans – the result of centuries of genetic modification and the legacy of the Empire that used to rule the Joker Cluster. While the old doctrines and genetic modifications have slowly faded with the long passing of time, Headliners in the modern day still possess an extreme advantage over civilians, to the point that they are considered a different class altogether.

Headliners traits are genetically inherited, and show up at a young age, first appearing as a large growth spurt that can nearly kill the young Headliner should they not be under protection. Once the mutation stabilizes, the Headliner's height is increased permanently by two feet, and their strength and speed increase dramatically to superhuman levels.

It's not abnormal for mature Headliners to destroy squadrons with a sword alone.

Code of Honor 200

The Headliners, being on a completely social class, follow a completely different code of conduct – one focused around chivalric behavior and organized duels rather than open conflict. They avoid abusing their powers over normal civilians in fear of an open brawl between multiple parties breaking out.

While not all Headliners follow this code – you can invoke it at any time, and this is represented in the form of a duel challenge. While they can reject you – whenever you do end up in a duel, you can be sure that you'll perform to the best of your ability; even if that means ignoring effects such as poison and other injuries to a minor degree.

Baiyas' Sword 400

It isn't entirely unusual to see Headliners exhibit psychic powers – but with the feats that they're capable of, most people really can't tell the difference between a Headliner exhibiting Diver powers and a standard Headliner. The problem that hinders this differentiation is because Headliners simply move too fast for normal people to track.

The sheer speed and strength of the Headliners is one thing, but their ability to manipulate force is another altogether – and still not considered a psychic ability. Headliners are capable of creating solid afterimages, starting with two afterimages. All of these afterimages are capable of manipulating force into solid destructive rings – aptly named ring slicers.

The principle of the Headliner's other techniques runs off of the same fundamental idea of manipulating force. By channeling force forward, the Headliner can emulate any sword technique even without the presence of a sword. Even at a range, the Headliner can channel force through their Vacuum Blades, and this is directed through wrist movement alone. With enough expertise, the Headliner can manipulate sonic waves to create swords when they have none.

Maximum Buster Typhoon 600

It should only be expected, with the amount of dedication you've put into it, that your magic and your techniques can hold their own against the presence of MHs. Regardless of the opponent you're going up against, and regardless of the sheer difference in size between you and a MH, you can still push them back – for a little while.

The standard armor on machines is designed to be resistant to conventional attacks – that's why it's there. You simply seem to specialize in ripping that armor up, enough that a portion of your attacks always seems to push through the initial layers of defense. Even against static defenses and other machines, the same effect persists – and you can expect internal systems to experience a bit of damage.

Still, this isn't going to protect you from cannon shots that land on you. You should probably not tackle a MH head on unless you have a death wish, or you're sure you can take them down in one blow.

Fatima

Synchronization 100

The new age Fatimas, including you, have been tuned to be naturally capable of synchronizing with the MHs. Functioning as a cerebral network for the MH, the Fatima allows the MH to move as fluidly as a human might while performing the high speed calculations necessary in order to facilitate MH combat.

In addition to being able to improve the capabilities of machines within your contact range, your mental calculation speed has also improved significantly. You're going to need every bit of it.

Tuning 200

While each Fatima is cultivated from conception to maturity, their inherent parameters differ – especially between those which are custom made and the ones which are mass produced in the factory lines. All Fatimas are ranked for quality in terms of the following parameters – and you're no different. You start with all parameters except one at a B2 level, and with each purchase starting with this one, one parameter is lifted to an A level. A non Fatima who purchases this will have an equivalent level of skill – but only with that one skill.

The ranking of parameters is, from highest to lowest, A, B1, B2, C, D1, D2.

The Fatimas are judged in terms of the following parameters.

Martial Arts – Directly related to the degree of power that Fatimas have in their physical techniques. Considering that even a B2 level Fatima has enough power to slice through metal plates with a bit of exertion, it only goes to show that the modern Fatimas have been built with combat in mind. At A levels, Fatimas can use some of the sword techniques that the Headliners possess as well, and their speed and strength are just below that of Headliners.

MH Control – The abilities related to controlling a MH, including information retrieval and interpretation, MH parameter adjustment, and circumstantial adaptation. A Fatima with higher ranks of this will generally be able to adapt to the situation much better and respond much quicker, with a higher chance of resisting jamming attacks.

Data Processing – The parameter dedicated to information control, even outside of the MH. While MH Control has more to do with balancing and adapting the MH, Data Processing handles all the elements of ensuring that the Fatima is not overwhelmed with information overload and reduces the likelihood of electronic attacks having a substantial effect.

Endurance – Perhaps the one parameter where a Fatima may be able to naturally outmatch a Headliner simply because that is within their intended purpose, the Endurance parameter reflects the Fatima's ability to endure severe conditions and stay functional without rest. Fatimas can operate under battle conditions for days, and this stretches to weeks as the parameter increases. The amount of punishment they can receive is quite substantial as well, though this won't save them from a very large amount of damage taken in one time.

Mental Capacity – Perhaps a better term for this would be mental stability, but this reflects the Fatima's capacity to resist the stress of constant combat, abuse, neglect, and other such negative elements. Unfortunately, seeing as they were created with a purpose in mind, Fatimas are inevitably going to run into hardships. With a higher rank, the mental shock of these hardships is lessened – but it never fades away completely.

Complementation 400

Though there is a substantial amount of focus on the Fatima's role and the Fatima's "assembly", something still needs to be said of the Fatima's partner – usually a Headliner. Each Fatima with a mind control is designed so that they will seek out the best partner for their given purpose – whether that is to pilot a MH, or to meet an objective assigned from their creators.

You, due to the nature of not having any mind control, are free to find a partner for yourself. As long as you are in the presence of your partner, both of you work in near perfect synchronicity – such that skills you both share are improved. With you and your partner watching each other's back, both of you don't receive as much damage in a fight as usual.

Breaking the Programming 600

There are many rumors that the mind control placed on Fatimas has been done so that Fatimas can never overthrow their creators. How much validity there is in these claims is unknown – but there are many rumors and hearsay about the effect that Fatimas with no mind control have on MHs and other machinery.

So long as you remain at its controls, the MH is capable of superhuman feats, mimicking the physical actions and magical spells of its pilot – though the actual effect isn't scaled up completely. Essentially, with you at the helm, the MH – and any other piloted machinery, can channel your actions.

Perhaps the humans were right to fear the Fatimas after all…

Diver

Attunement 100

Yet another relic of a bygone era – the Divers of today are far weaker than their equivalents in the past empires. However, this has not stopped them from making a very distinctive mark in the Joker Cluster. The Divers possess strong psychic powers, able to perform feats like telekinesis and flight without much effort.

Your capacity for magic is inherently improved, both in terms of how strong your spells are as well as how quickly you can cast your spells, both to a minor degree.

Highbrain 200

A trace of the old civilization exists within you – and as a Highbrain, you possess the ability to mentally control others, just as the Divers of old had control over the Headliners in order to ensure that they remained the ruling class. Your ability to control others is

hardly as strong as theirs – seeing as both your Diver potential is lower, and you simply don't have as much experience.

Still, you can control small crowds of people, and so long as they remain within medium vicinity, you can brand them with mental commands to follow. Generally, the more benign the command is, the lower the resistance of the affected individual. Just be careful that those with strong wills might resist you – you're really not strong enough to bind Headliners completely yet.

Alchemy 400

The Diver art of Alchemy is probably not what you actually have in mind. While it is an art of creation, you're not going to be creating potions or performing transmutations. The Diver art of Alchemy creates constructs from the dark recesses of your mind. Giving life to the beings that inhabit your daydreams and your nightmares – Alchemy's creations are often wild, unpredictable, and sometimes, dangerous to even yourself.

For the most part what you create will not act against you and generally follows one of your subconscious desires. They also happen to be extremely resilient, seeing as they are a summoned construct from your subconscious. Occasionally however, they can prove to be a threat – but thankfully, at a small cost and some pain, you can absorb them back into yourself, or try to kill them off.

Blood Summoner 600

As your Diver abilities continue to grow, you'll notice some distinct growths in terms of your abilities. A high level Diver can create what the Headliners refer to as a Mirror – a literally doppelganger of themselves that acts in parallel with the original for a brief moment. While Headliners usually employ these in parallel attacks – you use them for a slightly different purpose.

These Mirror copies can be used to duplicate spells that you cast – but more crucially, they can be used when you're pressed in a desperate situation to escape by swapping positions with you instantly. So long as they are not engaged in combat they can swap with you and they can sustain themselves so long as there is nothing consuming their energy, but they do have to be within visual range for you to establish contact and swap.

