After War Gundam X
V1.0
by XAnon



Tell me if this sounds familiar, Jumper. A war between a space colony seeking its autonomy from a united Earth begins to preach the virtues of a new kind of human. In doing so, they proceed to drop one of their fellow colonies upon the Earth. Probably on Australia. This inevitably leads to a century of endless, universal warfare.

Still paying attention? Good, because here is where the story shifts a bit.

There is no eternal war here. At least, not between Earth and her Colonies. For you see, it was not one colony that was dropped upon the planet, but several. And of the billions of people that had inhabited Earth before the Seventh Space War, less than a hundred million were left in the ruins of the world they once knew. Nations disintegrated, lawlessness reigned, and the survivors were left to pick up the pieces of their shattered lives. For the first five years of the After War Century, soot covered the sky and blotted out the sun.

This is a traumatized world, one of loss and hardship. Raiders known as Vultures prowl the land, preying on the innocent with salvaged war machines as the survivors struggle to cope with their old wounds. And soon enough, the old world will rear its ugly head as the New United Nations Earth and the Space Revolutionary Army prepare to wage war once again.

Despite these struggles, however, life continues on. A new generation, one without the scars of the old, begins to call this world their home. Apropos of nothing, a month after you appear in the

world the young thief (of the mobile suit variety) Garrod Ran will encounter the Newtype Tiffa Adill and awaken the Gundam X.

What interest do you have in this new world, Jumper? I can only imagine.

Here are your **1000 Choice Points**.

Just be sure to remember, no matter what happens:

The Moon Will Always Be There.

Location

You can start anywhere in the world, though if you are looking to get involved with the story of Garrod Ran and Tiffa Adill, you'll want to start in a small town somewhere in North America. Stick around long enough, and a young man will then steal a Mobile Suit. Just be prepared for the string of events that will follow.

Origins:

You remain whichever gender you were during your last jump, or may change it for 50cp.

Wanderer
Age: 12 +1d8
Ah, you simply wish to wander into this setting without having yet left your mark? Feel free. You are a vagabond, a traveler without ties to anyone or anything. On the one hand, you have allies to assist you in your time of need, barring those you bring with you from outside this world or that you decide to purchase here. On the other hand, your lack of connections means you also lack any enemies who you have not chosen for yourself. For now, you are a survivor and an outsider. I wonder if that will that change in the coming days.

Vulture
Age: 20 +1d8
There are many who would claim you are a thief or a raider, carrying a title like that. Vultures are those who employ old world technology (primarily Mobile Suits and Land Battleships) for use as either mercenaries or bandits. So far, you've kept your nose out of the latter work and have a record as a formidable, if otherwise unnoteworthy, gun-for-hire. But perhaps you will show the world that you are more than a skilled mercenary. After all, people are rarely as shallow as what they appear to be.

Veteran
Age: 30 +1d8
You were there. There at the turn of the new century, when the colonies dropped and the Seventh Space War destroyed humanity's future. You were a bit player then, a member of the rank and file no matter your actual specialty. But this new world has given you the freedom to grow in the wake of the old world's collapse. The skills you carry are those of a formidable leader, but also of someone who is inevitably bound to the time before the war. Try not to reminisce too much, though. The new world needs you just as much as the old did.

Schemer
Age: 20 +1d8
Look at them, staring dejectedly into the rubble and the ruins. They believe that it was the end of everything they ever knew. But you know the truth. The war didn't change anything, not in your eyes. Human nature remains the same as ever. Malleable, pliable, as easy to manipulate as it had been a thousand years ago. I won't judge your intentions, but I do know that you have an endgame in mind. A goal you've set your sight on. And you have the position to support, whether as an ambitious bureacract in a company or settlement, a politician in the surviving pre-war institutions, or even just a lucky wanderer. As others weep in the ashes, you'll pick yourself up, dust yourself off, and keep moving through this eternal world.

Species:

Human (Free All)
Nothing to see here, Jumper. You are a human, with all the baggage and benefits that entails. Rumors claim that you will be replaced by those strange "Newtypes", supposedly the next step of human evolution. I wouldn't put much stock into rumors, though. Humans are far from incapable.

Newtype (200cp)
It appears you aren't quite as normal as you appear. You are now a Newtype, an offshoot of humanity born with several unique, extra-sensory powers. Newtypes have heightened multi-tasking and reflexes when compared against a standard human, making them excellent Mobile Suit pilots. Additionally, their telepathic abilities allow them to speak to others of their kind through thought alone, sense the emotions and feelings of other people, speak to the dead or ghosts, and even, at the height of their power, possess other people. While you do not begin with a mastery of these abilities, you will develop your powers as a Newtype through use and time. Eventually you might even reach a point where you could even speak to regular humans after a few decades of use.

Alternatively, for a **100cp** reduction of the cost, you may instead become a **Cyber Newtype**. Cyber Newtypes were normal humans who, through dangerous medical operations, gained the powers of a Newtype. While you carry the same powers and capacity for growth as a regular Newtype does, the treatment you were given was far from perfect and has placed a great strain on your body. Overuse of your new power will lead to serious health complications that could even result in brain damage. Still, used sparingly this power offers you much. And of course this defect is removed at the end of your stay in this world.

Perks:

Undiscounted:

After War (Free All)
The war has ended. Millions are dead, and just as many are irreparably harmed in both body and mind. But people are resilient, and survive even in the face of adversity and hardship. People like you. You have several years of experience surviving alone in this post-apocalyptic world. You know how to setup a camp with only the forest around you, how to forage, hunt, and scavenge for food, and how to find a place to sleep where you won't be disturbed by wild animals or the odd Mobile Suit stomping around.

Mobile Suit Piloting Basics (Free All)
Combat in this world is ruled by the massive machines known as Mobile Suits. And with this perk, you know your way around these iron giants. How to make them move, mostly, but also how to make them *fight*. You can hold your own against some thug in Daughteress or Jenice, but a Gundam or a veteran pilot is going to give you trouble. Still, this will make sure your presence is felt on the battlefield. That's more than most here can say.

A Painter's Dream (100cp)
You have some talent in painting, Jumper. Acrylic, oils, pastels, even watercolor – you have a knack for all those and more. While you begin only with dilettante's skill, with practice you can soon become quite impressive at it. Your works would even be worthy of a gallery or a museum. If there are any left after the war, that is.

Mobile Suit Mechanic (200cp)
Where did you pick up this skill? Were you an engineer during the war, or taught by a kindly family member in its aftermath? Whatever your situation, you know everything there is to know about the building, maintenance, and repair of Mobile Suits. From the alloys in their armor, to the generators powering them, to the intricate joints in every limb, the entirety of the pre-war Mobile Suit engineering has been revealed to you. With this knowledge, you could even potentially build your own Gundam X, Satellite Cannon included. Just, please, be careful with this information. This world has been hurt enough by weapons like the ones you can create.

Wanderer:

Good with Animals (100cp, Free for Wanderer)
What is it about you, Jumper? It seems you have a way with animals. Wolves will pass you by in the wild and horses will barely buckle with you as their rider. As a whole, wildlife will simply be much more friendly to you. It wouldn't be hard at all for you to become some kind of animal trainer if you wanted. In fact, you begin with several years of experience in training dolphins. Odd.

Eyes on the Horizon (200cp, Discount for Wanderer)
Do you see it? Beyond the pain, the bloodshed, and the ashes that line the picture of this world. You've wiped those away, and caught the briefest glimpse of what lies ahead. A vision of peace and prosperity has lifted you above the depressing mire this world is now. You can push through despair and depression with the combination of hope and willpower this perk provides, keeping an enthusiasm for life's experiences that few have managed to maintain. Be careful, though. This pool is not endless and will be drained if relied upon too much. Still, this positive demeanor is

rare enough that it will draw the desperate, the listless, and the seeking in your wake, all hoping to catch a bit of this vision for themselves. Do your best to show them the future isn't just dust and ruins.

