Getter Robo Saga

Version 1.1

Millions of years ago, an empire of sentient dinosaurs were driven deep underground due to the sudden arrival of "Getter Rays" on Earth. They grew bitter and vengeful at the humans who replaced them on the surface, and in the modern era began plotting their attack on humanity.

Fighting against them is Getter Robo, a machine built by Professor Saotome which uses the mysterious Getter Rays as its power source. Piloting it are three strong-willed young men—the violent martial artist Nagare Ryoma, the psychopathic yet highly intelligent revolutionary Jin Hayato, and the hot-blooded judo master Tomoe Musashi. Each controls one of three specially designed combat jets which can be combined together in different forms to form three different kinds of giant robots: the flying, axe-wielding Getter-1, the quick, drill-wielding Getter-2, and the tough, tank-like Getter-3.

A simple enough story, no? Three young men fighting against evil for the good of humanity, with the help of a miraculous giant robot. But the fight against the Dinosaur Empire is just the first part of a saga that spans decades, seeing countless enemies fight many more Getter Machines and culminating in a future for humanity that is as grand as it is destructive. For ten years you will be staying in the world of Getter Robo, the canon manga continuity to be specific. War is always on the horizon, so use **1000 CP** to face the dangers ahead.

Time:

Perhaps the most important choice of all is the time in which will you will be visiting. Choose freely between either of the following options, but remember that your choice will determine your enemies and allies alike

Getter Robo, Getter Robo G, Shin Getter Robo: All occuring one after the other, your stay will see the birth of the original Getter Robo and the first conflict against an invading force in the form of the battles with the Dinosaur Empire. Shortly after, the Hyakki Empire will involve itself in the war between man and reptilian, with the defeat of both threats leading to a short-lived period of peace before the Hyakki Empire's benefactors make a direct attack through time and space against the Getter Robo, ending in disaster.

Getter Robo Go, Getter Robo Arc: Over a decade after the disaster at the end of Shin Getter Robo, Jin Hayato has become the new leader of the Saotome Research Institute and Ryoma has retired to the countryside. Robot technology has advanced to the point that most major countries own them, but Getter Rays research is now forbidden and kept secret from the rest of the world. In order to defeat the madman Randou whose base lies the Arctic, a new team of Getter Robo pilots is formed, piloting a new form of Getter Robo which runs on simple plasma energy. Allying with the militaries of various nations, the war with Randou's army begins. Years after Go, as the world recovers from their nigh-apocalyptic struggle in the victorious but costly war against Randou, the extraterrestrial invaders defeated with the power of Shin Getter Robo make their second attack in the form of a wormhole that threatens to swallow the earth whole. New pilots are rallied to the cause, including Nagare Ryoma’s son Takuma, and all inhabitants of the earth must work together to prevent the cataclysm in a conflict that will reveal humanity’s grim future.

Origins:

Gender and age may be freely decided. Any origin can also be taken as a drop-in option; visitors from other worlds aren't entirely unheard of here.

Professor: Modern-day humanity has its fair share of brilliant minds, and you can now be counted among them. Maybe you're a colleague of Professor Saotome working on the Getter project, or a foreign rival attempting to create a mechanical defender of your own. Either way, you're something of an enlightened individual, by which I mean that you probably have a few screws loose, but no one can deny that you have a gift for creating technological marvels. With enough time and resources there's very little your brilliance cannot accomplish, even if it's far beyond the capabilities of the current era. You start at a facility in whichever country is funding your research. Better get to work.

Pilot: Getter Machines are anything but ordinary, and as such they need a specific kind of pilot too. More important than conventional piloting skills are a strong body, a fiery spirit, and enough strength of will to harness the full power of the Getter Energy powering these unusual robots, and it looks like you fit the bill. You were personally selected by a professor to pilot a Getter Machine, be it Getter Robo or otherwise, and it was an offer you couldn't refuse — possibly because you were kidnapped, but that's neither here nor there. You'll be on the front lines of the conflict, so make sure to trust your instincts and never give in to despair. The world's safety depends on you. You start in the laboratory of the people who selected you as a pilot, undoubtedly brought there to test your skills.

Support Staff: Neither a pilot nor a scientist, you're one of the many other people assigned to the task of ensuring that some aspect of a giant robot project runs smoothly. You might be a mechanic doing repair work in the hangar, or a commander overseeing missions from the control room, but even if it's not as glamorous as inventing new machines or taking the fight to the enemy there's no doubt that your job is just as vital to humanity's victory over its foes as any other colleague of yours. You start in your work area, wherever that may be.

Dinosaur Empire: There was a time when the earth was beautiful. Nature flourished in abundance, and your people prospered as they relished in advances of culture and the sciences that cannot be mimicked by the primates that now claim dominion over the earth. Until the Getter Rays came…
You are a reptiloid, the descendant of countless generations of the Dinosaur Empire's subterranean population. For now you must continue to cower underneath the earth's crust, but it won't be long until your Emperor declares war on the surface world. As a reptiloid, you are by default much stronger than a human, and you can regenerate even from gunshots and stab wounds, but this comes at the price of a great weakness to the accursed Getter Rays. You start underground, a passenger of one of the ships your kind uses to sail through the planet's magma.

Hyakki Empire: Getter Robo! A menace to the universe that must be eliminated at all costs! Once a mere human, you were turned into something greater through the mighty technology of the Hyakki Empire, heirs of great extraterrestrial polity whose will is in the hands of your ruler. Under his wise guidance, you will surely destroy man and reptile alike to conquer the earth and extinguish the threat of Getter Robo once and for all, for the good of all life. Regardless of who you were before, you're a "demon" now, meaning you're stronger than your lesser human form before your transformation, and likely capable of some strange method of attack like shooting lasers out of your eye or firing your horn like a rocket. You lack the impressive survivability and regeneration of a reptiloid, but also their weakness to Getter Rays. You start in the spaceship salvaged from the remains of an alien species' voyage through time and space, a great craft the size of a city and the heart of the Empire.

Perks:

Perks are discounted to their associated origins. Discounted 100 CP perks are free.

Professor

Minimum Requirements (100): No, that "Professor" isn't just for show. You graduated at the top of your class and have some very real doctorates, along with the intelligence needed to consider a mundane employment in the scientific world a little too easy for your tastes. This alone doesn't allow you to build city-destroying robots with impunity, but it's a good foundation for your future intellectual pursuits, and more standard feats of robotic engineering are within your ability to design and oversee the construction of.

Stubborn Old Man (100): You might not be old or a man, but you're most definitely stubborn. Even if you were otherwise an ordinary elderly person, you'd still have enough life in you to pull off some stunts others could only dream of. Whether it's escaping a horde of enemies, bringing the fight to them with an improvised weapon, or risking your life piloting a robot yourself, you're unlikely to go down quick, but of course any of these things should really only be done as a last resort.

For Earth's Sake (200): There's simply no time to consider fleeting concepts like "morality" or "human rights"! You need a giant robot and three pilots right this moment, before all of the earth is destroyed! As long as you're working towards some noble purpose, people are much less likely to hold you accountable for choices that are at best highly morally questionable. Even if you could have reasonably reached the same result in a much saner way. Need to test a potential pilot's skills? Hire some thugs to kill him and kidnap him afterwards if he survives! Your coworkers have been mind controlled by the enemy? Fire up the flamethrower and let God sort them out! Now, this doesn't mean your choices will be any more effective, but they'll certainly end the current problem a whole lot quicker than a subtler touch would have.