In very desperate situations, you can instantly create a copy that can block a blow for you – just be aware that it will drain you substantially to create one on demand like this.

[Companions =COMP00=]

Knights and Scientists Alike 50/1, 300/8 CP

As we mentioned earlier, this is probably a place where you want to have trusted companions – especially if you happen to be a Fatima. Any friends you have existing, we'll arrange the documentation and procedure to have them escorted here. For 50 CP we'll perform the procedure for 1 companion, or for 300 CP, we'll arrange for 8.

Your companions will have 400 CP to spend, and can pick their background freely. However, they may not purchase anything else unless otherwise specified.

Fatima 100/200/300/400 CP

Alternatively, if you happen to have a lack of companions, we could find you some, namely a Fatima of a custom make just for you. There are plenty of famous Meights who are willing to arrange a Fatima for you, and we can get in contact with them such that by the time you arrive, the Fatima will be ready – no need to wait for growth and maturity. You may freely select their gender and appearance of course. Just note some of the more particular options available; after all, we have many Meights to choose from.

For each 100 CP you spend on this, the Fatima will get 200 CP to spend. Should you so wish it, you may have an imported companion take this place instead, but if they want to follow this scheme, they'll need to be a Fatima.

Factory Specifications (Fatima Only)

As we said before, in the process of building your own custom Fatima, there are some options to consider. These are things that you might want to consider before you decide whether you want a Fatima companion. Any Fatima can purchase these options too, including you, but this is restricted to those with a Fatima option.

There are no discounts on these options, unlike the Tuning option for Fatimas, which specifically have discounts only for Fatimas.

Modification	Effects	Cost
Specific Training (Science)	Grants the Fatima specific training in one field of science. (which could be any field of science you would normally find on Earth, though the equivalent technology may be a little more advanced in the Joker Cluster) This brings the Fatima to an expert level of	100

	understanding and application of this field, enough that they can interpret information through that field on need.	
Specific Training (Combat)	Grants the Fatima specific training in one field of combat – this can be interpreted into either combat strategies or mundane techniques, enough such that the Fatima will be considered an expert and can access that knowledge at will.	100
Variant Blood Type	Shifts the blood type of the Fatima away from a standard humanoid blood type – resulting in a complete immunity to most poisons. However, if the necessity for blood transfusions arise, things might get a little difficult.	100
Combat Override	While normally, Fatimas are placed under a mind control so that they cannot act beyond the Headliners' orders, this one is not – and accordingly, they will act even slightly before the enemy acts in the event where their calculations predict that an enemy's strike will prove fatal. In such case, the Fatima can forcibly cancel the MH's action and shift it in another direction without strain on the MH.	100
Limit Breaker	Under very specific circumstances for a short duration, the Fatima can exceed their parameters, performing with a much higher output than normal. This boosts all of the skills which they know.	100
Synchronize Fluter	A Fatima designed for a specific machine – so long as they are inside this machine, both the machine and Fatima perform at peak levels at all times regardless of condition, unless they are rendered completely incapable in battle.	200
Secondary Memory	A secondary memory filter, which allows the Fatima to store backup information – allowing the Fatima some degree of separation between combat information and day to day information. Also makes them resistant to viral attacks.	200
Phantom Program	A secondary personality program, which allows the Fatima to shift their personalities – or even develop a new one, as the situation demands it. Fatimas may be constructs, but they have emotions and feelings just as a human might – so be wary of how you use this.	200
Headliner Protocols	Allows the Fatima to use all of the Headliner sword techniques, as well as allowing them to predict the high speed movement that a Headliner can demonstrate in battle. Really a program made for a Fatima to counter a Headliner, be careful when you use this – as the element of surprise plays quite a large role in how successful this is when used for its intended purpose and not many Headliners expect a Fatima to be able to keep up with them.	400

Flawless Clearance	Clearance is a "hidden parameter" which determines the compatibility that the Fatima has with their partner. While normal Fatima usually bond with a single partner, as one with flawless clearance, these Fatima can bond with anyone and achieve optimal results – boosting all of their partner's skills.	400
Battle Link	Fatimas are generally designed so that one Fatima is tied to a single MH. However, that philosophy does not exclude the potential of running a MH with multiple Fatima – though this does cause quite a bit of confusion, considering that the Fatima is intended to serve as the "brain" of the MH. With this, the Fatima can operate simultaneously with other Fatima in the same machine, harmonizing the different parameters between each Fatima instead of having the different parameters clash with each other. The result is a machine which performs significantly better. For each Fatima which takes this the MH is further improved, but only one has to possess this for each additional Fatima present.	400
Coordinator	A standard Fatima is intended to control and operate a single MH. However, with your improved calculation and data control protocols, you can manage multiple machines at once, though this form of multi-tasking means your ability to control each individual machine has dropped slightly. While this works best when the Fatima is coordinating machines that are close together – as long as they remain within signal range theoretically the Fatima can still manage them remotely.	400
Immortality Protocol	While Fatima do not age once they hit maturity – they do eventually die of old age. With this, age no longer becomes an issue for the Fatima, and with it, their limitations of growth are removed. However – this comes at a price, for immortality is a double edged sword, and Fatimas who take this grow slower than normal.	800

[The MH =SPEC00=]

We're willing to assemble a Mortar headd for you of course – assuming you want one. Considering that possessing a MH alone is a status symbol, you may want to consider carefully whether you want one or not. Should you not be a Headliner, it may be difficult to adapt yourself to the workings of a MH, but should you have a Fatima companion they can attempt to offset the stress for you.

Mortar headds run on a power source called the Ezlazer – otherwise known as an External Combustion Engine – though you probably won't get anything meaningful out of the second name. While it can provide a massive amount of power within a very compact space, measured on the order of trillions of horsepower – it also happens to be rather sensitive, and special technology is necessary to even control the elementary reaction.

While we can convert a humanoid machine of your choosing into a Mortar headd – the adaptation of your machine to run on ezlazer technology means that you'll still probably want the presence of a Fatima to stabilize it. There are workarounds to this of course.

We'll give you 1000 Feathers to customize your machine with. Each companion imported which isn't a Fatima will gain 500 Feathers. While you may pool your Feathers together, you can't spend more than 2000 Feathers on a single machine. It's not like we have that many options in store anyways – and anything more than that usually implies monumental tasks which we really don't feel like taking on.

There may well be pieces of technology here which you could scavenge from the various places in the Joker Cluster, however do note that some of the equipment we have in stock may well never show up, or are limited to such specific prototypes that…well, you won't have much luck finding them in the first place.

Keels [Frames]

Keels are the term which Meists use to refer to the physical frame of the MH. However, oddly enough, due to how the MH is structured, the keel in reality only accounts for the upper torso of the MH and neglects much of the lower body. All of the Keels we provide here are the full body however, so that should not be of any major concern to you.

Basic Keel – 0 Feathers

A baseline frame with no additions, just a simple exterior armor layering and a minimal output ezlazer engine, this keel will be enough to get you around, but probably won't last well during a fight without any modifications. Thankfully this frame comes with a substantial amount of hard points and can tolerate a substantial increase to the energy output without excessive strain.

Conversion – 200/400 Feathers

As we mentioned previously, should you have a humanoid machine of your own, we could convert it by adapting a custom ezlazer engine, with an output comparable to that of the AKD's Mirage series engines. Naturally we're not going to make many more substantial changes to your machine – but it'll be compatible with the armaments and other attachments found in our workshop here.

The higher price of 400 Feathers is for machines which happen to not be humanoid; in which case we're going to have to arrange quite a sum of paperwork just to get it through.

A-TOLL – 200 Feathers

A top class MH hailing from the Hathuha Union Republic, the basic A-TOLL has withstood the trials of time, adapting to the change of tides and the demands of war under multiple different incarnations. The sheer ease of adapting the A-TOLL to meet different demands has resulted in many different forms of the A-TOLL appearing – with the most famous being the A-TOLL Swans, and the A-TOLL Scritti.

In this standard form, the A-TOLL comes pre-equipped with a pair of Active Veils, shields which move autonomously to intercept attacks. Many Headliners have the opinion that the true power of the A-TOLL depends on its Headliner and Fatima, rather than a simple comparison of output strength.

Horned Mirage – 200 Feathers

Though this model of the Mirage is no longer used by the AKD forces, it remains a contender for one of the most powerful MHs in existence, granted that its design and construction were personally overseen by the famous Meister Amaterasu. The Horned Mirages led the forefront of Amaterasu's forces for over a century – until the arrival of the LED Mirage, a machine specifically designed to surpass the Horned Mirage.