Grand Theft Mobile Suit (400cp, Discount for Wanderer)
Mobile Suit pilots tend to think they are invincible while clad in their iron titans. You, though? You're the one who brings down titans. You have the experience and the knowhow to disable these gigantic machines with minimal damage to the mech itself. For you, it's as simple as throwing a flashbang at the camera, rappelling up to the cockpit, opening the door, and forcing the unfortunate pilot out of their hidey-hole. Preferably at gunpoint, but you've got just enough charisma (or intimidation) to get the not-very-intelligent out by their own accord. Oh, and you even know how to transport it to the nearest buyer. Hell, I'll even throw in some skill in sneaking around and getting out of prisons, in case you ever want to try your hand at more conventional larceny. Not that you'd need to, really, with that shiny new Mobile Suit you just acquired.

Only Human (600cp, Discount for Wanderer)
That's what they tell you, Jumper. That, because you don't have some kind of special power, you simply can't match up. But you'll prove them wrong. Should you ever find yourself encountering a situation where the power you possess isn't enough for you to succeed at the task, a single opportunity will appear where you can learn to defeat that opponent through mastery of a new technique that relies on skill alone. Facing a Newtype Mobile Suit with a Bit system? You don't need Newtype powers, but instead will be taught (or inspired) to see through a pattern in his moves that would let you whittle away his bits. Of course, you're going to need skill to pull off your new tricks, and the farther you have to go to match your opposition, the more skill you're going to need. One Newtype you could solidly handle with this skill. Two, though? You'd be pushed twice as hard.

Still, some people forget that being human can take you a long way. Time to remind them.

Vulture:

Hot or Cold (100cp, One Free for Vulture)
When you step into the battlefield, do you let your passions run wild or freeze them like ice through your veins? Choose either "Hot" or "Cold". You gain benefits from whichever you choose. These perks are mutually exclusive.

-Hot
You naturally let your emotions loose, wearing your heart on your sleeve. While you are no more likely to reveal something you don't want other people to know, your expressiveness allows others to understand you more easily and preventing miscommunications and misconceptions from forming. This has benefits in combat as well. You thrive in the middle of the fray, letting your instincts guide your aim. This does nothing to hinder your capacity to think through your actions, but the seconds these instincts will save could be valuable to saving your life.

-Cold
Instead of letting your emotions run free, you hold them back. You can maintain a completely stoic demeanor, hiding your true feelings from others in all but the most trying of situations, while looking as if you are completely in control. In combat, you will never be distracted by the heat of battle. You can always think clearly, methodically planning your next attack while coolly evaluating the ever-changing course of the battle.

A Girl in Every Port (200cp, Discount for Vulture)
Is it the fire in your eyes, or your mysterious smile? Or maybe it's the combination of good looks and interpersonal skills that this perk gives you? Whatever it is, you are now both attractive and have a particular charisma useful for finding a partner for the evening. Not only does this help you find people of your preferred gender, but it also helps you maintain any relationship you wish to sustain through your newly found skills in clear communication. And even if you decide for it to stay only for the evening, you can make sure whoever you leave behind remembers you fondly.

I Do It For You (400cp, Discount for Vulture)
Let's be honest. You know by now that piloting a giant machine of war carries a lot of responsibility. It isn't (all) just fun and games; you're out on that field or burning up in that cockpit for a reason. And when you're doing it for someone else, you'll find the path smoothing out just a bit. Are you working as a mercenary to pay for your family's wellbeing? You'll find no end of employers offering you work. Searching for an old friend you lost a decade and a half ago? You'll always be able to find the path, even if the trail is only breadcrumbs. This is only just enough to get you going on the first step, but with your abilities? That alone should be enough.

Two Demons (600cp, Discount for Vulture)
There are always two, Jumper. One red, one blue. Before engaging some kind of undertaking, whether it be a battle, a ballroom dance, a contract negotiation, or any other endeavor, you may choose one other person to "partner" with. So long as you and your chosen "partner" are working towards the same goal, your competency and teamwork will skyrocket. If you two were Mobile Suit pilots (just an example), together you could handle a dozen other pilots with similar skill and armaments without ever breaking a sweat. Or taking a hit, in this case. Of course, you have to keep your partner on the job. If you two have an argument or a disagreement and they stop, then this boost will leave you until you settle your difference. Or have an irreparable break, in which case their status is rescinded and you may "partner" with someone else. While you can withdraw this status as soon as the goal is done, the longer your partner maintains their status, the more the benefits of this perk will slowly but surely increase. By the end of ten years? You two will be taking on armies.

Veteran:

An Old Man's Trade (100cp, Free for Veteran)
The war has taken so much. Lives, families, homes, even futures. But not yours. Well, not entirely. Before the war, you learned a profession during your time in the military. It doesn't have to be that of a soldier. Perhaps you were a doctor, or even a bureaucrat. But this isn't the same world you were trained in, and while some were left behind, you've spent the last fifteen years learning and changing. You may not be the best, but you've learned apply your chosen trade in a post-apocalyptic world. A doctor would be able to do damn good work with minimal supplies. A bureaucrat would be a surprisingly adapt community organizer. And a soldier would be a hell of a tricky fighter. You aren't gone yet, and you'll prove it to the world.

Soldiers Never Die (200cp, Discount for Veteran)
When a war ends, the combatants don't stop fighting. Instead, they grapple with new foes. Depression, post-traumatic stress, and an untold number of other ailments. All unseen and untouchable until it's too late. But not to you. You've been there, you know that struggle and moved passed it. But there are still others left behind to suffer alone in the dark. Well, now you can pull them out. To accomplish this gargantuan task, this perk grants you two benefits. First, you have a unique method of talking with individuals who've worked in the military. When you

earnestly and sincerely speak to them, these individuals will, without fail, listen to and seriously consider your words no matter the topic of discussion. Second, you have both personal experience with and an academic knowledge of the mental afflictions of war, as well as the counseling skills to cure them through repeated discussions. It's time to end the war.

War (400cp, Discount for Veteran)
They don't know. They weren't there. They didn't see the army of Mobile Suits marching towards your position. They didn't hear the endless cacophony of artillery. They didn't feel the earth shake as each of those metal monsters strode across the battlefield. But you'll teach them. You'll show them *war*. You are an expert in three aspects of war – logistics, strategy, and tactics. Maintaining a supply train, guiding your army to its final objective, and winning the battle against the foes found there are old hat to a soldier like yourself. In essence, you are a one-man chain of command. But try to remember to be a person every now and then, alright? This world needs people as much as war machines. Maybe even more.

A True Ace (600, Discount for Veteran)
The heat of the cockpit. The smell of iron. The resistance of the levers and pedals. That is your home. It's where you were reborn, where you live, and maybe where you'll die. Sometimes, the war table is not enough. Sometimes, you must take to the field. And when you do, the enemy will *feel* it. You are a master Mobile Suit polit. An ace of unparalleled skill who could change the tide of the battle by yourself, and with a high performance suit you can crush squad after squad of enemy mobile suits under your metal heel.

More than that, you know what an ace really is. A true ace is a symbol. A representative of a cause. And something as minor as a mere colony drop can't kill your cause so easily. So long as you live and your will remains unbroken, your cause will not die. Even if the army you lead is smashed down by a superior enemy, you will always find more men willing to fight and die for whatever cause you devote yourself to. It could be democracy, liberty, equality, freeing the space colonies from earthly aggression (don't do that, please?) so long as you are waging a *literal* war for it, you will find an army ready and waiting to follow behind you.