Race for Humanity's Survival (200): Sometimes there's simply no time to save the day with a miraculous invention, or that's what someone without your ability to work under pressure would say. In fact, you're at your best when there's a crisis on the horizon, and you can expect your productivity to multiply many times over depending on the severity and scale of the threat. A minor issue will only grant a proportionally small boost, but if the fate of humanity is at stake and you have only a month to avert it? You could compress years of work into two or three weeks at most, even leaving you with enough time for further fine-tuning and testing. That's the most extreme example of your stress-induced bursts of progress, but you could potentially push this further to achieve even faster results, as long as you don't mind the quality of the end product suffering from your haste.

Mechanical Protectors (400): Building a giant combat robot wasn't impossible for you before, but there are a lot of pesky factors getting in the way of making them as effective as you would like them to be, such as "physics", especially those damnable things called "structural integrity" and "stability". But creating designs that take such matters into account are a thing of the past now, because the construction of giant robots will remain a feasible prospect for you regardless of the practicality of their design. Even without a special power source like Getter Rays, robots created with otherwise ordinary materials will function more according to their appearance than any real-world logic, being at least as strong, fast, and agile as a human would be, but scaled up to a greater size. More outlandish features, like creating a robot that can split up into three jet fighters in the blink of an eye and combine just as quickly, are a very real possibility now too.

Beautiful WMDs (400): Technically a robot could be created for many purposes, but with your expertise it will surely be a weapon of war that will leave whoever has to face it trembling in fear. You're a master of creating weapons of all kinds, be they simple firearms or explosives, lasers, weaponized bacteria or deadly chemicals. You could create a pistol that could blow a hole in a building or a dart gun that dispenses a potent enough chemical to dissolve an elephant in half a minute, and that's just what you know how to make already. If you were to get some goodies looted from civilizations with more

advanced technology, who knows what you could cook up? Of course you can scale up the weapons you've created to fit in the hands of a robot just as easily, or integrate them into the design itself for a flashy (and incredibly) destructive finishing move or two.

Robotic Evolution (600): The enemies of humanity grow more dangerous by the day, and they would surely gain the upper hand if the earth's protectors don't continue to evolve as well. Creating a machine to save the world is all well and good, but what if your enemies surpass it with one of their own dark creations? You'll have to build a stronger, faster machine to keep up; something easier said than done. Technological advancement isn't just a straight line, after all, especially in an area of work as niche as your own. Luckily you're very good at this, finding the inspiration for new and innovative ways to upgrade current designs by watching your creations in action. Much like how the Getter Robo was improved upon in the form of the Getter Robo G, you too can create all-around superior machines the more your current creations are challenged and tested. The example of Getter Robo G is the metric for such improvements as well; if your robot faces as much adversity as the original Getter Robo did in the same short span of time, you can expect to have a prototype for a robot ten times its predecessor's power prepared with similar swiftness.

Miraculous Machines (600): The discovery of Getter Rays and the successful creation of the Getter Robo were no fluke. No, the invention of Getter Machines was the result of Professor Saotome putting his mind to use for a task that one could almost say he was destined for. Much like him, you're an expert when it comes to figuring out how to use exotic energies for your own purposes, primarily powering giant robots. As long as you have some idea of how to collect the energy, the process of building a machine that uses it as a power source will go smoothly, even if it takes a few charred prototypes and a lot of taxpayer money. You'll start out already knowing how to harness Getter Rays, and with enough time and creativity there's very little you can't turn into a power source. Dark matter? Child's play. Magic? Go right ahead. The souls of the dead? Well, that's a little morbid, but the world is at stake here! That said, some energies are more volatile than others, and like with Getter Rays there is the chance of your creations exhibiting some "unusual quirks". For example, building a machine powered by dead souls could result in them possessing the machine at a critical moment and going on a rampage. But on the other hand, they could also become fully integrated in the machinery and pool their minds together to turn the robot's targeting system into a spectral supercomputer. With time, you'll be able to upgrade the machine to take in greater amounts of your chosen power source, but the likelihood of things not going as expected magnifies alongside the intake, for good or for ill. Alternatively you could focus your efforts on making its current output more stable, if you want to put safety first.

Pilot

Practical Skills (100): It'd be a little strange for a pilot to not be all that great at piloting, wouldn't it? The Getter cares more for grit, but an above-average skill at piloting goes a long way too, and to say you're above average would be an understatement. You'd probably end up as a decorated fighter ace if you didn't pilot giant robots, with top-notch motor skill and reaction speeds that make you a monster in the cockpit, and your affinity with piloting vehicles of all kinds means you can figure out the controls of even strange and hard to control machines with relative ease.

THE FLAME OF YOUTH IS BURNING HOT (100): While there have been many different Getter pilots throughout the years, they all have one thing in common: fighting spirit. And just a touch of insanity. You're no different in that regard, being an abundant wellspring of the kind of sheer hot-blooded will to laugh at impossible odds and kick the crap out of anyone and anything that stands between you and your goal. You could be on your own against an army of millions of greatly superior enemies, and it wouldn't even scratch your desire to keep fighting until your foe's finishing blow or your victory. In addition to the above, you always have enough time for a dramatic speech or the loud exclamation of a special attack name, even when you're in a situation where every second counts.

Still Kicking (200): Your physical health seems to be closely tied to your state of mind, allowing you to survive much more than a normal human. Not just a fall or a punch, either. You could get impaled in

the stomach by a spear, shot in the chest, or any other method of attack that would put a regular person out of commission in short order, and your stubborn refusal to die would give you the strength to not only stay conscious but fight back even while you're bleeding from places you didn't even know you could bleed from. You can still die from losing too much blood or a wound that would be immediately fatal, but otherwise you'll be as good as new as long as you can get proper medical attention after the fact.

Violent Prodigy (200): If the enemy expects you to only be a threat outside of the cockpit, they're in for a big surprise. Along with speed and strength unfit for a human, you're a skilled practitioner of martial arts, enough for your skill alone to allow you to compete with a group of fighters twice your size and come out on top without breaking a sweat. These two qualities put together mean you can punch far above your usual weight class, besting the likes of reptiloids and demons alike in single combat. Groups can still overwhelm you, but punch hard and fast enough and the problem will solve itself. Your preferred form of fighting can also involve a weapon, like swordsmanship, or something stranger, like abnormally sharp fingernails.

Settle It Like Men (400): Sometimes teamwork doesn't work out. In fact, when every member of the team is as stubborn as the next one, disputes are bound to arise. But you have a good way of settling these disputes quickly: by beating the crap out of whoever's disagreeing with you. As long as they're not an outright enemy of yours, you can settle any personal differences you have with someone by starting a fistfight with them, talking in a way that words can't express in a discussion much more physical than a shouting match. You'll understand the full breadth of that person's opinion and motivations in the process, and winning will result in you convincing your opponent that you're right. This perk applies to direct differences in opinion as well as any personal issues on their part, as the fighting spirit contained in your fists can even inspire them to get over grief or hopelessness in order to face the future with renewed vigor.

Fused Fumbling (400): The Getter isn't a one-man machine; it requires careful and precise coordination between the three pilots to combine three separate jets into one powerful whole. Too often does this important process go wrong when left to inexperienced pilots, leading to damage to both the machine and the pilots themselves, and sometimes even death. However, when you're involved, these accidents are much less likely. Rather than violently rejecting such a mishap, machines tend to respond with a "good enough" and work in different, but still functional ways. Incorrectly combining would result in a strange mish-mash of the other forms' parts, awkward to control but still effective in combat (and likely to be very unexpected too), and for a more mundane example you could make a car run on vegetable oil or kick a washing machine to make it start working again.