The fundamental basis of the Mirage series keels, the Horned Mirage had an extremely substantial power output for MHs of this time, and while it is still extremely durable, it's not as good as some other MHs of the current time.

S2 Mirage – 400 Feathers

An improved model in the Mirage series, the S2 Mirage was designed with space combat in mind rather than the traditional land based combat seen in most MHs. With an extremely high level of stability and standard output that exceeds even the LED Mirage, the S2 Mirage will become the mainstay of the new Mirage Corps in the future.

Naturally capable of high speed atmospheric flight as well as deep space flight, the S2 Mirage favors mobility over sheer firepower, though the Buster Launcher it has still allows it to possess quite a bit of firepower. This Buster Launcher does happen to be at reduced output however. The transformation sequence allows it to change into a space fighter – though atmospheric entry is easier in its MH form.

Ashura – 400 Feathers

While a small frame in comparison to many of the other MHs out in service, the Ashura Temple possesses a prodigious amount of armor, to the level that it can compare with many of the other bulkier frames in existence. However, it possesses a very unique weapon on its shoulders which distinguishes it from other frames.

The Dragon Claws are a pair of mechanical exo-arms, but substantially larger with a pair of large pincer hooks designed to grapple on to an enemy MH and restrain them. The Dragon Claws increase the weight and decreases the stability of the frame by quite a bit however, so this remains an optional attachment.

Berlin – 200 Feathers

The standard stock mortar headd in the Trio de Colus forces which is seen both in the standard army as well as the Palace Guard. While not a very distinguished unit, the Berlin has a substantial amount of potential as a recon unit as well, and can be outfitted with data gathering equipment without much of a shift in the MH's output.

Not much to speak of, though it does possess a Peidoll Spire with a slightly weaker output than normal to compensate for the weaker reactors.

Engage Series – 400 Feathers

The Engage Series is one of the flag ship series mortar headds in the Colus Dynasty designed by the Dr. Mal Krupp. The design however, has changed substantially since the death of the initial designer. Three different variants of the Engage series have been produced due to circumstances which resulted in the initial model being stolen, and the second model being sealed away.

The Engage Series comes with an improved Peidoll Spire, an energy lance which can temporarily project itself forward for a very brief moment – but enough to provide an element of surprise. The Boomerang unit used by the Engage series is slightly weaker than the standard Boomerang unit so it can't permanently sustain flight for long periods of time.

M.M. Yen Xing – 700 Feathers

The Yen Xing series was an ancient design – a Machine Messiah – but the catch is that being so ancient, the Yen Xing was actually built on technology which was more advanced than the MHs of the current age. The Yen Xing engines have a tremendous output at an even higher efficiency than the fabled LED Mirages of the AKD. In addition to this, each frame has a far higher stress and strain tolerance under all atmospheric conditions.

While this frame has no natural armaments save for the Yen Xing Flame Speid, that sword is more than enough to cleave through the majority of MHs without any resistance whatsoever. It also comes equipped with an atmospheric flight unit, permitting continuous operation in midair without fear of stalling.

[Armaments]

Speid – 100 Feathers (1 Free for Headliner)

A "standard" speid is made of metrotek chrome, strong enough to resist not only the veils used by MHs, but also pierce them whether it is through slashing or stabbing. While it isn't as versatile as a spadd, it also lacks the critical weakness of the spadd: a copious demand of energy.

Essentially a long sword made for a MH to be used against other MHs; the speid has endured as a weapon for countless eras, and is seen as a symbol of knighthood more so than a weapon of war. The speid comes in many different shapes and sizes, but the function is generally the same – though some shapes excel at specific tasks.

Double Speid – 200 Feathers

On the surface it looks like a large slab of metrotek chrome, but this speid is twice the usual length and reinforced on both edges, forged with an intention specifically to sweep through enemy MHs like a sickle cutting through weeds. It can also split into two separate speids should the situation demand it.

Homing Missile Array – 100 Feathers

These missiles are usually nested inside the frame of the MH, with two sets of five launchers positioned so that the missiles can fire directly into the air. That's right – they fire directly into the air before changing direction towards their target enemy. They can also be guided by the Fatima remotely, but this is normally only done as a feint.

Birarkema LMG – 200 Feathers

A pair of laser machine guns, mounted on swivel pods to be used either as point defense turrets or close range defense turrets. Good for use against MH and normal troops alike, these have a rather high rate of fire and can shred through light armor. It does have a bit of difficulty against heavily armored opponents however.

Flame Launcher – 200 Feathers

While it is an actual flamethrower, the flames launched from this mechanism are intense enough to melt through a MH under sustained fire. It can be switched to run off of energy, but usually it uses a liquid napalm analogue substance.

Val-Balah – 200 Feathers (Discount Headliner)

It looks like a boomerang, and it literally is a boomerang, one which homes in one a target before returning to your MH. We're not quite sure what was going on in the head of the Meister who made this, but surprisingly it does work rather well even as a melee weapon, perhaps due to the fact that it is practically larger than a spaad.

Buster Faust – 400 Feathers (Discount Headliner)

While the Buster Launchers are prohibited from being fired under normal situations, the Faust series are much handier – and while the payload fired is much lower, you also don't have the unfortunate side effect of accidentally irradiating a city. The Faust fires a single explosive shell that delivers a substantial enough impact to level a city.

Buster Launcher – 600 Feathers

Buster Launchers are not something which you should be firing with reckless abandon. Not only is it illegal to randomly fire Buster Launchers, the act of doing so is very likely to get you branded as a war criminal. In comparison to the Faust, the Buster Launcher creates an explosion to the level of at least the equivalent of a nuclear warhead. The devastation is severe enough that most MHs carry them only as deterrence measures.

Air Buster – 600 Feathers

This weapon uses the Ezlazer exhaust from the MH to blast the battlefield, creating effects such as earthquakes, twisters, hurricanes and tidal waves. An unconventional weapon to say the least, the Air Buster can also be used as a form of landing gear – though this creates widespread havoc when used in civilian zones as one might expect. The effect is extreme, due to the high amount of ezlazer exhaust which is expelled – but generally, the degree of damage which is done is directly proportional to how long the air busters remain on – and only larger MHs can perform sustained bursts.

EB-501 – 900 Feathers

Take caution should you choose to purchase these cannons. The 2004mm EB-501 Buster Launchers are not a standard payload, and the sheer size of these cannons at nearly 160 meters is so much that smaller machines may well succumb to the sheer weight of the cannons even without considering the output when firing it.

Designed to counter fleets, armies and celestial bodies, the EB-501s come as a set of two, simply because one acts as a counterweight for the other during firing. When this is fired without properly anchoring into the ground, the machine is liable to be destroyed from the sheer forces involved.

30mm Coaxial Lasers – 300 Feathers

An eye mounted laser which is adaptable to any machine, but just be careful when you install it that you don't accidentally wire it up to burn out any cameras when it does fire. The output is controlled specifically by the core unless you hook in a control relay, which you really should, because otherwise it's very likely that you'll lose visuals right away when this laser fires at full strength.

Veil Armaments – 300 Feathers

A veil which comes with hidden armament chambers inside. By default this veil allows you to insert two extra spadds, both of which can be extracted and fired up without even moving the veil – you basically can use your hidden beam sword even when blocking. There are also other weapons which can be loaded into this, like missiles and anti-personnel flechette rounds.

Autolance – 100 Feathers

Rather than a standard speid, the autolance is shaped in the form of various spears. There's nothing too special about this except the difference in shape and an extended reach, but the autolance gives up flexibility in favor of range.

Peidol Spire – 300 Feathers

An autolance which appears to be shaved off, the emitter at the end hints at its true purpose. When ignited, the peidol spire's full length is greater than the autolance, and it functions in the same way that a spadd would except in the form of a spear.

Hybrid Spadd – 200 Feathers (Discount Diver)

The standard spadd is a single beam saber with a fixed length and output. In this case however, this is a pair of spadds which when combined together, can combine their output into the shape of a scythe. The fun part about this hybrid spadd is that you can throw it, and like a Val-Balah, it'll come back around like a boomerang towards you!

You better get practicing on catching it by the handle.