Not everything was destroyed fifteen years ago. You will defend what is what left.

Schemer:

Getting a Read (100cp, Free for Schemer)
Ah, isn't it wonderful how little people change? How easily they believe the same old lies even after the world literally came crashing down around them. How do you know this? Call it a hunch. You possess enough intuition to tell how someone is feeling, and what kind of person they are beneath the surface. Is the angry man sitting in the corner actually a devoted family man, or his stoic partner a mourning lover? You'll know with only a glance. This perk will also tell you if your target has any supernatural powers. Not the kind of supernatural power, just if they are more than a normal person. While this will give you no more than that, it should be more than enough to help you find your next patsy.

Blasting off Again (200cp, Discount for Schemer)
You know, sometimes the easiest way to survive in such a dangerous world is simply to know when to cut ties and flee. Which is now something you have a wonderful talent for. Whenever things go south, whether it's in a business dealing or in a battle, your intuition will tell you when the ideal opportunity to bail comes around. Following this instinct will usually get you out of immediate danger little worse for wear, and will probably help mitigate some of the long-term

consequences your flight would have. Just be warned: in situations where you are truly and utterly outmatched, the price of escape will be costly. And there are some problems that, in the end, you just can't run away from.

Just a Crashed Pilot (400cp, Discount for Schemer)
Why?! Why do people keep trusting you at this point? Why does that ruse keep working? You have become an expert actor and manipulator now, able to effortless move people around like metaphorical pieces of a chessboard while playing the fool. Convincing someone to hire you on, all the while you plan their destruction comes to you as easily as sleeping, and directing two sides of a conflict against each other is as easy as finding the major players of each faction and lying to their faces. Your improvisation skills are just as good, being able to keep cover in the face of new situations without a single contradiction. Now, if only you had the means to escape the inevitable fallout of your betrayal…

What Does the F Stand For? (600cp, Discount for Schemer)
You are the most frustrating kind of enemy to deal with, now, for you carry with you the most dangerous ally. Not the general with an army behind him, nor the pilot in their elite Mobile Suit. No Jumper, your alliance is with Fate. Your path will be cleared of obstacles to your goal. If you wish to eliminate every Newtype in existence, for instance? Then you will run into individual Newtypes and those who may give birth to Newtypes so frequently that it borders on the absurd. If you wished to sneak through a heavily armed fortress, you would find the guard patrols circumnavigating your hiding places every other hallway. Of course, this won't solve your problem for you. The finishing blow must come from you, after all, and the doors won't magically open for you. But the improbable just became much more possible for you.

Items

Undiscounted:

Lake of the Siren (300cp)
Congratulations on acquiring the title this lovely, pristine lake. It comes with a beautiful beach, will somehow never become polluted, and has a picturesque forested area filled with peaceful wildlife for a mile around. With such a lovely view you could sell the lots around it to developers for a pretty penny. The two dozen Bit Mobile Suits sitting at the bottom of the lake along with the powerful Newtype that controls them might be a bit of an obstacle to that plan. How said Newtype ended up contacting you I have no idea, but as the first person they remember talking to since they crashed their Mobile Suit they've taken a bit of liking to you.

This particular Newtype is a skilled pilot, is able to guide you through advanced lessons, and will easily fall into the role of an older sibling-type character if you let them. Perhaps they were like that with their old squadmates? Feel free to heal them and pry them out of their coffin if you have the means. I'm sure they would appreciate it. Alternatively, I can have them freed upon being imported with the lake during the next jump. If you don't want that to happen, they will understand, but be a little disappointed. Whatever state they are in, this Newtype can follow you in future as either a follower or a companion, whichever you choose. Should you choose to make them a companion, they gain an **Origin** of your choice and **600cp** to spend on perks. In addition to this benefit, they also have the piloting skill equivalent of **A True Ace** and the abilities listed under **Newtype**.

If you just want the Bits, I can substitute the Newtype with an advanced dummy AI, or just have them tied directly to you or a companion if you happen to be Newtypes yourselves. You still keep the lake, of course. Feel free to customize those Bits with **+200cp** stipend in the Mobile Suit Section, by the way. They look a little plain as it is now.

Colony Laser (600cp)
Perhaps I shouldn't be offering this… but, among the weapons of war I offer, this one is uncontested. Whatever you intend to do with this, please, use this weapon wisely, as it is undoubtedly the most powerful one ever developed in this world. The Space Revolutionary Army somehow managed to convert one of the cylindrical colonies into a multiple kilometer wide beam cannon. With a single beam it could have disintegrated the entire New United Nations Earth fleet had Garrod Ran not destroyed it with the Twin Satellite Cannon, and who knows what kind of destruction it would wreak upon the planet should it have entered orbit. You now have the electronic key to an entirely automated copy of the SRA's own laser, one that is currently unknown to every other faction in this world. You do not even need to be on the Colony to direct it, as the key will allow it to fire while you are safely on planetside.

There is an alternative, however. The colony's basic functions remain active, and I would be more than happy to provide you with the plans to convert it back into a fully habitable O'Neil cylinder. One that would easily draw individuals from Earth to inhabit it. It would take years of work to convert it back, even with access to a large force of labor. Should you eventually accomplish this daunting task, in this jump or any other, you may import this weapon as a functioning colony in future jumps instead of as a weapon. From there, you may alternate between weapon and habitat at the start of every jump. Just know that the two functions are incompatible without decades of further research.

No matter what you intend to do with this, it is the straightest path to leaving your mark on the world.

Wanderer:

Hijacking Gear (100cp, Free for Wanderer)
Now, what do you intend to do with this? The knapsack you now hold contains a rappel gun, three flashbang grenades, and a fully loaded pre-war pistol in good conditions. Each of these items, if lost, in the case of the rappel gun and pistol, or used up, in the case of the flashbangs, will return in a week's time. You know, these would all be very useful in disabling a Mobile Suit on foot. But surely you'd never try something so dangerous?

Battered Truck (200cp, Discount for Wanderer)
This old piece of junk? With all the dents, scrapes, and scratches marking it up you'd think the it had a colony dropped on it or something. So don't ask me how it can pull that gargantuan platform be attached to the back that is somehow as long as a Mobile Suit – along with the actual Mobile Suit you will probably put on that – without any trouble at all. Maybe it's the engine? It gets great mileage, too. I'm sure you'll appreciate that.

Universal Mech Access (400cp, Discount for Wanderer)
Ah, perhaps you've seen one of these before? These levers was used as keys for the pre-war Mobile Suits known as Gundams, preventing anyone but the pilot from using the war machine. Your own lever lets you do all that and more. Stick this in the main console in any humanoid machine you come across, from this world or any other, and you'll be able to pilot it no matter what defenses or security measures it has to prevent that. This doesn't give you the supernatural powers needed to use any of the mech's other features, but barring that the machine will be yours for the taking. Of course, you actually have to get into the cockpit first, but you must be old hat at that by now.

Vulture:

Memory and Memento (100cp, Free for Vulture)
Life is a learning experience, one fraught with failures and filled with victories. While these moments might get buried in time, you have a small safeguard against forgetfulness. Choose a memory you hold closely and a mundane object you associate with that memory. Whenever you focus on your chosen object, you will experience that memory clear as day. Even in the rubble there are memories worth keeping.