Getter's Chosen (600): Were you a child born under the influence of Getter Rays? Perhaps not, but it's as if you've been chosen by them to pilot the machines imbued with their power, and even the ones that aren't. You synchronize with the robots you pilot on a far deeper level than mere skill would allow, letting you to control them like you would your own body, and sometimes you may feel like you've actually become the robot itself. This kind of synchronization benefits more than just movement, however; you might be contacted in dreams by the spirit of your machine, gaining knowledge on how to use it more effectively, as your body becomes one with the frame of your robot, any growth in power will carry over as well. It will grow stronger alongside you, no matter how powerful you may become. Robots you pilot also respond to your temperament, allowing you to channel the might of your emotions through them to boost their power for as long as the feeling burns bright in your heart, and the ones that are actually built to react to the emotions of their pilot will do so much more strongly.

Tame the Flow (600): Getter Machines are special for their unusual ability to evolve and undergo metamorphosis into more powerful forms, but it's this same trait that makes them incredibly dangerous as well. They can be wild and destructive even in the midst of a transformation, with friend and foe becoming a tenuous distinction in the eyes of a beast that embodies the best and the worst of evolution. Even the greatest pilots cannot prevent this from happening, but you can at least mitigate the damage and the casualties by being in the cockpit when it happens. Your instinct will tell you beforehand when you're about to lose control, and you can actively suppress the catastrophe by exerting your own willpower to keep the ruinous impulses of your machine contained. Not indefinitely,

but hopefully long enough to get away from anything important before the monster is unleashed. And even when you do lose direct control, your desires will still unconsciously influence the machine, leading an otherwise mindless rampage into the direction of enemy territory or causing a surge of destructive energy to be aimed at alien spaceship hovering in the distance rather than the city below. Both of these effects work on more than just robots, allowing you to indirectly manipulate anything that's wresting control from you in the same way, whether it's a berserk robot, haywire vehicle, mind controlled subordinates, or even your own possessed body. As long as you're supposed to be the one in charge, you'll never lose that control completely.

Support Staff

Kill Your Desire (100): What's the motivation behind your actions? Are you working for the good of humanity, or something more personal? You might be a kind and emotional individual most of the time, but when it's time to make some tough decisions, it's like you become an entirely different person. You're able to adopt a cold, utilitarian mindset at will, setting aside your emotions and personal biases to look at the situation from an objective, rational perspective. You can quickly go over all of your options and determine which one would benefit your objective the most, even if it would normally clash with your morals. Whether you make some sacrifices to take the quick and dirty route is up to you, but you'll always know that the option is there.

Revolutionary Spirit (100): Your high school days feel so far away now, but they were a very "eventful" time for you and your friends, and they've left you with an intricate knowledge on the art of assassination. The intelligence gathering beforehand, the planning, and where to find people willing to pull the trigger come as naturally to you as breathing, to the point where you could mastermind the assassination of a major political figure in an afternoon or two. You're also very creative when it comes to cooking up these kinds of plots, more easily coming up with ways to make them look like accidents or going in the complete opposite direction and making them as flashy and over the top as possible, both without making them any harder to pull off.

It Needs Love (200): You're a proud mechanic, working hard to repair your beloved giant robot every time some bumbling goober of a pilot manages to bust it up yet again, resulting in you knowing the machine like the back of your hand. You know nothing about making the things, but you're a wizard at maintaining the most unusual of machinery, and the strange bond you form with the machines you repair leaves them functioning longer than they would otherwise, even under strenuous conditions. If push comes to shove, your knowledge of the systems of the machines you repair would theoretically make you quite good at using them too, so you're not totally hopeless if you were to pilot a robot you've been maintaining, but it's best to leave that kind of thing to the professionals, right?

Fair and Square (200): Why resort to dirty tricks when all you're doing is robbing yourself of the satisfaction of knowing that you beat your enemy into the ground with your own power? You're not telling me you're some kind of gutless coward, right? Plenty of enemies you'll run into don't share this mindset, believing that any advantage should be ruthlessly exploited for the sake of victory, and maybe you don't believe in that macho crap either, but you sure have a way of convincing people to do so. Even when you're on the brink of defeat and the enemy would have nothing to gain from giving up their unfair advantage, you can somehow browbeat them into manning up and facing you or your subordinates on even terms, even making them do something as extreme as exiting their robot to fight you one on one. This is unlikely to work on the strong-willed or intelligent, so most major threats are out, but low-ranking and particularly dim-witted foes are highly affected by your manly stare of disappointment.

I Did It Better (400): Hayato Jin began his career fighting threats to humanity in the cockpit of the Getter Robo, but he eventually turned to leading pilots in their efforts to defend the earth as an

excellent commander. You benefit from first-hand experience in a given field in the same manner, with your skill in that field on a personal level translating to your ability to organize and direct the efforts of others. Train your skill in steering a ship, and see your skill as a captain rise alongside it. Become the world's greatest soldier, and you're guaranteed to become the world's greatest general too. This applies to pretty much every occupation you could think of, even if the executing and commanding roles have vastly different skill sets. Maybe all of that time spent thinking about how you could do better if you were in charge paid off after all.

I'm The Boss! (400): That's what you are, but really, it's hard not to notice at first glance. You have an air of authority about you that causes people to tense up and watch their behaviour when interacting with you, and even the rowdy sort will begrudgingly show respect if you outrank them. More importantly, displays of your authority are almost supernaturally effective at keeping people in line, and these two factors working together make you an intimidating enough figure to convince captured opponents to follow your commands. To call them loyal subordinates would be pushing it, but show them their place a few times and they'll feel compelled to obey you to the point where you can safely let them go about their business without having to worry about any escapes. It's an uneasy agreement at best, unless they come to the conclusion that working for you is better than their old job by themselves, but you could even convince a handful of mentally deteriorated mutants to carry around lab supplies if you're determined enough.

Mister Team Leader (600): Kicking ass in a giant robot doesn't sound too bad, but you're at your most useful in the control room. You're incredibly good at directing a team on the ground, your analytical ability and tactical acumen allowing you to give them orders that make the best use of their robot's capabilities and keeping the heads of your pilots cool when they're in a tight spot (or do the opposite when they're in need of some hot-blooded fighting spirit). This enhances their effectiveness in combat several times over, and maybe even more if you're in a particularly ingenious mood at that time. If your pilots are in a bind because of some seemingly invincible new enemy or a trap they fell prey to, you'll manage to spot a weakness or find a way to get them out as long as it exists and you're not totally lacking the vital information needed to find one.

Young Messiah (600): Commander? Mechanic? No, you're... a religious leader? That's right, despite your ordinary birth you were always a little different from the rest of the children, your words wise beyond your age and your presence attracting man and animal alike as if brought to you by their desire to witness your enlightened visage for themselves. This air of spiritual seniority leads others to more easily believe in the purity of your intentions, meaning you can convince them of the righteousness of your actions even when they may seem strange or immoral at first, and your charisma is more than enough to start a new religion centered solely around your magnetic personality. Your enlightenment also manifests more directly in the form of mild psychic powers, allowing you to read the emotions of others and pacify dangerous animals with the slightest touch, but your most potent ability is to be warned of imminent threats by small glimpses of the near future.