Yen Xing Flame Speid – 400 Feathers (Discount Diver)

Ancient weapons used by the Machine Messiah Yen Xing as a primary melee weapon, these speids have a single edge which is connected to their ezlazer engines. The output from the engines is directed into a single edge upon contact with the target, and the resulting burst of energy is strong enough to melt through the target even as the blade continues to cleave through unobstructed. As the blades themselves are nigh indestructible, these weapons are a league above the standard melee weapons used by Headliners today.

[Attachments]

Standard/Active Veils – 200/400 Feathers

A standard veil can be found nearly anywhere, so we really don't recommend you buy this – but we can always make it look really pretty for you! You know, with emblems and all. The active veils however, are quite a bit different – as two veils mounted one on each side which will automatically move in response to attacks, the active veils do not require any sort of manual control as the standard veils might.

Additionally, they're padded with shock absorbers to further minimize damage. You can opt out of the shock absorbers and swap them with something else, such as beam reflective coating or an additional armor layer.

Beyond Seekers – 400 Feathers (Discount Drop In)

Two Hunter Seeker Drones, armed with long range scanners, but intended to shoot down light forces. They can be used to run interference on anything from communications to opposing MHs – distracting them with light arms fire. The payload which you can attach to this is variable, but they won't hold much more than what you'd expect from a small plane sized drone.

Co-Arms – 200 Feathers (Discount Drop In)

Auxiliary arms used for many different purposes, these can hold on to weaponry and with the assistance of the Fatima, a MH can handle multiple arms at once – for things such as holding veils, using additional melee weapons, grappling and so forth. Each purchase nets you two more arms.

ECM Unit – 200 Feathers

An electronic countermeasures suite – designed to be manned and controlled off hand by a Fatima, so really it is there to amplify their ability to fend off electronic warfare. It provides a very substantial boost to any detection, stealth, and information collection systems that already exist on the MH.

Ejectors – 400 Feathers

Six Point Defense Drones that can also be used for topographical surveys. The Ejectors fly very high above the battlefield to avoid being shot down by ground artillery, but their

coverage zone is massive and generally they operate in a ring around the MH – while feeding it information about the surroundings. As a point defense drone, they can defend themselves adequately against attacks.

Energy Aura Generator – 300 Feathers

This barrier generator is designed specifically to counter against Diver attacks and other types of psychic attacks, though in the process of creating this, it has also made the MH more resistant to other forms of magical attacks as well. While MHs are generally designed to be insulated from Diver attacks, with this generator active, complete immunity is practically possible so long as there is energy to fuel the generator.

Barrier Shield Generator – 300 Feathers

This barrier generator is designed specifically for beam and laser weaponry, and works to some extent against projectiles as well, but the area that it covers is significantly less than the standard air barrier – opting to focus the defensive coverage to a localized zone.

Air Barriers – 200 Feathers

Following the same theory as an air buster but with substantially less force, the Air Barriers can be used to whip up a smokescreen very easily and sustaining the burst is much easier than with the high output of the Air Buster. It can also be used to knock back an enemy MH at close range, and can even interfere with missiles to a small degree.

Blade Catchers – 300 Feathers

Wrist mounted guards that are specifically reinforced so that they can resist the effects of spaads and speids alike, the shape of the blade catchers is such that with good reflexes, the Headliner can shove the enemy's weapon aside effortlessly. Not as obstructive as a veil can be, and also relatively lightweight, the blade catchers provide an alternative to standard countering.

Liquid Rubber Seal – 300 Feathers

A gel used to nullify the shockwaves that come any time the MH is struck severely – it reduces damage significantly. The gel layer replenishes itself thankfully whenever the MH is not in use, so you don't have to worry about problems with the gel wearing out due to excessive use.

Laser Cutter – 200 Feathers

Not too dissimilar from a Yen Xing Flame Speid, yet usually fixed on the MH frame, the Laser Cutter channels energy from the core straight onto a conducting surface to form a makeshift blade which severs solid objects very well. The Laser Cutter can be attached anywhere, but is usually found on the helm of the MH.

[Extensive Modifications]

Boomerang Unit – 500 Feathers

A back unit intended to facilitate low atmospheric flight, the Boomerang unit can allow a MH to sustain flight at medium speeds for an extended period of time. Slightly energy intensive, the Boomerang unit normally requires its own dedicated energy channels so that flight doesn't get interrupted in mid air. It's also recommended that some sort of landing apparatus is installed in the event that the unit does cut out – though preventing energy shortages from happening in the first place is more important for that.

Luna Unit – 700 Feathers

Whereas the Boomerang unit sustains flight in the lower atmosphere, the Luna unit allows an MH to sustain flight in high atmosphere and even in space. Though far more energy intensive than the Boomerang unit is, the Luna unit has a distinct advantage in the fact that it allows the MH to perform short distance warps, whether it is through coordinates or visual confirmation.

Transformation Capacity – 600 Feathers

While it certainly is much more difficult than simply installing a secondary unit, it's possible to configure a transformation sequence into the MH, allowing it to convert from a more humanoid mechanical form into a fighter variant. The advantages of a fighter in terms of maneuverability are quite apparent in comparison to the humanoid form – especially in space and in the air, but there is a slight trade off in output strength, and most importantly: transformation takes more time if you happen to have a larger MH.

Size Modifications – 100/200/300/400/500 Feathers

Adapting the size of your machine isn't too difficult, though it'll become progressively harder to do so, simply because systems need to be rerouted and size compensation needs

to be taken into account. With that in mind, for each purchase that you make of this, we'll be able to increase the size of your machine by a quarter of its current size.

Response Dampeners – 400 Feathers

MHs have an innate feedback system to gauge threat and damage levels. This lowers the negative impacts of that feedback system while improving the general response speed of the MH.

Multiple Interface Cortex – 400 Feathers, (1 Free For Each Fatima which has Battle Link)

In a standard MH, the Fatima has a personal cockpit separate from the Headliner. In some unique MH designs, the Fatima and the Headliner share a cockpit. However, very few designs account for having multiple Fatima present, simply because very few Headliners operate with more than a single Fatima partner.

This special cockpit design allows for multiple individuals to interface with the MH at the same time, boosting the performance of the machine for each individual present. You'll still have to have somebody present to coordinate efforts so that dissonance doesn't disrupt the process, but this provides the opportunity to support multiple pilots.

Estriml – 400 Feathers (Discount Drop In)

For those pilots who happen to not have a Fatima, the Estriml is an AI alternative which doesn't have a personality or any sense of individuality. While this does mean it is far less creative than a Fatima can be, the Estriml have a much higher level of mental stability and don't have to be taken care of beyond maintenance.

Black Knight Interface – 400 Feathers (Discount Fatima)

This insidious program was designed to collect battle experience based off of what the Fatima and the MH experienced. A standard battle recorder will document the information, but this interface will integrate that information into both the Fatima and the machine, adapting by suggesting "responses" to situations. You'll find that your machine may seem to act on its own based on these suggestions – sometimes for the best, sometimes not so much.

The influence of the interface boosts performance substantially, but it inherently ties a MH together with the Fatima. Without the Fatima present, there is a chance that the MH can go

into a state of rampancy, where you'll lose control very quickly as the interface takes the "best course of action". How badly do you want that extra power?

Automation – 600 Feathers (Discount Fatima)

The scientific understanding behind the inner workings of a MH is well known, at least in terms of theories. But from live experience, Headliners have experienced that sometimes, it seems that MHs have a mind of their own, and Fatimas seem to have nothing to divulge on that matter, though they have been seen "speaking" to their MHs.

There is more life in these machines than you might believe – an element that is borderline fantastic, borderline bizarre. With the help of a Fatima and a skilled Meister, you can pull out the potential within your own MH.

Making your MH into your companion does however, have some rather profound effects. Firstly, they're considered a companion instead of an ordinary machine item – and the weapons and armor they possess are considered their equipment, just as you might equip such things. Secondly, as they grow, their base form will remain the same, though their performance may shift dramatically. Lastly, they'll follow the same rules that your other companions do.

It would be wise to consider the implications of making your MH a companion – because it's not just a matter of having another ally; you're breathing life into something once thought dead.

[Items =ITEM00=]

Ah, looking for some supplies to help you in your quest? I can help with that. We intercepted quite a number of shipments once we managed to fortify this position. Take a look and see what you might find useful.

100 Feathers 100 CP (1 Free Drop In)

Quite simply put, for 100 CP, we'll give you an exchange for 100 Feathers. These could also be used to feed yourself for probably a good month or so, in addition to customizing your MH – though you'll probably get a lot more Feathers if you sold your MH in your time here. (But we're not going to offer our discount prices on MH customization once you leave!)