A Fine Collection (200cp, Discount for Vulture)
… Of liquor. Honestly, I wouldn't mind helping myself to some of that. Yes, okay, you probably would have been able to collect this yourself. But here me out! Not only does this collection naturally grow whenever you enter a new jump to include some of the finer liquors of that world, it can also get a person drunk. Always. No matter how resistant they are to poisonous substances, no matter how much they claim this won't affect them, no matter how different their biology is from that of a human being, a few rounds of this collection will inebriate any being without fail. So, feel free to share!

Family Home (400cp, Discount for Vulture)
Perhaps this world isn't quite as broken as many would believe. It can't be, if this family is able to as happily as they are. You now have a family, and a cozy two-story house for that family to live in. I'll leave the exact relationship and the number of members to you (nothing too

egregious – they have to live comfortably in that house after all), but they will always, with certainty, consider you a part of their life and love you unconditionally no matter what you are. If you happen to be a mad scientist, they'll love to hear stories about the time you unleashed the ice age on that unsuspecting world. Supreme ruler of the galaxy? Why, they can't wait for you tell them more about that tiny alliance who resisted your rule! Whatever strange past-times or professions you have, they'll accept you for who you are and will always have an open room available for you to stay in.

The home itself carries some benefits as well. In addition to a soothing atmosphere, any introspection or self-searching done while you are staying at it is intensified. What you really want to do, who you really are, the honest reason you did something – all these questions will be answered much more easily here. Your family, too, will be more than happy to discuss these serious questions with you, just as much as they would

As a final note, you don't have to be an actual family member to keep the relationship. Did you help them out with some situation in your past and they accept you as one of their own afterwards, or are you simply a traveler they took in when you needed someone? In any case, this particular family and their home can come with into the next jump, or you could stumble into a new house with an equally accepting family the next jump. Whichever you choose, you will always have a place where you belong.

Veteran:

Shades (100cp, Free for Veteran)
These are some sharp shades. Almost as sharp as the words you'll say when you wear them. When you speak with these sunglasses on, your words will sting. People will remember your critiques better, and take any advice you offer to heart a little more swiftly. Good for that little extra edge in teaching the younger generation.

Also, the mocking laughter you give your foes (or allies, no need to discriminate) will bite all the more deeply.

Connections (200cp, Discount for Veteran)
Well, you've been around here long enough to garner a few favors. In this world, you offered a hand to a few groups of Vultures during their time of need, and as of now their eager to repay that debt. Barring anything truly suicidal, they will come to your side and help you with whatever you request. In future worlds you'll find a similarly well-armed group of mercenaries indebt to you

Land Battleship (400cp, Discount for Veteran)
Well, this is something. I honestly have no idea where you managed to acquire this massive vehicle. Did you pull it out of an abandoned military base, or find it at the bottom of lake and refurbish it? However it came into your possession, this land battleship has everything and more of what you would expect of an actual battleship. Multiple armaments to defend it in battle, heavy armor that can take more than a few blows, the ability to cross both land and sea without trouble, and a spacious hangar to store whatever vehicles or Mobile Suits you happen to possess.

Of course, it would be difficult for you to man something of this size all by yourself. So it also comes with a few dozen followers who are trained in using every feature of your brand new Land Battleship. That they are also undyingly loyal to you, and regard you as their captain, also helps a bit. And too accommodate this crew, or any guests you wish to have on board, there are several

crew quarters, recreation rooms, and lounges to ensure that the long periods between battles doesn't wear your new crew down. Whether you desire a new crew in every world or desire to keep your old, I'll leave that for you to decide.

Schemer:

Tarot Card Deck (100cp, Free for Schemer)
This is an artfully detailed set of Tarot Cards for both the Major and Minor Arcana, in a style of your choosing. And to make sure you want to look as mysterious as possible, this deck comes with a bit of a surprise. If you imagine of a card in this deck in a particular position, it will without question be the next card you pull. Now won't that be a fun trick to show off?

A Completely, Entirely Normal Plane (200cp, Discount for Schemer)
This is a cargo plane. An entirely normal cargo plane. It holds entirely normal cargo. It definitely isn't part of any kind of scheme to fool people into believing it is, actually, just a normal plane. How anyone believes, I don't know. But somehow no one will suspect that this plane is doing anything that could in any way harm them. Flying into a warzone filled to the brim with contraband? With a single lie they wouldn't touch you.

Feel free to import another vehicle you own to receive this effect, whether it be a truck, plane, or combat jet. The façade disappears the second it shows any combat capabilities, but I can't wait to see that alpha strike.

A Collection of Notes (400cp, Discount for Schemer)
These notes are not something you should have access to. Many would believe this research had been burned and destroyed in the war, and others would have preferred these never come to light. Whatever the case, these notes detail quite frankly inhuman research into the beings known as Newtypes and the pseudo-psychic phenomenon they are able to perform. As awful as the experiments listed in these reports are, the information they provide is just enough that you would be able to begin distilling Newtype abilities into other people, with enough resources. These Cyber-Newtypes won't be nearly the level of actual Newtypes like Tifa Adill, and the first batch is almost guaranteed to inflict crippling drawbacks to the test subjects. But I'm sure the promise of a Newtype army is more than worthwhile.

Also included in these notes are the blueprints for several Mobile Suit attachments that rely on Newtype powers, including the Flash System, Bits, G-Bits, and the rough sketches that, if looked at in the proper light, resemble a certain Psycommu and Psychoframe systems of another timeline. Interesting if nothing else.

Mobile Suit Section

Like its sister timelines, wars are waged in this world through massive humanoid machines known as Mobile Suits. These mechs tower over the battlefield, wielding equally gargantuan weaponry to bring to bear against their foes. If you have an interest in piloting one of these mechanical titans, have a look below.

Additionally, you receive a **+300cp** stipend to spend only in this section.

Section I: Mech Import
Should you already have a mech and wish to customize it using parts from this world, you may import it to receive the parts in the table below for **100cp**. Alternatively, should you have any Mobile Suits from previous Gundam jumps, you may import those for **free**.

Section II: Mobile Suit Purchase
Perhaps you don't yet have a suit, or wish to add some to your collection? Then allow me to provide the following:

Standard Issue Mobile Suits (One Free, 50cp)
These are the bog standard mobile suits used on the eve of the Seventh Space War. The United Nations Earth employed the **Daughtress** while the Space Revolutionary Army used the **Jenice**. Both suits' ruggedness has served them well, and they are the go-to models for Vultures nowadays. Given their commonness (or at least as common as a sixteen-meter humanoid war machine can be), you can pick one of these up for free. Don't underestimate them, however. The hands of a skilled pilot can do a lot with these machines.
-**Upgraded Variants** (50cp): Quite frankly, the amount of variations that these two frames have is beyond ridiculous. A command model with higher specs, a flight-capable model, a cold climate model with a mech-sized snowboard, and many more. If you want to upgrade this suit into one of those models, feel free to purchase this option.

New War Standard Issue Mobile Suits (100cp)
The New UNE and Space Revolutionary Army have not been lax in their Mobile Suit development since the colony fall. Improving upon the Daughtress, the NUNE developed the **Balient** and the **Daughtress Neo** to replace it. The SRA, on the other hand, developed the **Crouda** to take the place of the Jenice and Septem frames. Both of these suits are naturally higher performing than their older counterparts, and will easily give you a leg up against any Vultures you might come across. Once the old world begins its march towards war, however, you will find yourself encountering these machines in squads. Just keep that in mind.
-**Upgraded Variant** (100cp): Perhaps you wish to improve these machines even further? While this doesn't quite meet the variety offered to the Jenice or the Daughtress, whichever suit you purchased will receive armor reinforced with Luna Titanium (in another timeline known as Gundanium), a better engine, and more powerful servos. The end result being that your unit could match a squad of the un-upgraded models of the same make. Your Mobile Suit might look the same, but the wrecks you leave on the battlefield will certainly reveal the difference.