Dinosaur Empire

Loquacious Lizard (100): Your grand civilization may have been driven underground millions of years ago, but their noble values and customs are still proudly carried by its people, you especially. Which is to say that you have a tendency to be grandiose and over the top in everything you do. Your voice is powerful and your enunciation impeccable, and you're good at stealing the show with an imposing declaration of enmity or a triumphant fit of laughter. This all results in you possessing a charisma that's hard to pin down, the kind that will leave your underlings loyal to you in spite of continued defeats for longer than expected and convince your enemies to at least hear you out before they attack.

General's Insight (100): Reptiloid society is highly structured. You speak only when spoken to and you should not only be content, but honoured to follow the orders of your betters, even when they're nothing short of suicide. In fact, dying for the sake of the glorious Dinosaur Empire is the greatest honour there

is! You may not be too keen on dying for them though, and fortunately you have more leeway in this regard. Backtalk against your superiors won't be punished if it's for a good reason, and you have a way with words that'll convince even the most stubborn-minded fool to rethink an idiotic plan if you pick it apart in a way they'll understand and stress the point with enough force.

Chiryu Clan (200): The Chiryu Clan are a group within the Dinosaur Empire, despised by their own kind for their bizarre powers. You may not actually be a part of this clan of freaks, but you have an unnatural trait of your own that gives you a decisive edge over your ordinary fellows. This can be anything from being covered in horns that can extend across the length of a room to impale foes, to being able to shift your body into a liquid-like form to slip through small gaps and drown people, or having multiple sets of backup organs spread throughout your body to revive as long as one of each remains intact. It won't let you fight any giant robots, but you'll dominate any foe not packing some serious firepower of their own.

Deal with the Monkey (200): As much as you may shock you, there exists a future in which the wise rulership of the Dinosaur Empire forms an alliance with the backwards surface-dwellers in a desperate bid to save all life on earth from extraterrestrial invaders attempting to destroy it. But of course it is nothing more than an alliance of convenience, the first step of a cunning plot devised by the Emperor in order to destroy the threat prematurely and then turn his forces against the weakened humans to take back the reptiloids' rightful place once and for all. You too are adept at forging these kinds of alliances in times of crisis, and even rabidly xenophobic enemies will be inclined to agree if they possess a sense of self-preservation and aren't too powerful for them to simply ignore any offers you make… and as long as the conflict is hard on the both of you, fate will ensure that it will always be just a little more costly for the other party.

Slippery Saurian (400): Waging total war against a robot powered by seemingly all-powerful cosmic rays is a dangerous business, and even if you're not on the front lines your proximity to the fighting will probably leave you in a dangerous spot on more than one occasion. Maybe you're in a facility that's sinking into a volcano, or piloting a robot that's about to explode, but as long as they've been built with some kind of escape route or evacuation mechanism you're almost guaranteed to get out unharmed and live to plot another day. You lack the sheer reality-defying stupidity of humans to overcome truly impossible odds with this, but any dangerous situation with a 10% chance of survival or above is essentially a 100% chance for you.

Gore Strikes Back (400): Once again your plans to return the Dinosaur Empire to its former glory have been foiled by those insufferable humans. All of those robots destroyed, and all of those resources gone to waste, but you'll probably be back with an even greater threat to the Getter Robo before long. How do you keep doing this? Surely there aren't that many resources at the center of the earth? Well, maybe it's just the power of your spiteful hatred at work, because any major defeat you experience will kick-start a large growth in productivity as well. A defeat in a robot duel could result in your pilot training becoming more effective for a while, but your allies are affected too, meaning that heading a failed assault on earth would lead to faster creation of new weapons of war and a larger amount of inventions dedicated towards the extinction of humans. Next time you will prevail.

Minister of Technology (600): Humans may think themselves advanced, but your kind was building technological wonders back when they were still picking fleas off each other's backs. Not only do you have the advantage of millions of years of scientific thought, the need to survive underground and the desire to reclaim the surface world have lead to some impressive innovations. You're no less of a genius than the greatest reptile-brains of the Dinosaur Empire, enough to contend for the spot of Minister of Technology. Your ability to devise devious contraptions with the elements of the earth itself is unparalleled, from coral ships that sail through the planet's core, equipped cannons that shoot pressurized lava with enough force to threaten the Getter Robo itself, to miniature suns made of magma that could scour a city and vast machinery producing acids capable of terraforming entire planets with enough time.

Mechasaurus Master (600): The backbone of the empire's forces is the mechasaurus, a fusion of

scaled flesh and ancient metal capable of trampling any conventional human military force with ease. The advantage of combining living beings with machines may not be immediately obvious to lesser minds, but the giant beasts raised by the empire are truly fearsome when supported by the strength of prehistoric steel. The knowledge of how to build these creatures is merely the tip of the iceberg for you, and you're capable of pushing this aspect of the Empire's technology to its limits. Just about any living being can be used to create a biomechanical hybrid, and you're not restricted to one animal and one machine alone. You could just as easily transplant the body parts of multiple creatures onto one chassis to create a mechasaurus with ten heads and eight arms, or give it several pairs of giant wings to allow it to fly without any propulsion. Manipulating the DNA of existing creatures for the creation of entirely new organisms isn't out of your grasp either, twisting shape and physical ability to create new and powerful biological parts with strange abilities like injecting carnivorous insects eggs into enemies or absorbing the energy emitted by their power source to grow larger.

Hyakki Empire

Satanic Conspiracy (100): For a bunch of bloodthirsty megalomaniacs hell-bent on universal domination, demons are remarkably good at passing themselves off as regular members of human society. Maybe that's more of a testament to humanity's faults than the abilities of demons, but what can't be denied is that infiltration is a specialty of yours. You're a smooth operator when you want to be, gaining access to the most secretive of plots and operations with a sufficient amount of time and the right connections. You're also very good at hiding the devil horns.

Wicked Mind (100): A weapon can be functional, but why leave it at that? Don't you want to see your enemies suffer? How could you call yourself a true demon without at least wanting to make it hurt a little bit? Your mind is good at coming up with new inventive ways to hurt people, and even if you have no idea how to make a certain thing you can give the people that do some truly effective suggestions when it comes to inflicting pain. You're no stranger to gruesome improvised death traps and torture devices either, for when you need to relish in your enemy's suffering in a pinch.

Instigating Adversary (200): The Hyakki Empire made their entrance at an opportune moment: the humans and reptiloids were in the middle of tearing one another apart, leaving the demons to take advantage of the situation and destroy them both. Unfortunately that last part didn't work out as well as they hoped it would, but you can create similar situations when there are two people or groups at odds with one another. You know just what to say or do to turn a tense relationship into an all-out war, and make them focus on one another just enough for you to get a good hit or two in when they're weakened. A few lies here and there would be enough to start a fight between two people, but inciting a bloody conflict between two civilizations will require a lot more trickery over a longer span of time.

Grand Theft Robo (200): It's troublesome when your enemies develop new weapons to use against you, the type that could turn the tide of a war and leave you dead or worse. But demons don't take those kinds of things lying down, and they're always eager to get their hands on a new instrument of destruction. When an enemy superweapon is in development for use against you events will conspire to leak the information and let you know of its existence, after which you will be presented with at least one opportunity to take said weapon for yourself, provided you or your allies are anywhere close to the enemy in power. Any plan to do so is far from guaranteed to be a success, and it's likely to be a serious struggle even with superior forces at your disposal, but with enough subtle spy work or overwhelming brute force their superweapon will be in your hands before you know it.