Disguise Kit 100 CP (Free Drop In)

A kit specifically designed for individuals who wanted to go about the Joker Cluster without hindrance or worry of being identified. Enough materials for a fake identity wherever you go, and enough that you can change your appearance so drastically – even the majority of the people who actually know you will believe you were born under a different gender.

Spaad 100 CP (Free Headliner)

The tool of choice for the Headliner, a spaad is a small laser sword, intended for use such that duels could be settled between Headliners even when outside of a MH. The emission strength can be tuned such that it becomes nonlethal, but its default settings are strong enough to cleave through a man.

Memory Crystal 100 CP (Free Fatima)

A backup memory crystal, strong enough that it could easily be used to instantly record live combat information to be replayed later. It could also be used for other mundane purposes, such as serving as the hard drive for multiple supercomputers.

Psychic Crystal 100 CP (Free Diver)

This psychic crystal stores much of your latent telekinetic powers – and while it actively drains it out of you regardless of whether you can use it or not, it does act as a back up reserve that you or another Diver can call upon in a pinch. The energy taken from you will eventually recharge, so this is much like a telekinetic battery.

Fatima Suit 100 CP (Free Fatima)

This is a suit worn specifically by Fatimas, due to the nature of their skin not meshing well with artificial fabrics. A good combat uniform as well, it is resilient to most forms of weather, and protects its wearer from damage adequately. These sell for quite a bit, since most natural fabrics – which this is made of before it is reinforced – have none become scarce commodities.

Paralyzer Worm 100 CP (Free Diver)

A weird bracelet that emits a strong neurotoxin, this is normally used to restrain Headliner prisoners, but in some rare occasions it has proven to be ineffective against them. Almost nearly fatal when used on normal civilians, this was designed wholly to keep enemy Headliners from becoming too dangerous in the event that they were captured on the field.

Metrotek Chrome Lode 100 CP

A lode of metrotek chrome which naturally regenerates when it is mined out. Metrotek chrome happens to be the primary material which forms the armor of MHs, and is an extremely efficient insulator which allows for the flow and proper regulation of high temperature plasma. Able to contain high quantities of unstable materials such as ezlaser cores without a containment breach under standard conditions, it is a relatively rare metal.

Black Knight's Spaad 200 CP

A solid metrotek chrome spaad, marked with an insignia that you can't quite recognize and coated in an ominous black color. A spaad given to the wielder of the legendary MH known as the Black Knight, it's not sure what will happen should you wield this sword, but you definitely don't see the MH itself anywhere.

Those who wield this sword gain a significant boost to their swordplay abilities, allowing a commoner to temporarily match a Headliner, and yet it also removes the instinct to feel fear in an individual. This latter trait makes the weapon rather dangerous, given how dangerous fighting a Headliner can get.

Mirage Cloak 200 CP (Discount Diver)

This cloak has the emblem of the blood cross, the symbol of the AKD's First Easter Mirage Corps, emblazoned on it. You're pretty sure that you don't want to be masquerading around as a Mirage Corps knight in this, but if you present it to anybody from the actual First Easter Mirage Corps, surprisingly they'll be more than happy to welcome you into their ranks. It seems like they're willing to draft almost anybody as long as they have a bit of talent – or have some sort of skill.

Wearing this cloak increases the level of authority you have in almost any organization – to the level where they'll acknowledge your presence and your opinion. In addition to this however, people are naturally disinclined to question your presence regardless of your status should you be wearing this cloak – though it doesn't mean they won't remember your presence.

Berge Mirage 200 CP

A dedicated repair machine, about the same size as a standard MH, and used extensively by the AKF forces. While it has no armaments whatsoever, it excels at repairing damaged MHs and generally is retrofitted with a mobile workshop. While it can operate autonomously it does require a "master" machine – which it will maintain proximity with.

JV-XI Class Frigate 300 CP

A standard frigate used by many countries. Battleships in all navies in the Joker Cluster primarily act as MH transport vehicles, but all ships naturally have defenses of their own as well in the event that a space battle is necessary. At 170m in length, this JV-XI class Frigate can comfortably store several MHs and support some other smaller gunboats as well.

With a basic payload of atmospheric and space based weapons, the JV-XI Class can hold its own rather well in the event that it gets intercepted before it can deploy its MH.

Water of Life 400 CP

The water of life has many tales surrounding it, and very few have been verified. What we can tell for sure is that this fluid is a very powerful growth catalyst, strong enough that it can give incorporeal creatures a corporeal form. Arguably at this point we should be classifying it as a product of Diver Alchemy, but we're still not too sure what the exact results are.

Those who drink this are bestowed with elementary Diver powers which remain latent until exposure to some sort of psychokinetic trigger. As previously mentioned, incorporeal creatures that drink this can regain a physical form in a fashion not too dissimilar from mass regeneration. There probably are no further results beyond this, or at least, these were all the results which we could confirm through testing.

Daughter Chip 400 CP

A relic of the ancient empire, the only existing daughter chip besides this one is in the hands of a F.U. Rognar belonging to the AKD First Easter Mirage Corps. Though his chip is specifically tuned to himself, your chip can be tuned to either you or one of your companions. Acting like a back-up chip, the Daughter Chip will actively record your genetic structure as well as your personality.

In the event where your body is destroyed, the Daughter Chip will begin recreating a clone that your spirit can inhabit. Rather circumstantial – but the technology behind it is so potent that your clone will remember the skills which you had as well. In case you use this to create clones, keep in mind that not only is the process of cloning only activated upon your separation between spirit and body, but the daughter chip only makes one clone at a time – and they remain soul less. They are essentially dummy dolls without the presence of your soul.

[Drawbacks =WARN00=]

The Joker Cluster probably isn't the best place to go about handicapping yourself – but if it's the poison that you want, we're here to provide. You can take as many drawbacks as you want – but note that only 600 CP will count towards bonuses.

Fragile 100 CP

You've probably noticed that many of the people in the Joker Cluster seem rather frail, though this doesn't seem to affect their day to day life very much. Fatimas in particular seem perpetually emaciated, but generally they don't seem sick.

Well, never just look at surface appearances. Your physical form has been warped to fit the local norms, and this seriously is a major pain. You're so fragile – and the others around you are as well, that you might as well break open like glass if you even get into a slight altercation. Hopefully you have a doctor in your group, because you're going to get hurt, quite a lot.

And things that look frail actually are going to be frail – there's no escaping physics here.

Boredom of Civilized Folk 100 CP

They say that as society gets too secure, too complacent, the populace falls into boredom and to escape that boredom, they pursue avenues such as substance abuse and violence. The people in the Joker Cluster are no better than that – and these trivial pursuits are a commonly recurring thing all over the system. You can expect the general quality of life to be rather low – if only because people are regularly holding duels to kill each other, and if not that, they're making new drugs to experience further highs.

You'll have to work to resist the temptation of joining them, especially since everybody will try to drag you down into their whirlpool of decadence.

Androgyny 100 CP

The people of the Joker Cluster don't seem to have very distinguishable genders. In particular, some of these people look like they could pass as fashion model women on one day, and yet the next moment they'll reveal that they're a man.

You honestly can't tell what gender most of these people are – but it's mutual! People can't tell what gender you are, so you can expect advances from all sorts of bizarre folks, and by now, society has gotten *very* open with this sort of thing. Hopefully you've got a good sense of integrity about you.

Ire of the Sun 200 CP

Just what did you do to earn the wrath of the Amaterasu Kingdom Demesnes? The First Easter Mirage Corps have officially put a manhunt order on your head – and if you attempt to resist, you can expect their full army to mobilize against you. It doesn't help that the Emperor of the AKD, Amaterasu Dis Gran Grees Eidas IV, is such a powerful Diver that he can literally warp you into another dimension if you happen to appear within the same system as him – you had best either find a way to appease this angry God King, or stay as far away from Delta Belun as possible.

Genetic Defect 200 CP

You did not win the genetic lottery that much is certain. It isn't just one or two genetic defects that plague you. The amount of problems found in your genetic structure would be enough to keep scientists busy for centuries. Every week, you can expect your physical structure to start shifting, and not every mutation will be benign.

Is it a Diver that's behind this? Or is there something else at work which is leading to all of these random mutations? You don't know, but frankly, you're going to have your hands full trying to manage them anyways.

The Magicians 200 CP

Oh, well, perhaps these guys would know why genetic defects happen. The Magicians of Buchtgma are a group of Divers, whose leader is of the ancient bloodline hailing back to the ancient Farus di Kanon Empire from even before the current Joker Cluster's time period. Whimsical, sadistic, and arrogant, these magicians believe that the world – and you of course – are only toys to serve their interests.