Unique Mobile Suits (200cp)
These are the more unique mobile suit models, and the ones you might be more familiar with. This option includes copies of the **Gundam Leopard,** the **Gundam Airmaster**, the **Gundam Virsago**, the **Gundam Ashtaron**, the **Bertigo**, the **Correl**, the **Gable**, the

Britova, and the **Rahsveht**. In general, each of these suits carries something that sets it apart from the common mobile suit. Examples include: the Leopard's heavy armaments, the Virsago's Strike Claws and Mega Sonic Cannon, the Bertigo's Bit System, the Gable's sheer girth and resilience, and the Rahsveht's half-dozen G-Bit copies. Each is superior to the mass-produced models seen above, and will serve you well in whatever conflict you wish to involve yourself in. Do note though that some of the suits here require Newtype abilities to function.
-**Upgraded Variants** (100cp): Perhaps the best isn't enough for you. Eventually these suits will be either upgraded or surpassed. In which case, you may purchase their upgraded versions for a small additional fee. The **Leopard Destroy**, the **Airmaster Burst**, the **Virsago Chest Break**, and the **Ashtaron Hermit Crab** are all available to you. For any Mobile Suit that doesn't have an upgraded version, then it will simply receive a general tune-up equivalent to the upgrade for the New War Mobile Suits. The Bertigo and the Rahsveht would receive twice the bits in addition to their usual upgrades, the Correl would be even faster, the Gable would be even tougher, and the Britova could employ much more wire than before.

Gundam Belphagor (300cp)
Hmm, you truly desire to use this old relic? You are going to have to pay for it. The devilish **Belphagor** was a hotbed of new United Nations Earth technology and served as the predecessor to the Ashtaron and Virsago. Its arms (both mounted with beam rifles) could be extended to employ beam saber-equipped Strike Claws while each of its thighs stored an extendable Atomic Scissors. Each of its wrists hold a length of heat wire, which would allow it to destroy bit weaponry employed by SRA suits like the Bertigo. It also contains a chest-mounted Sonic Smasher Cannon, a weapon of similar power to the Virsago's Mega Sonic Cannon. Finally, the Belphagor was equipped with a Flash System, allowing its Newtype pilot finer control over the machine, and helping them use its various gimmicks in tandem much more easily. Let this demon rise to haunt the battlefields of this world once again, Jumper. I'm sure it will serve you well in the coming years.

Gundam X (300cp)
Here it is, the titular **Gundam X**. The discovery of this weapon of mass destruction will, ironically, set two youths on the journey to heal this world haunted by war. And now you have a copy of it. This machine is worth the price, I assure you. Although it carries a more powerful beam sword, a beam rifle, equipped with the Flash System, and is armored in the resilient alloy Luna Titanium, this machine's primary weapon is its already-unlocked Satellite Cannon upon its back. For reference, this weapon was used to destroy the falling colonies, and can obliterate anything less than a full mobile suit army so long as the moon is visible.
-**Double X** (200cp): The last upgraded mobile suit I can provide. And also by far the most dangerous. Purchasing this will add all the improvements to the Gundam X that were also given to the Gundam Double X. This most notably includes the addition of a second Satellite Cannon. Quite simply, this is the pinnacle of mobile suit firepower in the After War century. The Double X debuted by destroying an entire island and the base along with it, and would go on to destroy the Colony Laser in a single blast. This weapon, and the fearsome machine that carries it, is now yours to use. Let the world see you shine under the moonlight.

Section III: Mobile Suit Customization
Parts purchased here will be resized to fit your machine should it be larger or smaller than the average mobile suit, and will respawn with the mech after a week should they be destroyed or you lose them.

Paint Job (free)
You aren't a fan of your Mobile Suit's original paint job? Then use this option to adjust its coloration to your liking. I regret to inform you that painting a Mobile Suit red does not actually make it go faster. But it does make the machine look rather striking, doesn't it?

Hangar (free/50cp)
I can't expect you to simply throw your machine into your Warehouse, can I? It most likely wouldn't fit. Instead, each mech you import or purchase here will have its own separate hangar attached to the Warehouse, allowing it to be deployed from there at your leisure. Should the machine be destroyed or lost, it will reappear in its hangar a week later. If you have a mech that you haven't imported here but still desire a hangar to store it, or simply want some storage space for some mechs you may eventually get, you may purchase as many empty hangars as you wish for 50cp each.

Vulcan Cannon (1st free/50cp)
This Vulcan cannon will only do moderate damage at best to most enemy machines, but a holdout weapon is better than no weapon at all. Conventionally this weapon is attached to a mobile suit's head, but you may hook it onto the chest as well. You may also purchase a second Vulcan port to attach to your mobile suit for 50cp.
-**Machine Cannon** (50cp): Looking for something of a higher caliber? Then allow me to replace a Vulcan cannon on your Mobile Suit with a Machine Cannon instead. The Machine Cannon is actually capable of breaking through conventional Mobile Suit armor, making it a much greater threat to enemy mechs than the Vulcan could be.

Beam Sword or **Heat Weapon** (1st free/50cp)
Another standard armament for any Mobile Suit deployed by the UNE, though any imported machine will receive one beam sword for free. As an alternative, you may swap out your beam sword for a mobile suit-sized weapon with a superheated edge, like the SRA preferred. Both are similar in effectiveness to breaking through Mobile Suit armor.
-**Hyper Beam Sword** (50cp): Should you wish to purchase a more powerful beam sword, like the one employed by the Gundam X, you may upgrade one of your own beam sabers for an added purchase of 50cp. The weapon will now be capable of sheering through standard issue mobile suits with ease, while still remaining compact as ever.

Ballistic Armament (50cp)
The primary weapon wielded by the mass produced mobile suits, you may now choose to equip your machine with either a 90mm or 100mm machine gun rifles. These lightweight but effective ballistics pack more than punch enough to destroy a mass-produced mobile suit. Comes with four clips of that respawn after every battle.

Beam Rifle (100cp)
A semi-automatic beam rifle of the same model the SRA used during the war. Best used at mid-range, its beam is strong enough to break through all but the toughest Mobile Suit armor. Like its counterparts in other timelines, this rifle is loaded with removable devices that store high-energy pre-compressed particles known as E-pacs. Each purchased rifle comes with three replenishing E-caps. Alternatively, you may mount this beam weapon on one of your machine's limps so that it can draw its power directly from the Mobile Suit's generator.

Giant Bazooka (100cp)
Simplistic but no less effective, his massive bazooka will wreak havoc on any Mobile Suit that gets in its sight. It is even capable of seriously damaging a Gundam with a direct hit. You have to

be careful lining up the shot, however, as it will damage most Mobile Suits that aren't crouched when fired. Comes with four rockets that respawn after any battle they are used in.

Flash System (100cp)
Another piece of technology similar to one in another timeline. When attached to a mobile suit, the Flash System improves a Newtypes piloting capabilities by a significant margin, granting them even greater reaction time and multi-tasking capabilities. These heightened abilities allow a Newtype to control the various bit-related weapons developed during the Seventh Space War. This won't do much if you aren't a Newtype or don't already have some kind of ESP-like ability, unfortunately. While this purchase alone does not come with Bits, you may purchase them below.

