Gundam Advanced Generation

…well, it's not exactly the most well-regarded, but it's here. Why not pay the Asunos a visit, Jumper? Welcome to **Gundam AGE**- the series that started off as a video game concept and somehow got the all-clear for an anime series. Following the Asuno family through their trials with the Unknown Enemy/Vagans, it follows 3 different generations of the clan- Flit, Asemu and Kio.

Here's a bit of spending money-

+1000 CP

-and yeah, try not to smash your head into the wall too many times about certain decisions people make.

Part I- Generation

Roll to see who you're going to end up having to deal with. 50 CP to pick your choice, roll d4. Flit's arc takes place during 115 A.G., Asemu's during 141 A.G., and Kio's during 164 A.G.

1- **Flit Asuno:** Flit's arc is the beginning of the series and deals with the troubles that the Federation faces from the 'Unknown Enemy' (UE). He builds the AGE-1 Gundam with the AGE Device given to him by his dying mother to sortie with them, and ends up finding a rival and a love interest, respectively, in Desil Gallete and Yurin L'Ciel. Spoiler Alert: She gets killed for his sake, he ends up going nuts and stays hostile to all Vagans for the majority of his life. Whoops.

2- **Asemu Asuno:** Asemu's arc is the middle-point of the series, and unlike his father and eventual son he is not an X-Rounder- just a normal human. He ends up the pilot of the AGE-2 Gundam, and finds himself in an odd friendship with the Vagan Ace Zeheart Gallete. Along with Zeheart's help and others' reassurance, he is able to find confidence despite not having powers and stop the space fortress Downes from smashing into Earth. Disappears soon after, considered MIA.

3- **Kio Asuno/Three Generations Arc:** Kio's arc is the final part of the trilogy, and he's just a kind kid who doesn't want people to fight. Too bad he's in a war. With his training that grandfather Flit put him through and upgrades, he's finally able to end the Federation-Vagan war once and for all, but not before Zeheart loses his life fighting for the ideals he chose to stand by. The war ends, series over.

4- **Free Choice:** Choose which era to scream at the wall with for free!

Flit starts you off on the Nora Colony, Asemu starts you off on the Tordia Colony and Kio starts you off in the town of Olivernotes. All 3 are 3 years before the start of the plot that will kick off each ones' involvement in the war.

Part II- Identity

Well, who are you exactly? Roll d8+14 (or d8+19 if you so choose), or spend 50 CP to change your age and gender freely.

Wild Card (Free): That's a good question, who *are* you anyways? You've appeared on this lovely spot wherever it is, and you have no connections to help you out or hold you down. You're free, baby!

Pilot (50 CP): You're a pilot, currently independent (you cocky sky-jockey, you) but ripe for induction into the Earth Federation. Whatever you do, you do it with twice the gusto and four times the heart!

Earth Federation Officer (100 CP): You're an established officer of the Earth Federation, ripe for promotions and may be in line sometime to command your own vessel. You keep the peace and defend Earth from these…Unknown Enemies. Or Vagan, if you're not at the beginning of it all. It's not about flashy theatrics, it's about keeping people safe and coming home at the end of it.

Vagan Defector (100 CP): You defected from the Mars-based Vagan empire (very secretly, if at Flit's Arc), and after a lot of questioning and deliberation they decided in exchange for whatever information you can give to them about their enemy the Earth Federation will give you sanctuary and keep you hidden. You still got a bit of the Ol' Vagan 'Survival of the Fittest' thinking in your brain, so you're not settling for nothing just yet.

Part III- Race

Oh, what's this? Yes, yes, you get a chance to choose something else!

Human (Free): Your normal, not augmented human being. You're maybe one of these already.

X-Rounder (200 CP): A normally dormant part of the human brain, the X-Region (hey, it's an anime with giant robots, give it a break on the biological sciences already), has become active in you, allowing for strange pseudo-psychic powers. Congratulations, you've literally regressed in terms of human evolution because the X-Region was used before civilization, when men were wild. Oh well, you get some pretty sweet enhanced spatial awareness and limited precog (as in, 2-3 seconds at best) and can also operate remote weaponry designed for X-Rounders, but as you get more powerful the more you have to focus on not losing control- on the other hand, the less you focus on controlling yourself, your powers will increase a fair bit! What a slippery slope…

Part IV- Skilled Trades

Well, when you're fighting a 3-generation long war you've got to pick up on a few things eventually, right?