Infernal Fuhrer (400): You're a cut above the other demons now, with the proof of your higher standing being the ability to control the minds of your kin. You see, demons are creations of technology, and the horns are implanted into their skulls to to modify their brains and make them receptive to the mental influence of their superiors. Otherworldly energies gather in your horn, and unleashing it creates a beam that controls the mind of demons it makes contact with. This will turn them into a mindless peon that can be instructed to carry out your will through telepathic commands and will gladly throw their life away for you in the blink of an eye, though you can cease your control over their mind at any time. Starting out you can control ten demons at a time, but with enough practice you could

easily grow to control twice this amount, after which the growth of your ability will slow. Controlling more isn't impossible, but it'll greatly strain your mind. A blast from your horn isn't entirely ineffective on other things, but at best it'll daze or shock them. In future jumps, your control will work on demons from other worlds just the same, horns or not, provided they're weaker or lower in rank than you.

Day of the Insects (400): Rather than being a demon yourself, you're an alien abomination from the future that slipped through a space-time rift with the goal of aiding the demons' conquest of earth. You look human on the surface, but your true form is that of an insectoid horror, your tough exoskeleton resembling metal to the point where people may wonder if you're monster or machine. You have wings large enough to support your body weight and a stinger used for laying eggs inside of other living beings. When these eggs hatch, they give birth to countless tiny insects that multiply rapidly and assimilate the host's cells from the inside, turning into a perfect copy of the person they devoured and forming a single mind to direct the duplicate, which is utterly loyal to you. On top of serving as perfect infiltrators that steal both the appearance and the memories of their hosts, they have an inhumanly powerful insectoid form of their own, with the added ability of being able to merge with their fellows in order to form biological robot-equivalents. There's no real limit to how large your spawn could grow by combining; even dwarfing the largest of man-made robots isn't impossible.

Diabolical Downsizing (600): In spite of all of the boasting, the Hyakki Empire actually stands on the shoulders of giants. Not one bit of their technology is truly of their own design, with everything from their ships to their Hyakki Beasts being based off of much more advanced originals stored in the flying city they now use as their base of operations. You share the ability to perform this kind of practical reverse-engineering, taking technology you would otherwise never have been able to use or recreate and designing an inferior but functional imitation with a bit of study. You can just easily apply these principles to technology you do understand as well, scaling it down to create less effective but also less costly alternatives. This has some useful applications beyond just cutting costs and minimizing storage space — it wouldn't be hard to turn an alien starship's main gun scaled down to the size of a rifle into just that.

For The Distant Future (600): The truth behind the Hyakki Empire's creation is that they are a product of mere remnants of a civilization that has spread its influence across the stars in the far future. This civilization, the Andromeda Stellaration, will master machines capable of controlling time and space to the point where they can send their starships across the galaxy and back into the past, with one such ship having crash-landed on earth. It once seemed like this technology was lost, but your efforts to uncover the methods behind your predecessors' arrival have lead you to a great discovery: you managed to construct a machine that generates entol waves, a special frequency of electromagnetic waves capable of manipulating the fabric of space and time in the form of subspace rifts. For now, your machines can only generate rifts that could transport a group of people from one side of the planet to the other, but with enough diligent research you could advance them to the point of sending something the size of a Hyakki Beast to nearby planets in the past or the future or mimic the Andromedans' Space-Destroyer Cannons, which quickly tear through space and time to transport vessels and troops with a short and violent burst of energy that could be weaponized to pierce the hulls of enemy ships. This technology's capabilities will only grow from there, and maybe you will one day be able to create a machine that could generate subspaces large enough to tear planets apart.

Items:

Items are discounted to their associated origins. Discounted 100 CP items are free. You can import any similar items you already own to gain the properties of the ones you purchase.

Professor

Thinking Sandals (100): You have a specific article of clothing or accessory, like a pair of sandals or a tie, that stimulates your intellect when worn. Maybe you just feel like your thinking is less restrained with your toes in the breeze, but when you're wearing it you can more easily focus on the task at hand and do so more creatively, sparing you the time you would've spent pondering the matter if you'd been wearing more unsuitable clothing.

Weapon Implants (200): A scientist's greatest weapon is his mind! That's not easily disputed, but you could make a case for something else too. Even when you're disarmed you're still capable of defending yourself, since you or one of your eccentric colleagues managed to install a variety of hidden weapons in your body. They're not cybernetics, so you won't be hitting harder or moving faster than you would otherwise, but it's great for when you need a machine gun in your wrist or a rocket launcher in your chest. They're easily hidden when not in use, and won't impede you in your day to day life, miraculously taking up no space in your body when you don't feel like blasting someone. It's up to you what kind of weapons have been installed in your body and where, and you can import any infantry-scale weapons you own into this as well.

Jumper Research Institute (400): Built into the side of a mountain, this laboratory has enough resources and equipment to make it the equal of the Saotome Research Institute, and with a similar genius at the helm it wouldn't be surprising if it could produce results equal to that of the Getter Robo project. If not, the researchers staffing the facility are competent enough to produce some technological marvels even without such a visionary leading them, on the level of the plasma-powered robots created by other nations with enough time. Besides the main laboratory, production areas, and accommodations for the personnel, it also contains a hangar with a retractable ceiling for easy launching of your robots and a robust defense system that could easily repel the likes of a mechasaurus assault. The equipment is biased towards the research and creation of giant robots using exotic power sources, but it could focus on another area of research as well... but why would you not want to build giant robots powered by cosmic energy? If you'd like, you can make your institute officially funded and supported by the local government, giving it access to a greater amount of resources at the cost of having to conform to their desires, but its existence can just as easily be hidden from anyone but you and yours.

Vega Zone (600): Far more than one laboratory, this behemoth of a polar facility is the result of a worldwide effort by the planet's superpowers to create a new global research center, one that was to become the home of countless scientists, engineers, and military men to unite the greatest minds of the world. It was a project intended to be the starting point of all great discoveries of the next century, be it in science, economics, or war. However, all of that fell apart when the Professor Randou hijacked the base for the sake of his megalomaniac ambitions. You now own a structure of a similar size in a faraway remote location, equipped with the greatest facilities money can buy and even those considered too priceless or confidential to be sold. It's enough to support not one or even a handful of groundbreaking projects, but dozens at a time, and as long as you don't start lobotomizing people like Randou did you can expect your personnel to remain hard at work for you. But perhaps the most valuable aspect of the Vega Zone are its vast industrial complexes, suited to producing machines and weaponry on a massive scale. Even a fraction of its output could fully supply a nation's military, and if you ordered these factories to create robots day and night you could create an army of metal beasts capable of conquering the world.

Pilot

Explosive Revolver (100): Sure, it looks like any old revolver, but anyone you point it at will be wishing it was only that. Created by a mad scientist with too much time on his hands, just one pull of the trigger will set off an explosion large enough to take out a monster the size of a small house in one hit, all without the nasty and probably fatal kickback a handgun that powerful would otherwise produce. It has six shots, but if you check again after an hour you'll find that the ammunition has been restocked. Maybe that's an intentional design feature too?

House of the Black Dragon (200): Somewhere out in the wilderness, there's an old dojo with your name on it. Well, perhaps not your own name, but no one will deny that you're the grandmaster of the dojo's martial artists, of which there are a sizable amount. All in all, there's nothing special to say about them beyond that they do your chores well enough, since the real function of this place is that it serves as an excellent hideout for when you feel like laying low. Sick of that adventurous life? Made yourself the arch-enemy of an entire civilization of bloodthirsty dinosaur people that want to wipe you from the face of the earth? Retire to this place and they'll never find you, even if your enemy has the resources to do so with ease.