Atomic Scissors (100cp/150cp)
Here is something you might not have seen before. Attached to the Gundam Ashtaron as a backpack, these two claws can reach around your mobile suit in close range to grapple with any enemy machine that is foolish enough to come in close. These claws have more than enough strength to crush the Gundam X under a few seconds of pressure, and will slice open lesser machines in even less time. For an additional 50cp, you may attach a beam rifle to each scissor, letting them function as mid-range weapons as well.

Strike Claws (100cp/150cp)
Like the idea of extendable arms, but think the giant scissor backpack is a little unwieldy? I have exactly what you need, then. Purchasing this will allow you to extend your mobile suits arms, allowing the claws now hooked on each harm to crush mobile suits a fair distance away. This is doubly useful for Mobile Suits equipped with a Mega Sonic Cannon, as it allows them to grip the ground as the cannon fires. For another 50cp, you may set a beam cannon that draws power directly from the mobile suit's generator between each claw.

Trans System (100cp/200cp/300cp)
Perhaps a Mobile Suit isn't enough, and you prefer a Mobile Armor instead? If that is the case, I can have your mobile suit configured so that it can transform into a vehicle of your choice. While this new form can be something like a tank or a fighter jet, allowing you to more effectively mount a weapon of your choice or increase your directional speed, something like a cargo plane is also available. Should you already have a vehicle you wish combine your mobile suit with, you may spend an extra 100cp to seamlessly merge the two together. I'm not exactly sure why you'd want your mobile suit to transform into a train, but it certainly looks cool. Should there be a significant difference (around ten meters or more) in size between the vehicle and the mech, you must pay an additional 100cp to scale the smaller machine to match the larger one.

G-Divider (150cp)
This is a mobile suit-sized shield. What does this shield do? Everything you want it to. Cobbled together from every extra part the mechanics of the *Freeden* could find, the Divider is everything a mobile suit could need thrown together in single piece of equipment. The Divider is firstly equipped with several thrusters, allowing it to enhance a mobile suit's flight capabilities when attached to the machine's back. In addition to this, the G-Divider also holds two beam machine guns that have a higher output than conventional beam rifles and two hyper beam swords as well. Finally, when being used as a shield, a metal compartment running down the center of the shield can be opened to fire eighteen linked beam cannons. If you want a little bit of everything, this purchase will give it to you.

G-Falcon (150cp)
Not so much a simple part but a whole other equipable unit. Alone, the G-Falcon carries a pair of missile launcher, beam cannons, and Vulcan guns. This makes the remote-controlled fighter more than capable of holding its own on the battlefield. It will really shine when it docks to with a Mobile Suit, however. First, it lends the mobile suit its thrusters, granting it flight capabilities if it didn't already have them. If the mech was already flight capable, then the extra thrust not only lets it run circles around enemy suits, but the boost is enough to breach orbit. Second, the docked G-Falcon greatly enhances the power of weapons that draws directly from the Mobile Suit's generator. A suit equipped with a Satellite Cannon wouldn't even need a microwave beam to fire, and could do so with a limited charge up time. Soar through the skies unafraid with this docked to your suit.

Burst Configuration (200cp)
Which do you want, Jumper? Firepower or speed? Speed? Then purchase this, and take to the skies. In addition to the half-dozen thrusters now strapped to your machine, this modification equips your mech with the Trans System which allows it to transform into a fighter plane for even more speed. It also comes with two powerful mega beam cannons that can be mounted on either side of the plane when transformed into a plane, and the missile launcher mounted on its shoulder lets you target foes from even greater distances. Taken together, these upgrades will let you outrace any mobile suit found in this world, bar none, all the while raining beams and missiles on your haplessly grounded foes. Who can reach you now that you rule the skies?

Destroy Configuration (200cp)
Firepower, then? Far be it from me to stand in your way, or anyone else for that matter. With this purchase your machine is absolutely bristling with weaponry. Your mech now carries a Vulcan and Machine cannon on its head, an autocannon strapped to its right arm, and a Mobile Suit sized gatling gun rifle strapped to its left. Alone, that would be enough to tear through a horde of mass produces mobile suits. But that's not all! It additionally comes with a vertically firing missile rack on its shoulder, capable of launching small hordes of deadly rockets at oncoming enemies along with the optionally mounted missile pod on the machines left leg. If ballistic weapons aren't enough, then you can trade in the gatling rifle for two massive beam cannons mounted on your Mobile Suit's back instead, and configure the autocannon to fire particle beams instead. Who can reach you now that you are a storm a of metal?

Bits (Requires Flash System/200cp, 1st Purchase discount Newtype/100cp future purchases)
I'm sure you've seen this weapon before. If your mech has been installed with the Flash System, which allows you to use your Newtype abilities to remotely control a half-dozen flying beam weapons. The usefulness of this system is endless, allowing you to multiply your firepower and presence on the battlefield while harrying your enemy from all sides. This purchase also comes with either a wing-like backpack or a rail mount to allow to hold these bits. Each purchase will net you another six of these

Mega Sonic Cannon (200cp/ 300cp)
This chest mounted cannon is, perhaps, the second most powerful weapon in this world. Eclipsed only by the Satellite Cannon, the Mega Sonic Cannon can wipe out a small army of Mobile Suits if they were grouped together, or even a land battleship if one were to challenge you, without the need to contact the moon. Of course, using this weapon requires time to charge, and it would help your mobile suit a great deal if you had something to brace it before firing.

Despite those setbacks, this will still wreak havoc against your foes. If you wish to pay an extra 100cp, you can upgrade it to match the same power as the fabled Satellite Cannon.

Satellite System (300cp)
The same cannon carried by the Gundam X is now installed to a machine of your choice along with its connection to the Satellite System. When the moon becomes visible, your Mobile Suit can now contact the lunar solar-powered array, which will then launch a microwave beam to power the fan-like module on the back of your mech. This will provide more than enough energy to power the cannon's devastating beam and destroy almost any enemy you would encounter in this world, up to and including entire colonies. If you can time your fights to take place during clear evenings (or in space), then your battles have already been won.
-**Twin Satellite Cannon** (200cp, must purchase Satellite Cannon first)
Remember how I said the array's power was more than enough for a single blast? As it turns out, that power is enough for two blasts as well. A second cannon has been hooked up to your mech's Microwave System, and placed on the opposite shoulder of the original cannon. While you still require the moon to be present to power this weapon, this cannon has given you more than enough power to leave your mark on the After War century. With the moon by your side, you can create a new future for this world.

G-Bits (Requires Flash System/400cp, Discount 1st purchase Newtype/200cp future purchases)
A system unique to this world, G-Bits are Mobile Suits controlled and coordinated through the Flash System. This allows a Newtype direct a small army of mechs against their foe. At the height of the Seventh Space War, these bits were equipped with Satellite Cannons to blast the falling colonies out of the sky. They failed, but that does nothing to reduce their combat effectiveness. While the bits you purchase here are currently unequipped, you gain a stipend of **+200cp** to customize them in this table. Each purchase comes with six G-Bits.
-**Copy Bits** (200cp): A system of bits similar to those used by the New UNE Mobile Suit Rasveht, purchasing this option will make every G-Bit you purchase here a perfect copy of whichever mobile suit they are controlled by. This includes additions you have purchased in previous jumps, additions you've added yourself, and any changes you make to the machine in later jumps. In battle they were used to confound and confuse their opponents, but I'm sure you have grander plans than that in store.

Companions

Companion Import (50cp or 300cp)
Do you have a few friends you are sharing your adventure with? If so, then you may import one of them into this world with a background or create your own new friend with **600cp** to spend on their species, items, and perks. As a bonus, if you wish to import or create eight new companions, you need only pay **300cp** for a packaged deal instead.