Not Its Intended Purpose (100 CP- Free Wild Card): But at some point does it really matter what it says on the box? You're in a war, use what you got! In this case, you're pretty damn good at improvising things. Mostly for fighting with things not meant for fighting things, like drills, shovels, pickaxes and

hammers- like your good friend from the construction site Desperado! It's still not as effective as an actual weapon, but really who expects someone to shove a shovel through their cockpit?

Born With Joysticks For Hands (100 CP- Free Pilot): Piloting is just something that never gets old for you- planes, tanks, robots, even mundane cars can get a bit of childlike glee out of you. You were made for going places, and you're good at doing so. It's always good to enjoy what you do, which makes it easy to keep improving! You pick up on techniques and tricks a bit easier while operating things. Granted, said 'tricks' are usually literally tricks (aileron rolls, drifting, pirouettes) but hey, why bother learning if you can't show off what you learned to everyone? Constantly?

Get It Done (100 CP- Free Fed Officer): You're a bit 'by-the-book' as more rebellious people would say. You do things with deliberation and repetition, but not to stupidity- you understand and know when things work, and when they don't and need to get chucked in favor of a better solution. You're also capable of inspiring these traits in a lesser form in those that work under you. You can understand the underlying thought behind others' actions (like the enemy), and adapt with enough time and experience.

"I Actually Know What Natural Selection Means" (100 CP- Free Defector): You took advanced courses and actually know the definition, application and *correct* usage of biological sciences, such as Natural Selection. Well, with X-Rounders being a thing maybe you can figure out why they're still around. Or maybe you'll just benefit from also coincidentally being able to shift to accommodate situations instead of trying to shift situations to accommodate yourself? Who knows.

Fine Rose Wine (100 CP- Nondiscounted): You age like a barrel of one, anyways. You've just got something about you that makes you keep a lot of that charm or grace even when you've gone from being a clean-faced kid to a sideburn-sporting hotshot to an old man with a badass goatee. Age IS nothing but a number to you some days. Never worry about being left behind just because you're a bit older-looking than everyone else.

Why Am I Here Again? (200 CP- Discount Wild Card): Even if you don't have any training, someone'll find a low-level task for you to do. Normally, that doesn't sound like much, but this basically allows you to make a few connections while also making people a bit more appreciative of you- also, is anyone going to immediately question your presence while you're the only thing keeping their tools from flying all over the damn hangar?

Raised In The Cockpit (200 CP- Discount Pilot): You've always done your free time away in those beautiful simulators before you could actually fly, but all that time has familiarized you to a cockpit like one does to an old friend- you remember things about them, and though things change from model to model they tend to have the same basic layout. You can adjust yourself to what you know and figure out what you don't as you go.

I Like 'Em Big (200 CP- Discount Fed Officer): Your pace continues into your preferences in MS design- along with some basic knowledge of 'Right, so I take this bolt out and everything falls to pieces without it. Don't touch it.' in your head, you can make upgrades to Mobile Suits that revolve around extra

armoring and utility- making replacement parts cheaper and easier to install, reinforcing plates and glass, and generally making a unit tankier and sturdier.

Could Stand To Lose A Few Pounds (200 CP- Discount Defector): When it's out in the cold expanses of space (away from that damn plotradiation), nothing counts more to you than having a well-toned machine. With some basic knowledge of 'Alright, I can't make this any thinner or it snaps like stressed knockoff plastic', you can make upgrades to Mobile Suits that shed crucial weight, making them faster, sleeker and more humanlike in motion- cutting what you can and generally making things more able to dodge, bob and weave.

Totally Normal Space Aesthetics (200 CP- Nondiscounted): Man, you can have freaky taste in decorating and clothing sometimes. But damn if you don't make looking like a freak *good.* This not only applies to clothing, but to design as well- most influenced is robots! Yes, somehow you can make a lemon with arms seem like an appealing design, but actually *try* and you'll make a masterpiece for the eyes. Oh, and function over form? Forget that nonsense, you can balance both and make something beautiful that actually doesn't shatter like a damn glass princess!

Maybe Gundam For Medicine Was A Bad Trade (400 CP- Discount Wild Card): You feel a bit off in this world- it's like there's a part of you that doesn't mesh with the reality here. This part we can call 'Common Sense'. Not only is common sense very common to you personally, you have a hard time having your thought process interrupted by things such as pain, exhaustion, fear and excitement. You can still be overwhelmed, but it would take, say, a report saying a colony will impact and you're in Ground Zero. Enjoy having a clearer mind than many people constantly.