Whale 2005-D (200): A gigantic airplane which does in fact bear a striking resemblance to an actual whale, the Whale 2005-D is a flying fortress developed by Japan, used for quick retrieval and repair of their robot forces. Usually it would only be sent on a mission under the orders of the Japanese Self-Defense Forces, but it somehow always manages to show up at your location when your machine is in dire need of repair. Provided your robot hasn't been completely wrecked, the engineers will bring it inside and assess the damage before working on getting it back to top condition, which can last anywhere from thirty minutes to an hour or two depending on the damage done. If it happens to be shot down, it'll take a week for another plane to start appearing again.

Getter Machine (600): This is the one. Professor Saotome's life work, a fighting machine powered by the might of Getter Rays, consisting of three separate jets that combine into a singular fantastic robot. You now have a Getter Machine to call your own, be it one that has appeared over the course of the technology's history or an original model created just for you. Its jets come equipped with an AI-controlled mode, which will allow it to fight adequately enough, but it'll require three pilots to bring out its full potential. By default it will be as powerful as the Getter Robo G, and any armaments and other special attacks are free for you to decide, as long as it's not vastly more powerful than what G came equipped with. However, for an additional (discounted) **200 CP**, you can instead obtain a **New Getter Machine** comparable to the Shin Getter Robo, both in power and temperament. This isn't a change to underestimate, considering just how mighty and volatile a machine that can store a nigh-endless amount of Getter Energy can be, to say nothing of its potential for drastic growth. Push it to its limits often enough, and chances are high that it'll undergo a violent change in form and capability. The concentrated evolutionary energy of the Getter Rays will cause it to grow more powerful, either in raw strength or by granting it new abilities, which tend to be bizarre or disturbing. For example, don't be surprised if your robot will suddenly start melting and attempt to absorb an enemy machine into itself, or grow a mouth and try to bite a giant monster's head off. It will also grow slightly bigger with each evolution, and who knows how large it could become after centuries of conflict…

Support Staff

Suits (100): Not literal suits, but a squad of a dozen government agents to do your dirty work for you. They're just humans, and not great in a fight, though they're loyal enough to sacrifice themselves for your sake if the situations requires it. Rather, what they excel at is gathering information and scouting work. Send them out into the world with an order to look for suitable pilots for a Getter Machine, and

you can bet that they'll return with a whole list of candidates from all throughout the country faster than should be humanly possible. They'll event take care of, ahem, "acquiring" these candidates for you if you can't spare the time to do so yourself, but anything besides that is outside of their expertise.

Moon Shadow (200): Orbital Station Moon Shadow is officially a satellite orbiting the earth in order to monitor and study the earth's climate, assessing the damage humans (and a certain other hostile species) have done to the environment. Why would this be of any importance to you? Well, besides any ecological interests you may have, it also functions perfectly as a spy satellite. You can communicate with the agents on-board on any device you own, giving them orders to keep an eye on targets of interest and receiving information in return. It has some interesting features you wouldn't expect from a station of its kind, including the equipment required to monitor a single person's location and physical condition, even tracking things like the running speed and heart rate of a moving target. Why anyone decided to include such things is a mystery, but it's very convenient for you.

Multinational Squadron (400): How are you planning to save the world without the best of the best? You are now the commander of a crack team of six plasma-powered giant robots built with the best tech the major nations of the world could afford and piloted by their most skilled aces. They're no Getter Machines, but they're powerful enough to cut through hordes of the kind of enemies that would utterly overwhelm a conventional military, and their diverse abilities make them a force to be reckoned with. The individual specs of each machine are up to you, so six slick single-pilot robots that transform into jets are just as viable as a group of three-pilot titans that crawl across the battlefield and bombard everything in their path, but don't go too crazy; we're on a budget, after all. The pilots count as followers, but you could import them as companions too.

Battleship Texas (600): The US government will be asking questions about this one. The Texas is classified as a Land Battleship, and it certainly shows. At 150 meters long, it bears more of a resemblance to a hill on treads covered in a forest of cannons than it does to any regular vehicle, a testament to the immense, devastating firepower the United States can bring to bear against its enemies. To say that the full might of this battleship could single-handedly keep an army at bay would be an understatement, considering it can fire 840mm shells over more than 300 kilometers and one shot of its main gun is powerful enough to wipe out a small town. Besides its mighty offense, it also contains an extensive hangar bay to repair and resupply any robots you may have, and the brave crew of this steel colossus have been placed under your command indefinitely.

Dinosaur Empire

Cunning Disguise (100): Pah, it feels a little insulting to have to endure the appearance of a primate, but you have to admit that it's an ingenious invention. A rubber mask that manages to fit on your head no matter how elongated your snout or majestic your head spine, putting it on will immediately cause you to take on the appearance of a perfectly ordinary human being. Even if you're the kind of reptiloid whose anatomy differs greatly from that of a human, those wings and that tail will somehow become flawlessly hidden by some wondrous technology created by the superior minds of the Dinosaur Empire. It gets a little damp under there, though. Not that it should bother a lifeform that's the most comfortable in a Jurassic climate.

Prehistoric Horde (200): The Empire raises a large and varied amount of beasts for use in battle, with many of these being prehistoric wildlife that has been transformed in some way, be it through selective breeding or genetic tampering. For some service to the state, the Emperor has granted you a personal retinue of five hundred of these monsters with accompanying handlers and riders, numbering around two hundred for larger beasts and a horde of three hundred or so smaller but more exotic creatures, like mind-controlling newts. It's best not to think about about the specifics of how those work. For more

direct personal protection, this force his headed by a mechasaurus of particular power, enough to give it an edge over its more common counterparts, which can piloted by you or allowed to defend you of its own accord. The specific composition of your retinue is up to you, and they can consist of anything from laser-touting spinosaurus cavalry to giant pterosaur fighter squadrons. While the ordinary troops don't measure up to robots, their superior armaments and physical power are sufficient to overwhelm human military forces, and strength in numbers isn't something to look down on. Your troops will replenish any losses they've taken after a month.

Getter Ray Diffusion Device (400): Another marvelous creation of the Dinosaur Empire's scientists, this large and high-tech device fires a beam that causes rapid mutation in simple forms of life, like jellyfish and mollusks. The outward effect of the initial mutation is only slight, with increased size and enough intelligence to follow basic commands from you, but it will become more apparent once the creature comes into contact with any source of energy. Fire, electricity, and even laser weaponry will have little to no effect on it, its body instead absorbing the energy and converting it into mass, growing larger as a result. As it grows bigger, absorbing living things for the energy in their bodies becomes possible as well, but its capability to grow isn't unlimited. Its cells are restricted in the amount of times they can divide over a short period of time, so it'll grow at a fixed rate and vent the excess energy into the surrounding air, additionally leaving it vulnerable to taking in too much energy at one time and exploding… but that's only a small drawback for a machine that can turn ordinary wildlife into monsters that lay waste to cities, no?

Emperor's Vessel (600): It's likely that you're some kind of reptiloid nobility or a high-ranking military officer, because you've managed to obtain a copy of one of the Dinosaur Empire's flagships. Despite its coral-like appearance, this massive ship is incredibly sturdy and will sail regardless of the temperature or pressure of its environment, meaning the conditions in neither the core of the earth nor the deep sea will hinder its movement in the slightest. Its surface is covered in large, tube-like holes from which pressurized magma is fired, and a direct hit from one of these cannons can severely harm the likes of an unprepared Getter Machine. This flagship is staffed with the Empire's most capable underlings, who will handle everything from the actual control of the ship to the raising of monsters in the ship's beast pens and construction of new Mechasaurus units in its factories. It's formidable as a warship, but it is fully able to perform its other intended task as well: at your command, the flagship will begin spreading a hot and acidic substance into the air in vast quantities, and with enough time this will affect the biosphere of the entire planet in order to make it more suitable for reptiloid habitation — as well as more hostile to all other, inferior forms of life. In future jumps it'll instead alter the environment to your current species' preference.