They indulge in every form of sin possible, and as they rise, the Joker Cluster will be plunged into a war that it cannot afford. You could have probably avoided it, except the leader of Buchtgma, Bosjathfort, has made it clear that you need to be destroyed – and he's made a contract with demons from another dimension in order to do it. Looks like you

better get that MH of yours ready, and probably stay inside it for most of the time, because you're in for the long haul.

The Second Coming of Stant 300 CP

The Joker Cluster, at a first glance, is comprised of four different solar systems. However, in actuality, there lies a fifth element to the Joker Cluster. This is the Stant Solar System, a comet so massive that it literally drags an entire solar system along with it. Whenever the Stant Solar System arrives within vicinity of the other four solar systems, a long period of calamity arises – and this time is about to come.

There will be large upheavals, both socially and environmentally as the four solar systems "adapt" to the arrival of the fifth. The majority of society in the Joker Cluster will likely perish, and you can be certain that you are going to get affected, unless you were to flee.

Except that's not going to be happening.

Your arrival was what triggered Stant, as the SATANs, a hyperadvanced race of demons has been attracted by your presence. They're sending Stant in pursuit of you so that they can harvest your power. If you're prepared to go to war with this civilization – you better start digging in now.

[Scenario =SCEN00=]

Timesong 3159

"Wait! Before you head out! There's something wrong here..."

The old man that has acted as your guide so far calls out behind you.

He's staring intensely at a screen beside you, and though you can't see anything on the screen, it's apparent that he's noticed something peculiar. After a short moment he turns to you.

"A moment's instability, but it's not something that should happen under the Lady's watch. I can't determine exactly what happened – but you should probably be careful if you continue to press on." He says that, but he's also not offering you any alternatives – so you might as well continue on.

But instead of the scenery you were expecting, you've found yourself in a strange mountain cavern with no apparent exit. No apparent exit, and despite the fact that you can see, you're not quite sure where the light is coming from – it just seems to be coming from everywhere all at once.

In fact, if you have any ability to scope out the world around you – there seems to be nothing at all except this cavern. This was not where you were expecting to end up. Your conspicuous lack of powers is also troubling – was this what the old man meant by *a moment's instability?*

No exit behind you, and four eggs in front of you. Well…they wouldn't be here if they weren't meant to be taken right? But judging by the distorted atmosphere around each egg…if you take one, you might not have the chance to take another. Without your powers as well…perhaps you shouldn't chance it…

But then again, waiting in here forever doesn't sound so appealing, so instead, maybe you should just choose carefully which egg you want to take?

Feathery Egg

It's a very pretty egg, which looks like it's covered in plumage. Well, it certainly looks like a very safe egg to grab on to. The atmosphere around it even feels warm and comfortable, and it wraps around you like a cloak of down.

Lightning Egg

There is literally lightning arcing away from this egg – so perhaps you shouldn't touch it! Thankfully as you approach though, the lightning seems to arc away from you, but you can still feel the charge raise the hair on the back of your hand.

Obsidian Egg

Even from far away, there's a gripping chill that strikes you, and while it doesn't get any worse as you move close – you can't help but feel that this egg is dangerous. Or rather, what's inside the egg is dangerous. Nothing should be born from an egg this cold…and you get the terrible feeling that something otherworldly is going to hatch. Do you really want to grab this?

Jade Egg

The effect that this egg has on its environment is very obvious, considering the area surrounding it is the only place where verdant plant life has sprung up. The atmosphere close to the egg is soothing – and if you listen closely, you might even hear the chirp of birds. That's probably an illusion. Still, it should be safe to grab this egg, right?

The moment you do grab hold of an egg however – you manage to prove your early suspicions: as you're dragged into a vortex, this time to destinations unknown…

The following four paths are mutually exclusive.

JC 1000 – The Jade Road

The portal spits you out, and thankfully, you're where you're supposed to be. Though…things seem a little bit more primitive than what you've been told to expect. Your companions are nearby too, and your powers have returned, so maybe that episode in the cavern was just a dream? You're not quite sure.

The year is JC 1000, judging by a newspaper nearby. The headline mentions that the first Mortar Headd has just been tested. From the way the old man and his team had been talking about it, you had the feeling that Mortar Headds were relatively old. You also could have sworn the old man told you that it was JC 2899 – and this is the first sign that

something has indeed gone horribly wrong. The second sign is something you feel inside, a very strong mental urging to depart to planet Both.

Why Both? You're not quite sure actually, and if you choose to ignore this urging, you can spend your decade here doing whatever else you were planning to do – but you'll probably realize quickly that the mental urging won't go around, even if you try to delete it from your mind. Should you successfully endure the call however, you'll leave as normal at the end of ten years.

Should you choose to investigate however and find a way to Both within the ten years – there's something very strange awaiting you on the planet. If you have a map of the Gnann continent, and you can get one from anywhere with civilization close to where you land on the planet, you'll realize that you're headed towards the Eastern edge.

Following your inexplicable instinct will lead you to a summit on the LED alps, and it's there that you'll find what has been calling out to you – the legendary Earth Dragon. It's only a lingering sentiment, but it still manages to get one message out to you as starts to fade away.

The Dragons that rule Both are immortal in body, but they go through cycles of reincarnation to rejuvenate their bodies. The Earth Dragon detected your presence, and has chosen you to be the guardian of the nymph which will become the future Earth Dragon. That is, it wants you to babysit its infant self until such a time when it can handle itself. This period is, by its reckoning, nearly three centuries.

In light of the fact that you may well not survive for three centuries, the Earth Dragon is willing to give you its blessing with the last fragment of strength it possesses. So long as you're taking care of the little nymph, you and your companions will not age. With that it fades – and it's now time for you to babysit an infant dragon.

Well, it looks more like a lizard at this point, if a lizard had powder blue skin that seems to resemble fur more so than scales. It also behaves exactly like any baby animal might – it gets hungry, it gets obnoxious with its demands to eat, and it really wants to play around with you.

You're now free to wander around the Joker Cluster as you wish, with this little fellow following you. Just be careful who sees him, because there are plenty of people who would want to get their hands on a Dragon Nymph. If you don't influence it at all by

trying to teach it anything, it's likely that the Dragon Nymph will grow up like a pet dog might – but they learn very quickly from their surroundings, and Kastenpo might not be the best place to raise a Dragon Nymph. At the end of your journey, the Dragon Nymph will return to Both on its own power anyways, so perhaps you should wander off world to show it different things.

Treat it well, and the Dragon Nymph will try to help you out the best it can by giving you little crystalline droplets every odd decade or so. As far as you can tell, each of these is actually some form of excrement – but bizarrely enough, it's charged to the brim with earth elemental magic. With enough of these, even an individual with no talent for magic could probably learn some elementary spells.

The little Dragon Nymph also seems to be quite in awe of the Mortar Headds, which have recently taken to the scene. Maybe you should consider taking it to go see some? They might still be in a relative state of infancy, but the Mortar Headds will remain a steadfast part of Joker Cluster history from here on out.

As the centuries pass, the Earth Dragon Nymph will slowly mature depending on how you've influenced him. Keep that in mind, because by the time three hundred years are up, you'll separate from them – as another portal whisks you away. At the end of it all, were you satisfied with how your Nymph turned out?

JC 2300 – Path of Feathers

Landfall where you're supposed to end up, and yet judging from what information you can find around you, somehow you've ended up in the past! Well, at least the situation isn't as bad as it could be – you've found your powers back, and your companions are present as well. No time like the present to figure out what's going on.

The year is 2300, a century ago, the age of international warfare gripped the various civilizations of the Joker Cluster. Mortar Headd combat has become the norm, and every place you go save for Delta Belun is a potential battlefield. While the Emperor Amaterasu has started to unify the planet, the same cannot be said of other planets.

And yet, despite possibly showing up in a time where war has become rather commonplace, you have a different objective in mind – you need to get to Both. You're not sure why, but there's an instinct inside you that tells you there is an urgent need to depart

for the planet – and specifically Kastenpo. Successfully ignore that for ten years, and you'll leave this world with incident. However…things change if you happen to step foot onto Both.

You find yourself drawn to the Northern part of the Gnann continent – having to traverse an icy sea and endure through snowstorms until you find yourself in a cave. The last vestige of the Feather Dragon rests here, having waited long for your arrival. Apparently it's waited a while to deliver this message to you too.