Canon Companion (100cp)
Have you and Garrod wreaked havoc for the past decade and you just don't want the fun to stop? Maybe you sympathize with the struggles Jamil's fought with, or just love having a drink Roabea or Witz? Hell, maybe you decided to take a walk along the moon and keep its sole inhabitant company. Whatever the case, you can bring a friend you made here with on your adventures for 100cp. So long as you can convince them to come with you, at least. The only exception to this is a certain pair of twins, who will be mentioned later on.

Assorted Travelers
Hmm? Seeking further companionship? If you wish, I can arrange your destiny to intertwine with other individuals of this world. Those who, alone, might not have amounted to much beyond minor notoriety. But, with your destinies intertwined, you'll find that the two of you work together much greater than you would have otherwise. Enough that, together, the two of you could make a lasting impact on this world.
-**Import**: Should you wish for a companion to take up this destiny instead of someone here, you can import them for the same cost as it would to companion these individuals conventionally.

A Friend in Need… (200cp, Discount for Wanderer)
It appears you've let your instincts get the better of you. When this young traveler was beset by a group of thugs, you stood up to their assailants and ran them off. Your kindness, it seems, has earned you a new traveling companion. It quickly becomes apparent that this person isn't really used to caring for themselves, having not much clue how to survive alone in the wilderness. Additionally, they are quite shy and appear to abhor violence. Despite their quiet nature, they would do anything they could for you and regard you as a savior. Perhaps their trust in you is what makes their presence so soothing? In any case, this wanderer shows themselves to be a promising painter, as outlined in **A Painter's Dream**, gets along well with wildlife as seen in **Good with Animals**. Yes, that's it.

… Or maybe not. Isn't it odd how they flinched when you struck their pursuer? Almost as if they felt his pain? Dig a little deeper, Jumper, and you will find that your new companion is actually a fairly powerful **Newtype**, having reached the full power of the potential noted above. Guard this secret closely, as there are many who would use their powers for malicious intent. Additionally, as the two of you spend time together, they will gain a read on your mental state and are able to help you overcome trauma and mental you would encounter more easily through the psychological techniques outlined in **Soldiers Never Die**.

And if you have **Only Human**? Well, if you learn or ponder your problem in their presence, you find that you master your new technique a bit more easily than you did before. Is it some form of Newtype magic, or just the gentle encouragement of a friend? Who knows?

Other Half (200cp, Discount for Vulture)
Red and blue, Jumper. Well, now you've found the red to your blue. Or maybe the blue to your red? Whichever it is, when the two of you were booted out of that bar together you knew you were friends for life. Your fellow mercenary has not shied away from the harsh brutality's of this new world carrying the benefits of both **After War** and **Mobile Suit Piloting Basics**. They are no strangers to companionship either with the effects **A Girl in Every Port**, and find taking the first step of any job just as easily as outlined in **I Do It For You**. Interestingly, if you also happened to take **Hot or Cold** they naturally tend towards the opposite demeanor. Their naturally cool personality keeps your hot-bloodedness from getting the better of you, or their good-natured boisterousness easily draws you out of your otherwise stoic persona. If you did not buy the perk, feel free to choose whichever you prefer.

You also happened to purchase **Two Demons**? Well, somehow this person just happens to be the perfect partner. When assigned to be your "partner", together your skills will rocket into the stratosphere. Did I mention squads of mobile suits, jumper? Scratch that. Together the two of you could take on a small army. And that's just the beginning. After a decade of working together the two of you might even be able take on the world.

Old Squadmate (200cp, Discount for Veteran)
It looks like you have an old friend from the war, Jumper. The two of you have pulled each other out of foxholes more times than you could count, and they have the skills to make sure they won't slow you down. This old soldier has **After War**, **Mobile Suit Piloting Basics**, **An Old Man's Trade** (Soldier), **War**, and **Mobile Suit Mechanic**. That last skill they learned through several years of scavenging machines for parts in the wake of the war, and would be more than happy to put their newfound knowledge to work for you if you don't want them out on the battlefield.

You purchased **A True Ace** as well? Then the story changes a bit. Instead of an old war buddy, this solder was your counterpart in the war. A rival that drove you to heights that you had never seen before. You met each other in the last battle of the Seventh Space War, and appropriately your mobile suits fell to the Earth with the colonies. You found each other wandering through the wastes, and agreed to a truce that has held for fifteen years. While they get all prickly about it, you both know your relationship has developed into a genuine friendship.

In any case, despite their preference for red Mobile Suits and stylish sunglasses, this pilot is every bit your equal in skill. When the two of you dedicate yourselves to a cause as outlined under A True Ace, you will find your ideology slowly developing to become the best version it could be. Democracies will be more honest and will steadily eschew corruption, and space colonies may not decide to crash their fellow colonies into the planet! It just goes to show the good that can be done if people actually come together and work out their differences.

Younger Sibling (200cp, Discount for Schemer)
Try to behave yourself, Jumper. It appears you have a family. This young brother or sister has idolized you from a young age, and tries their best to receive your approval. Though in their younger days, they tried to do so through various different kinds of underhanded means. Perhaps a few words of encouragement from you can set them on the straight and narrow? In any case, they've survived long enough in this world to earn to the benefits of **After War**, and have always had a natural instinct regarding other people not unlike **Getting a Read**. The same instincts detailed in **Blasting off Again** have allowed them to pull out of the various plots and plans they set up similar to **Just a Normal Pilot**. A minor note. They are your biological sibling, which means they would carry the same potential to be a **Newtype** as you would should

you have purchased the perk, or followed you into the same surgery that you undertook as a **Cyber Newtype**. Family sticks together, after all.

But perhaps you want them to step out of your shadow and have a chance at their own success? They receive that very opportunity if you purchased **What Does the F Stand For**. Your sibling gains the ability to choose a second goal to work on that would benefit from the same turns of fortune as your first objective. This will undoubtedly hasten you to your ultimate ends, and provide your sibling with a much-needed opportunity to grow into their own person.

Drawbacks

If anything is clear, it is that this is not a world without hardship. If you wish to take on more burdens for even greater opportunities, you are more than welcome to. Just know that you may not take any more than **+900cp** worth of drawbacks for points. Feel free to take as many as you want for fun, though.

Under the Moonlight (+0)
It appears that Garrod Ran's adventure might not be the only one to take place in this world. Taking this drawback will introduce the events of the manga Gundam X: Under the Moonlight into this world, which take place roughly seven years after the Eighth Space War and the end of the series.

Prerequisite Tragic Backstory (+100cp)
Tragedy has befallen many in this world, and it looks like it has fallen on you some years before. Perhaps your parents died when you were a young age, or a sibling you were close to. Maybe you're fallen on hard times or seen your friends killed in war, either the big one or one of a dozen smaller ones. No matter how well adjusted you are, you'll still struggle with these hard memories for a fair amount of your time here. With time, communication, and introspection you can eventually overcome these hang ups. But until then, the pain of these old wounds will sting.

A Failure of Communication (+100cp)
A lot of those around here, huh? A son who wields a weapon that killed his father and doesn't know his mother remarried, while the rest of his family has moved on. A war-scarred captain butting heads with an impish novice, who in turn fails to connect to the girl he has a crush on. Now there are a lot more of those. You will constantly be misunderstood, or fail to provide important information to someone else for one reason or another. And other people will do the same to you. These misunderstandings can always be resolved through discussion and an earnest apology, but this will take both work and time, two currencies that are in high supply in this world. While the results of these mishaps will rarely if ever be life-threatening, tempers will run high much more often now.