Hyakki Empire

Control Throne (100): A metal seat with several tubes connecting to a helmet bearing some truly gigantic, awe-inspiring horns, this machine is used by the Empire's higher-ups to bolster the power of their control over their minions. As long as the helmet is on your head and you have some kind of ability to control the minds of others, the number of suitable targets you can comfortably control at any one time will double. Additionally, if you specifically possess the mind control powers of high-ranking demons, the effect of your energy on non-demons is heightened as well, the shock form your horns enough to kill a man or temporarily rob them of their memories. The only downside to this is that the helmet must remain connected to the seat to function, limiting your mobility, but if you have some kind of robot, ship, or other vehicle with a seat this can instead be installed inside of them.

Devil King Crowner (200): Thanks to the vast (stolen) technological might of the Hyakki Empire, you've obtained a machine capable of converting organic beings into full-body cyborgs. The process of carefully converting their weak fleshy bits into alien metal takes a few hours, after which only their brains are left behind to control the new body, and with a little more time it's possible to create artificial

skin and hair that looks true enough to the real thing to make even someone's best friend not notice their transformation. Cyborgs are much stronger and faster than regular humans, and enough of them will be able to create a tornado of steel that can puncture holes into the likes of a mechasaurus or the original Getter Robo, but their true potential is only unlocked when enough cyborgs are created to form a Hyakki Beast, capable of handily overpowering either of those two previous examples. A major weakness of this fearsome robot is that there is only one "leader" cyborg when it combines, and should they be destroyed the whole thing will fall apart, but it's nonetheless an invention that could bring your enemies to their knees.

Hyakki Raoki (400): This Hyakki Beast is only supposed to be activated during the Empire's final hour, but you've been granted the privilege to use it whenever you wish… as dubious of a privilege as that may be. Because while it's a formidable robot in its own right, constantly emitting an amount of heat and radiation that melts everything around it from a frame durable enough to shrug off the blows of a Getter Machine, its true purpose is reserved for only the most loyal to the Hyakki Empire's cause. Which is to say that it's essentially a glorified mobile bomb, intended as a last resort to take both the enemy and the whole of the Hyakki Empire's flying city with it in one last blaze of glory. After the switch to self-destruct is pressed, its energy levels increase exponentially over the course of twenty seconds, after which it explodes with enough power to wipe a city off the map. Usually the mere activation of this machine is the same as irreversibly initiating its self-destruct mechanism, but you can pilot it without ensuring your own death, and you can also choose to cancel the countdown if you do decide to manually activate it. Perhaps you could weaponize the intense amount of energy released just before its intended destruction, which can melt straight through the otherworldly metal of a spaceship, by cancelling it at the last moment?

Lost Battlefield (600): Thanks to some twist of fate, the Andromeda Stellaration has come to know of your efforts, and now this horde of techno-organic horrors from the far future wishes to offer you its aid. While they cannot do so in full because of the many difficulties that come with traversing time, they have no issue sending you some of their forces once a sufficiently stable subspace has been created, meaning that they can periodically be called upon for reinforcements. Because of all of the problems attached to communication with an alien empire centuries into the future, you can't know for sure what kind of units they'll be sending, but the time you wait between requests is guaranteed to make the forces that come out of the subspace more powerful, with a minimum wait time of one week. Most of the time these will be insectoid beasts in groups of varying size, with even the smallest hordes at least capable of giving a weaker robot a good fight, and if you wait a month or two there's a chance of something stranger passing through, like colony of parasitic caterpillars or a robot constructed from microscopic insects which can mimic the appearance and rough power of the enemies it faces. Wait even longer, and a subspace stable enough to let entire ships through could be generated, perhaps even one of the gargantuan flying cities the Hyakki Empire currently uses as a base.

Companions:

Import / Custom (100): With this option you may import an existing companion or create a new one from scratch. Imported and custom companions gain an origin and 600 CP to spend on perks and items.

Canon Character (100): Are you impressed by the intense determination of this world's inhabitants? With every purchase of this you may bring one character from this world along on your chain, but actually convincing them is still up to you.

Drawbacks:

Complete Saga (+0): Normally your stay here will last only ten years, meaning that if you chose the earlier start you wouldn't experience the events of the series' later installments. By choosing this toggle you can instead extend your stay up to the end of Getter Robo Arc, meaning you'll leave after around two decades.

Getter Robo Deluxe (+0): While this series consists of five successive installments, the Getter Robo franchise as a whole has many more adaptations and side works. If you want to make your stay even more chaotic than it'll likely already be, you can choose to make any of these other stories canon to the jump as well, in one way or another.

Atlantean Affliction (+100): Your body has been disfigured after suffering from some horrible disease, and in spite of your fortunate survival your appearance is a grotesque parody of what it once was. Most people will wince at the sight of you, and even your close allies will find it hard to look at your face for too long. Worst of all, your disfigurement can't be reversed or hidden until the end of the jump.

Uncommon Sense (+100): It should be obvious by now that common sense is at times hard to find in this world. Even the heroes can be somewhat insane. Especially Doctor Saotome's ragtag group, who despite their intentions to save the world had tendencies which were violent at best and outright psychotic at worst. They did mellow out over time, and their successors weren't as unhinged, but now this won't be the case. While it's not enough to twist their well-intentioned goals, the past and future main characters will either cling to their immoral behaviour or adopt it, meaning they're a lot more likely to resort to overwhelming violence when things don't go as planned and the casualties along the way will be less important to them.

Bureaucracy (+100): Who likes those meddling politicians? You'll probably like them even less after this, because it's almost like the higher-ups of whatever organization you're working for (and you do have to be working for someone to pick this drawback) are trying to be as obstructive as possible when it comes to you. Their obstructiveness is proportional to how well the organization is doing, so if it's doing fine they might just deny you resources or prevent you from going on important missions, but if they're really desperate they may even order you to give yourself over to the enemy to save their own hides. This drawback won't compel you to listen to their orders, but disobedience isn't tolerated, and you could quickly make yourself an enemy of your own faction if you're too rebellious.

Typical American (+200): There's no doubt about it — you think your race is the greatest to have ever walked the earth, and you're not afraid to let the whole world know. You can't go long without going off on a xenophobic tirade, leaving you spurned by your allies and society at large, to say nothing of their reaction to your behaviour when someone of a race you deem inferior dares to speak up against you. Because this kind of behaviour is actually normal for reptiloids and demons, you'll instead wholeheartedly believe in the cause of your chosen empire, to the point where you think that serving it is the greatest honour one could receive.

Burning Out (+200): What was that about your flame burning hot? You really shouldn't assume that everything will go your way just because you're good at making impassioned speeches about the power of the human spirit. You've inherited the worst aspects of the protagonist mentality, that being a total inability to strategize and a love for pulling the craziest and most impulsive stunts in the middle of a fight without any guarantee of if it'll work or not. You can still be talked out of anything too suicidal, but as you can expect it's also very hard for other people to get through to you and your thick skull.