The Dragons that rule Both are immortal in body, but they go through cycles of reincarnation to rejuvenate their bodies. The Feather Dragon detected your presence, and has chosen you to be the guardian of the nymph which will become the future Feather Dragon. That is, it wants you to babysit its infant self until such a time when it can handle itself. This period is, by its reckoning, nearly three centuries.

In light of the fact that you may well not survive for three centuries, the Feather Dragon is willing to give you its blessing with the last fragment of strength it possesses. So long as you're taking care of the little nymph, you and your companions will not age. With its message delivered it fades – and it's now time for you to babysit an infant dragon.

Though honestly, you wouldn't have known this was going to become a dragon unless you actually saw the Feather Dragon first hand. This creature looks like a bizarre emaciated sphinx of some sort. Minus the woman's face. Thankfully, it also seems to be rather affectionate instead of trying to eat your face.

That being said, it seems to be really interested in getting off world. With what little communication abilities it has, it seems like the little Dragon Nymph really wants to go to Delta Belun. Too bad he doesn't have a sophisticated enough vocabulary to tell you why. However, you probably should head to Delta Belun anyways – from the looks of the newspapers when you make it back to civilization, there's some cutting edge research being conducted there.

In JC 2310, Delta Belun is going to be the birthplace of the Fatima, that's right, you've probably noticed by now that not a single Fatima has existed. You've seen artificial humans, but none of the distinctive Fatimas that you might have expected. The scientist Lithium Balance is going to make a breakthrough and create the Fatimas capable of tuning Mortar Headds – if it weren't for the fact that he has a reputation for being insane, maybe

it would be fun to see if you can join his lab for a while. The Feather Dragon Nymph really seems to enjoy the company of Fatimas.

If not however – there's still something else afoot in Delta Belun. The Emperor Amaterasu has asked for all those who are willing to fall under his banner. His dream: to unite all of Delta Belun under a single family – a single, global family. Perhaps this is the first time you've met the Emperor, but for his near 300 years of age, he hardly seems to look that old.

Regardless, Amaterasu has grand plans that he's working to roll out, and it might be a good learning experience for the Feather Dragon Nymph to follow with him for a little while. Amaterasu is well aware of the Nymph's existence, and will shelter both the Nymph and its guardian from whatever harm may come their way.

Regardless of where you go, the Feather Dragon Nymph *is* grateful that you're taking care of it, provided that you aren't actively attempting to harm it. Every odd decade or so, the little Nymph will leave you a Dragon Drop. If Amaterasu is present, he'll explain that the Dragon Drop is a minute portion of the dragon's power, crystallized. The Feather Dragon's dragon drop contains the power to turn things into gold – though you're going to have to collect enough drops in order to absorb an adequate amount of magic for it.

Other than Delta Belun, there isn't too much happening in the galaxy as Mortar Headd battles continue to rage on. If you're looking for some peace and quiet, Delta Belun will probably be your best bet. It's a nice place to raise your little dragon nymph anyways.

But that being said, on the three hundredth year of your daycare job, one last portal is going to open up…

JC 3200 – Traversing the Storm

Were you expecting to drop into the middle of a storm? Well, it hasn't happened, though the Joker Cluster is certainly in a state of turmoil. The year is 3200 – definitely not where you expected to be – and the moving solar system Stant is starting to approach the Joker Cluster. This news has led to a great deal of unrest in every single kingdom in the Joker Cluster – but most of all in Kallamity, where strip mining has already led to planetary instability. Stant might be all it takes to destroy the planet altogether.

For all the doom and gloom however – you find yourself drawn to the planet of Both. Your powers and your companions are back, everything seems to be back to normal, and yet you can't shake the feeling that there's something waiting for you in Both. At least you won't need a map – if you even step foot on Both you're going to find yourself unconsciously travelling towards the Meonn mountain range in the East.

Oh, the thunder storms you were expecting are here.

You're not sure if he's the source of all of this – but you'll come across the Thunder Dragon in one of the deepest recesses of the Meonn mountain range. He has been waiting for a while for you to turn up, and he's not especially keen on tarrying with his message. The Thunder Dragon brought you here for a reason – he wants you to protect his Nymph form for as long as it takes until he can defend himself.

He'll keep you immortal so long as you make sure he survives; a mutually beneficial arrangement. Three centuries of servitude and he'll let you go free. Of course, you'll get something out of it as well – but that's provided that you treat him with the respect he deserves as a dragon!

Except really, is this overgrown lizard really a dragon? It looks like an overgrown gila monster, and while it's very nimble, it also happens to be quite a rascal. If you want to even get along with this fellow without it trying to grapple you into submission…well, hopefully you know how to properly discipline children. Dragon children anyways…

Still JC 3200 is a time of turmoil, as quite a number of events are starting to escalate and every kingdom is slowly stacking up the cards they can play. Planet Both was conquered by the Amaterasu Kingdom Demesnes just last year – and with the sheer might of the AKD you may not want to pick a fight with them head on. Addler had already fallen three decades before that.

For now you'll have a nice lull, good for time to focus on taking care of the Thunder Dragon Nymph. However, in just three short decades, the AKD will focus its attention on the planet of Kallamity Godarce – and the people of Kallamity do not care for the attention. In four short years, save for some sort of intervention, war between the two sides will break out – and unless you were to stay on Both, events are going to escalate to the point where both sides will have no other choice but to commit everything.

JC 3239, unless you've affected the timeline otherwise…Stant will arrive – and with its coming, the death knell for Kallamity Godarce has sounded. Hopefully you haven't exposed the Thunder Dragon to all of this without some sort of explanation – because if so, he'll just have seen probably the darkest side humanity has to offer. He might not be very good with words – but dragons even as nymphs have prodigious memories.

It's a dark time for the Joker Cluster, even as Stant prepares to move away again.

Over the next two centuries, resistance against the AKD will surface in pockets here and then in the form of underground movements. Whether you choose to aid them is your decision – but for a brief period of time peace will still remain in the Joker Cluster. The time for revolution is not yet at hand it seems.

The Thunder Dragon Nymph doesn't want any part of this conflict. He wants to live merrily and do whatever he sees fit – and unless you've disciplined him well enough, that's generally pranking everything in existence before running away. Hopefully you run fast enough to follow it.

Provided that it's satisfied though, the Thunder Dragon Nymph does like to throw little crystal stones at you. You're not sure if it's throwing these at you as a prank or as a gift, but the magic imbued inside will slowly make one person immune towards any form of electricity within limit – a fact that's handy for whoever is handling this little rascal.

Your objective, as per the last words of the Thunder Dragon – is to ensure that he is well looked after and babysat for three centuries. So it's only fitting that at the end of the three centuries...your term completes, and it's time for you to leave again.

…Except the Joker Cluster seems to have other plans, as it sucks you in through yet another portal.

JC 4000 – Journey into Darkness

JC 4000. 2 years into the age of terror.

Amaterasu is nothing more than a figurehead – and the Joker Cluster is toyed with in the hands of a Fatima which is his splitting counterpart. There have been changes, many of

them. For one thing, Kallamity Godarce no longer exists. Thankfully if you started there or in Pestako you now find yourself in Delta Belun. Or perhaps unfortunately.

Delta Belun is now the core capital of the Fatima Upandla Raymu's galactic empire. With Amaterasu nowhere to be found, Upandla has full control over the AKD military might, now called the Blood Knights. A resistance force still exists – though their purpose has changed from revenge to liberation.

And yet despite all of the turmoil in the Joker Cluster – you're being called to the backwater planet of Both. In the Southern Reaches of the Gnann continent, the Jet Dragon is waiting for you. But rather than being content to sit still and wait, it will hunt you out and test you in a trial to prove your worth.

If you've never had to endure the wrath of a dragon's elemental blast – well now you have an opportunity. The Jet Dragon believes in strength, and it needs you to survive in order to prove yourself strong. Thankfully, with the dragon on its last legs, the blast is hardly as strong as it could be – but it is still quite potent, enough to seriously damage or completely destroy a MH that tries to absorb the blow.

The Jet Dragon has no time – but if you prove yourself worthy, it will unceremoniously dump a Nymph onto you. This little dragonling – it actually does look like a little black dragon – is now your charge. You'll find that as time passes, you and your companions simply will not age. In fact, past the first decade, so long as you have the Nymph on hand, you won't leave as might normally expect to.

Looks like you're stuck with your charge for a little while – and the little critter is pretty demanding. It has a very bad tendency to wander off, and after a moment, it'll swing back and try to drag you in a direction. That direction usually leads to perilous situations. That tendency of it to use you in tests has not seemed to fade.