The Problem With Love (+100cp)
I hope you are not a romantic person, Jumper, because your love life has become complicated. Ghosts from both your past and your lovers will return with a vengeance. Perhaps an old ex of yours has shown up at the absolute worst moment, or a traumatic event from your companion's past will come in full force. While it will be difficult to see these hurdles coming, and they will inevitably strain your relationship, care and dedication will be enough to see you through these unexpected storms.

A Feast for Vultures (+200cp)
What is it about you that just makes people think you are easy pickings? You attract thieves and scoundrels like a magnet, and it will be lucky if you go a day without someone trying to take something from you. And don't think people will try to simply steal or tricks if you scare them off. Someone will eventually pull out a mobile suit or two, and then a land battleship. Or two. Those will be less common, but they will show up eventually. Just be prepared when they do.

Ghosts of the Past (+200cp/+300cp)
The slate is not yet wiped clean, Jumper. Shadows grow long and dark in this new age as the great beasts from the past begin to stir. Choose either the Earth Nations United or the Space

Revolutionary Army, and whichever monster you decide to confront will have a different challenge to offer. The Earth Nations United will be more overt in their assaults, first sending paid Vultures in Mobile Suits to hunt you down. Should you prove to be more resilient by the time they reveal themselves to the world, you will be hunted down by whole squads of elite pilots. The Space Revolutionary Army will be more surreptitious given their tenuous influence planteside, first sending paid assassins to kill you in your sleep or the odd elite Mobile Suit to deal with you. Wait too long, though, and you will have horrific Mobile Armors like the Patulia on your tail. You can eventually convince them to give up by proving the cost of taking you down to high, but you will stand atop an army of metal long before that happens. If you wish to confront both, I'd be more than happy to grant you an extra +100cp.

A Frosty Reception (+200cp/+300cp)
It appears that the Frost brothers been told about you, Jumper, and they've decided to send you to heaven. By which I mean they want to kill you. The brothers are both Category F Newtypes, bringing to bear both heightened reflexes and a telepathic link through which they coordinate their activities. The two siblings will pursue in combat with their Mobile Suits while also manipulating as many as they can to get in your way. And they somehow, always manage to escape the consequences of their actions. For +200cp, they will be an annoyance with a knack for surviving who can eventually be defeated with skill and persistence. For an extra +100cp, however, their luck and skill will border the absurd. You will find yourself caught in their schemes on a weekly basis, and only by using the entirety of your capabilities will you eventually end the twins. If, in either scenario, you demonstrate your complete superiority to the Frost brothers and have left them alive, they will ask to accompany you as companions. Personally, I would suggest simplifying your life immensely and killing them.

All That's Left Is Ash (+300cp)
Despite this world's grim past, there is hope for the future. The flames of conflict between the United Nations Erath and the Space Revolutionary Army will end early into your stay here. Except… now that just isn't the case. The world will grow progressively dangerous as the years go by as both sides continue their war, and neither Garrod Ran nor Jamil Neate can be found to end it. First, infiltrators will begin plotting on both the Earth and the Colonies, setting up various plots and plans each with the danger equivalent to Fort Severn. After these weapons of mass destructions are unleashed on the still-recovering human race, then the war begins in earnest as the New UNE and the remnants of the Space Revolutionary Army will begin both begin partitioning the world once again as an even bloodier Eighth Space War is set alight.

Before War (+300cp)
I guess you want to test your luck. Well, go ahead. Maybe you can salvage something out of this terrible situation. Instead of entering this world fifteen years after the Seventh Space War, you will instead be entering on its eve. The same day that the colonies crash into the planet, and leave a mere 98 million people alive in its wake. You will be staying for the twenty-five years after this day, whatever happens. If you have enough power, I would suggest doing something about the war in the planet's orbit. If not, well, do your best to survive.

… If you took this with **All That's Left Is Ash**? Then neither side lays down their arms, and the Space Revolutionary Army begins its invasion immediately as humanity enters the final stage of the war that will undoubtedly ends with its extinction by the end of the decade. The fate of mankind sits with you alone in this bleak timeline.

And Finally…

Ah, the old choice. Your ten years are up, and I'm sure you've heard these beats before, but let me present the options one last time:

Shoot for the Moon (Stay): Maybe you've grown attached to this world, or changed it for the better. In any case, enjoy yourself. Even the end of the world isn't enough to extinguish the light people have within them.

And Land Among the Stars (Go Home): Longing for the old and familiar? Maybe a few years here reminded you that going home isn't so bad after all. The warmth it provides is something to be cherished, after all. If this is your choice, then I bid you adieu, Jumper.

To Reach Beyond (Continue): Or perhaps there's simply more you have to do. More things you need to see, and people you need to meet. But don't worry about forgetting the good times you've had in this world. You need only look up during a clear night to know that the moon will always be there.

Notes

D.O.M.E.
If purchased as a companion, D.O.M.E. will gain a human body that retains his impressive Newtype capabilities in the next jump.

G-Bit Customization and Copy G-Bits
You may not combine the stipends for the G-Bits from the **Siren of the Lake** and the **Mobile Suit Customization Table**. However, if you wish to customize either purchase further after the stipends have run out, then you only need to pay for the parts with choice points. Additionally, Copy G-Bits will take on all changes you make to the machine controlling them. Have fun with your small army of Mega Beam Cannon wielding, DG Cell-Infused, pixie dust using supersuits.

Mobile Suits
Mobile Suits purchased and imported here remember changes you've made to them before and after you enter this jump, and will respawn with them should they be destroyed. I wouldn't want all that hard work to go to waste!

Newtypes, Psychic Powers, and You!
Generally speaking, there isn't much difference between a Newtype and a telepathic psychic barring the enhanced reflexes and heightened multitasking abilities. As such, feel free to use any equipment that requires a Newtype to pilot it, such as the Flash System, with any combination of the above instead. Furthermore, Newtypes from the Universal Century would be able to use this equipment as well.

The Satellite System
After leaving this world, any mobile suit equipped with a Satellite Cannon will have an internal generator installed in the cannons, capable of producing power equivalent to the microwave beam that would have otherwise been sent from the moon. This means that cannons can be deployed whenever you need them, day or night.

Siren of the Lake
The G-Bits you pull out of the lake in Siren of the Lake will be placed inside a hangar in your warehouse during the next jump. The lake will be perfectly pristine in the next jump, and the property around it will retain all modifications you make to it from then on out.

Beyond the Newtype's piloting skills and their tendency to act as a big brother/sister figure, the rest of their personality, their physical characteristics, and their gender are left up intentionally vague so as to be written as you want them to be.

Version History

V1.0 – 7/12/18
-Added small text in flash system about purchasing bits.
-Worked with spacing to make it look nicer.
-Gender option added to the beginning of Origins
-Details to Newtype origin added.
-Post to thread for final approval.

V0.5 – 7/11/18
-Grammatical mistakes corrected.
-Fluff changed on some drawbacks to sound more coherent.
-**Colony Laser** added to items.
-**Mobile Suit Section** finished.
-Final copy, still needs thread approval.

V0.2 – 7/3/18
-**Origin** and **Species** descriptions finished.
-**Perklines** finished.
-**Items** finished.
-**Companions** finished.
-Rough skeleton of Mobile Suit Section outlined

V0.1(ish) – 6/??/18 –
-**Ghosts of the Past** drawback finished
-**Mobile Suit Piloting Basics** added to the finished drawbacks section
-Started filling out **Items**
-Began typing out notes out Notes – **Newtypes, Psychic Powers, and You**! and **Frosty Reception**
-Started working on **Companions**
-Various grammatical errors added

V0.1 – 6/27/18 –
-**Posted in thread**