Great Timing (+200): The enemy's here and you need to either get out as fast as you can or get in a robot and fend them off, but it's right after lunch and you just got a case of really bad indigestion. For some reason you're continually forced into dangerous situations when you're not at your best, from something as minor as the aforementioned indigestion to a broken arm or any other thing that could impair your ability to take care of the problem at hand. Don't expect to be at the top of your game most of the time.

Frail Old Geezer (+400): Maybe your soul is just old, because even if you should be in the prime of your life your constitution is that of an elderly person, meaning that physical exertion will tire you out quickly and doing anything dangerous for a fitter person will be much more dangerous for you. Your mind is just as capable as it was before, but don't expect to be on the front lines much, let alone doing something as physically demanding as piloting a Getter Machine. Being a reptiloid or a demon won't be of much use either, since even non-humans will find themselves as weak as an old human.

Who is Jumper?! (+400): Maybe this was the work of your enemies or just a freak accident, but you've lost your memories and you're not too happy about it. You know you're a jumper, but you can't remember anything about the time you've spent in other worlds, and it's a constant source of frustration that gnaws at you every time you try to remember but find yourself unable to. With enough time and enough focus you can unravel more and more of the memories locked away in your head and soothe your anger, regaining all that you knew if you keep at it for ten years, but for the time being you can expect to be in a very foul mood. Being informed of your past travels by your companions will speed up the process of remembering your past, though it'll still take a long time.

Jurassic Earth (+400): It's a little hotter than you'd expect. Which may be because the Dinosaur Empire decided to start their assault on the surface world a few years earlier, preventing the completion of the first Getter Robo and spending their time between their victory and your entrance into the jump destroying everyone in their path. They've successfully conquered the planet and terraformed it to their liking, with the small pockets of human civilization that haven't been enslaved or exterminated making an ironic retreat undergound into caves and hidden bunkers to survive. The Dinosaur Empire is more powerful than ever with the resources of the entire world at their disposal, and it's unlikely that even the Hyakki Empire will be able to put up much of a fight in their current state. If you're a human, you'll be starting in an underground shelter instead, perhaps with an old man dedicated to finish the project he intended to complete before the Dinosaur Empire's invasion. If you're a reptiloid yourself, you've been declared a traitor to the cause and the Emperor has personally ordered your death, so don't expect to get out of this unscathed either.

Trust Issues (Varies): Trust is an important factor when piloting a robot, but for some reason you find yourself severely lacking trust in any vehicles you use. For +200 CP issues will be noticeable but minor, like occasional malfunctions or a slight dip in combat power if it happens to be a combat robot, but for +600 CP it's almost like all vehicles have a will of their own, and it's hard to deny that they hate you. You'll lose control of them more often than you would otherwise, they'll give you nightmares if you're too close to them while sleeping, and you're honestly lucky that they're not trying to suck you into themselves to feed on your life energy. Yet.

Violence is Good (+600): Your skills can't be doubted, and you're a nice person to be around by all accounts, but is your attitude towards death and destruction at all healthy? Rather than sadism or psychopathy, you're so infatuated with the idea of violence that you wouldn't even exclude yourself from it if the opportunity presented itself. This doesn't mean you'll be actively harming yourself or trying to commit suicide all of the time, but if you're chained up by your wrist your first solution will probably be to try to bite off your arm, and if your enemy tries to use you as a human shield you'll eagerly tell your allies that they should just shoot the enemy through you instead. They won't if they'd rather not, but you wouldn't mind if they did.

Beetle March (+600): You can only pilot the Beetle T23, a humble mass-produced and notoriously hard to pilot scouting robot. That's all. Nothing else. It's not great in a fight, and while a good pilot given the time to learn its controls can make it perform above its intended performance in combat, don't expect to be single-handedly defeating anything that could trouble a Getter Machine no matter how good of a pilot you are. This also doesn't just affect you alone; if your allies or subordinates possess other, more powerful robots or vehicles the fundamental forces of the universe itself will transform them into a Beetle T23 too. Anything transformed into a Beetle T23 will return to normal after the jump has ended, and you can choose to take along a free Beetle T23 as a consolation prize, if you'd like.

The X Empire of Y (+600): Who is this person that just hacked your communications to reveal their existence to you and announce their grand ambitions of world domination? Hasn't this happened a few times already? Unfortunately it's a common occurrence now, as new enemy factions with their own unique methods and gimmicks will be crawling out of the woodwork like they're just rolling off the evil empire assembly line. At least one new enemy will always pop up at the start of each month for ten years, and they'll always do the whole song and dance when they do, even dramatically introducing themselves to every other empire trying to conquer the world. Which might be the only positive thing about this situation: the reptiloids and demons will be having a lot of competition for the next ten years.

Master of the Universe (+600): What's that? Dinosaurs? Satanic cosplayers? None of that! The world certainly doesn't belong to them, and neither does it belong to humans **—** it's all yours! It belongs to you! Or at least that's the mindset you'll have to be getting yourself into if you want to continue your chain. It's your job to make sure that the whole world bows to you as its one true ruler by the end of the jump, defeating both all of the world's nations and whoever else is trying to conquer or destroy it so you can take your rightful place. First will come the Dinosaur Empire, then the Hyakki Empire, and shortly after Professor Randou will be bidding for world domination with or without the Dinosaur Empire's aid, even if the Vega Zone shouldn't exist at that point, after which the Andromeda Stellaration's earth-rending Subspace will appear and grow at a far greater rate than in canon. Doctor Saotome and the other scientists of the world will still be busy creating robots to defend the earth from all of these threats, and you could find yourself facing some terrifying Getter Machines if you're not quick to stop them. If you choose the later start date, both the reptiloids and demons will miraculously reappear even if they should've been dead, ensuring you'll have to face them regardless. And if you chose **The X Empire of Y**, you'll of course have to defend your rightful clay from all of the new arrivals as well.

Now that your stay here is over, you can reflect on your actions and decide what you want to do next:

Go Home: After seeing some of what the multiverse has to offer, you're sick of it and all its giant robot-related shenanigans. You decide to end your chain and return to your first world with all you've gained so far on your chain.

Stay Here: This isn't too bad of a world to stay in, right? You end your chain and decide to remain in this world.

Move On: There are many more worlds to spread the might of evolution to out there in the multiverse, and you're not ready to end your journey yet. You continue your chain and move on to your next jump.

Notes:

Any technology powered by Getter Rays will continue to function as it should even in future worlds, as will anything powered by a setting-specific power source you build with the Miraculous Machines perk. Whether this actually brings the energy along or whatever you have just keeps working as if it's drawing the energy from its home setting is up to you.

Because I won't rob anyone of their giant robots in this giant robot jump, you can import any robot and/or mecha you own into any of the robots you purchase, even if they're a part of a larger item as a whole. Importing robots into certain options may do some weird things to them, though. For example, importing a robot that wasn't designed to be piloted into the Getter Machine item will add a cockpit and a control mechanism to it, as well as granting it the ability to split up into three smaller vehicles. Conversely, importing a mecha with no intelligence of its own as a mechasaurus could lead to it gaining intelligence thanks to the biological parts. I guess you could import a kaiju as a mechasaurus too, since they're pretty much cyborg kaiju? As always, fanwank responsibly.

You have some fiat protection against being mind controlled by your leaders as a demon, it'd be kind of unfair otherwise. Also, your position in the villain factions is up to you, but you can assume that taking one of their capstone perks ensures that you'll have a high-ranking position.

The robot created by the Devil King Crowner's cyborgs can be mind controlled like a demon if you have the perk.

Getter Emperor did nothing wrong.