Your first six decades here will be calm, and will probably leave you wondering what else there is to do besides try to teach the dragonling to the best of your ability. But the resistance on Juno is well underway, and it won't be long until the battle between the resistance and the AKD begins in earnest. With no influence from you, the Jet Dragon will naturally try to drag you in to this fight – a fight that may well have nothing to do with you.

The turning point hits in JC 4090, as the AKD is quite literally wiped out by the LED Dragon on Both. Well, if you've never left the planet, you'll be able to witness the full strength of a dragon's breath. It's enough to simply evaporate the MHs in its way. This creature s what your little Nymph will eventually become. It's slightly mortifying.

But in the aftermath, the AKD's strangehold on the Joker Cluster has failed.

Without your intervention, within 10 years, the fight will be taken to Delta Belun.

Delta Belun, where the AKD started with a vision for galactic peace – will be reduced to nothing but ashes as the LED dragon visits it with his wrath.

The time of the AKD has come to an end and Amaterasu reveals himself at long last – to leave the Joker Cluster permanently. He had no part in this war, no part in Upandla's regime, and will have no further role in the Joker Cluster's history. He now seeks to find his wife, the Fatima Lachesis – who has been lost in space for quite some time now.

It is a journey he does not expect to return from.

Will you go with him, on another journey through space as he seeks somewhere for a brighter future? Or will you stay behind in the Joker Cluster and watch as it attempts to regain the peace it once had?

The Jet Dragon Nymph doesn't mind either way. Flight through space is hardly an issue to him, and there is hardly anything left on Both for him to defend. The reality is that you still have some more time in this world, and regardless of what choice you make, the Jet Dragon Nymph will follow you so long as you keep things interesting.

Keep his interest up though, and the Jet Dragon Nymph will grant you little tokens as proof of your worth. It seems strange that a nymph barely your size is giving you little tokens – but the crystals he hands you are tainted with a powerful darkness, and the one who absorbs the magic from this will slowly learn to manipulate the shadows, at first for mundane purposes, but the applications grow with time and practice.

Both of which you'll have plenty of regardless of where you go. It won't be for another two centuries before your time here is up unless you abandon the Nymph altogether. But when that time comes…the portal will suck you up as abruptly as it had dropped you off.

You might not have even gotten the chance to say goodbye.

JC 5555 – Fading into Obscurity

You recognize this world. It's the same one where you originally came from, though it's very apparent that much has changed since the time you arrived and now. For one thing, society seems to have largely regressed. Unfortunately, if you started in Delta Belun, it no longer exists – and you find yourself on the planet of Both instead.

Your daycare job began on Both – so perhaps it's fitting that it ends here as well. Much of Both's civilized areas have been reduced to a shadow of what you might have seen, and few living humans remember anything from the golden ages.

You weren't sent here for them. Should you have successfully completed your three century long term, the dragon you raised is here to greet you, one last time, before the dragons depart for places unknown. You'll probably be departing as well shortly after this last rendezvous. They've certainly grown and matured quite a bit, though you've largely shaped their personality, and in this short time you have between you, you might learn a few things from the knowledge they've accumulated. They have something to give to you however – a memento.

Each Dragon will give you one last dragon drop, this one larger than the rest. Within it is enough magic for you, or a companion to be "charged" with the respective dragon's element. The four elements are as follows, Gold for the Feather dragon, Earth for the Earth Dragon, Lightning for the Thunder Dragon, and Darkness for the Jet Dragon. In a feat that will temporarily drain the individual who takes this drop, they can spew out a large wave of that element – just as the Dragons have their plasma breath. The one bestowed is hardly that strong however – but certainly it has time to grow.

There's nothing else left here for you – after you and your companions have said your farewells…it'll be time to prepare for your final departure.

[A Small Drop in the Vast Ocean of Time]

Your time here is up.

Your role is complete, and the universe moves on.

You have only one last choice left to make.

What will you do?

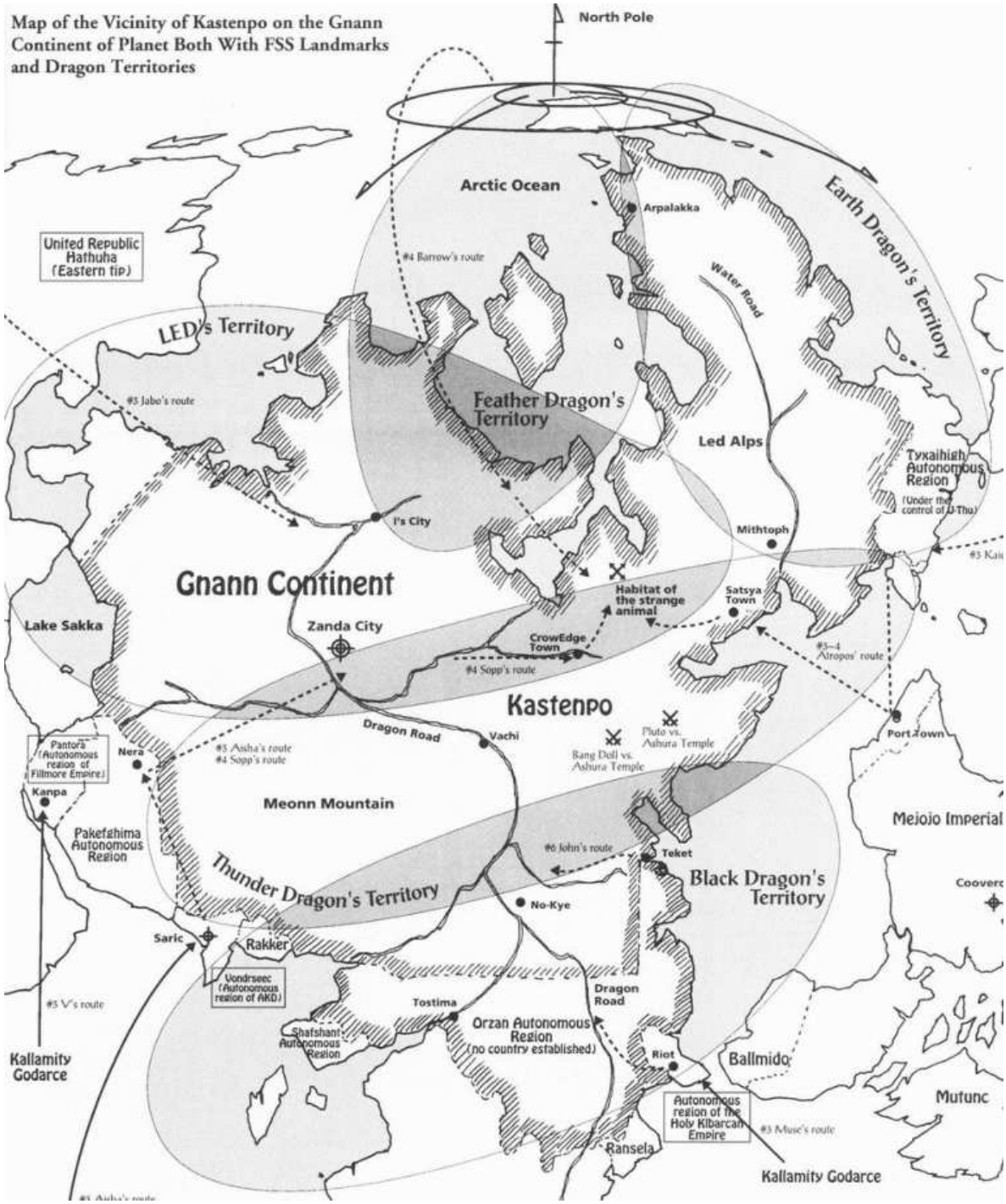
1) JC 7343 – JC 7343, a time in the distant future, but it won't be this world that you'll be headed to. Rather, you'll find yourself back on Earth, in the universe where you came from. Everything you've brought with you up until now comes with you, for better or for worse.

How will you carve your own legend in this universe of yours?

2) JC 2909 – JC 2909, and once again, you're back in the Joker Cluster. Perhaps you have more to contribute to this legend yet. With everything that you've gathered thus far – it's time again to go back and make your mark.

3) JC 10000… – Beyond the time of the Joker Calendar, you've found yourself outside of this world. Take what you have and move onwards. Perhaps we'll meet again…

Notes



① **Map of the Gnann Continent, Pertinent to the Scenario**

Should you take the scenario as well as drawbacks, keep in mind that both things will stack, and reality of things shift in favor of the drawbacks over what the scenario may describe. Act accordingly.