Old Woolf, New Tricks (400 CP- Discount Pilot): Outdated usually also means outclassed- not to you, though! Old machines can spring into new life in your hands, and against the newest models you know how to pull out all the forgotten steps and tricks of the museum piece you're piloting. In addition, you can keep machines not in full condition working like they were brand-new until they finally fall to pieces. Just because the machine's a bit damaged doesn't mean it'll impact performance until it would destroy its functionality. And then it will. Catastrophically.

We Need Reserves (400 CP- Discount Fed Officer): When you're fighting a war, you know what you need- you need troops, you need squadrons; you need a fully-armed army. You can't fight a war without numbers, and so you can modify designs to give you just that- numbers. Your MS production capability will multiply to near 4x levels, with only a negligible decrease in quality. You can also, with time and patience, apply this design philosophy to other products.

Special Attention (400 CP- Discount Vagan Defector): When you're fighting a war, you know what you need- you need guardians, you need shields; you need a well-armed force. You can't fight a war with a thousand scratches, and so you can modify designs to increase individual performance and quality- the biggest boon is that this only negligibly increases production times or costs, at the benefit of having much higher quality Mobile Suits. And you can apply this to other designs as well, with time.

Here I Am Floating In A Tin Can (400 CP): You space good. It's how you can move around in Zero-G without worrying about losing grip or flying off-course, it's how you can handle the sudden impact of multiple gravities pushing down on you without worry, it's how your body can still stay as fit and healthy as the day you escaped the atmosphere without wasting away. Space is a second home to you- though I still wouldn't try going outside without a spacesuit.

Knew It Would Turn Out Like That (600 CP- Discount Wild Card): Alright, that guy is the psychic-powered dude, that's his primary-colored robot, he's going to beat those people down no matter what happens. Oh, he's not going to tell everyone this secret they should all know because of reasons. You've seen these a million times. These conventions, clichés and repetitions all over the media. Now? You can manipulate and use them to your advantage. Pump up the hot-blooded guy, because FIGHTING SPIRIT can conquer adversity. Play the part of the 'uninterested, cold jackass' to lure a team of true friends so you can have support. Try it out, see what you can do! (You cannot emulate plot armor with this.)

SUPAH PILOTO (600 CP- Discount Pilot): You and the machine are one- when you fly, it's your soul streaking across the airspace! When you drive, fly or pilot, you're instinctively aware of what's going on- when the leg's been hit or if the engine's overheating for instance. You can also 'learn' from the machine, and can make upgrades based on your personal experience with the machine. Isn't that good in melee? Give it some beam boxing gloves! Needs more speed? Just get some booster wings on it- and that spoiler would look great on it! You also have a good way of figuring out how other pilots work- specifically, their tech. Salvaging from their destroyed husks can help you find an edge in countering them, whether from taking it for your own to countering it with something new.

A Common Cause (600 CP- Discount Fed Officer): Sometimes you have to do the hard things, but thankfully you don't have to do it alone. You have a way with words, tone, reasoning, propaganda that can turn people to fight for your ideals and causes. They might not completely understand or know why you think like that, but they'll fight for them as if they had lived by them all their years. You are able to spin a vast majority of actions that might not be related to your foes or even neutral to benefit and justify your campaign against them, and your reasoning soaks deep- it would be hard to 'defuse' just by fighting your men. You can support your army logistically with supplies and support, to keep them going. You are truly (not satirically) the very model of a Modern Major-General.

Independent Innovation (600 CP- Discount Defector): When it comes down to it, you have to take all the advantages you can get- when you get a chance, you take it. This will help. By analyzing foreign or enemy technology, you can not only pinpoint the pillars of 'Yes, this is why this works like that', but also find out what they were lacking. You might have to change a few parts of the original design, but overall you can improve on your foe's failings from data samples and examples alone. Make your Legilis to the foe's AGE-3.

Companion Importation

Maybe you don't want to go it alone? Since X-Rounder is a race instead of a background, pay a flat 50 CP per companion imported to give them X-Rounder capability.

Fellow Outsiders (50 CP each- 2 Free Wild Card): These fellows have seemingly appeared out of nowhere, just like you may have. They don't seem to have anything better to do, and you seem to know what you're doing. Get (or import) up to 8 people who don't seem like they fit, who gain the benefits of the 100 and 200 CP Wild Card perks.

Friendly Enthusiasts (50 CP each- 2 Free Pilot): You've been around the Mobile Racer circuit a time or two, and you've picked up some like-minded buddies! They've got a mind for racing and a heart of silver! Receive (or import) up to 8 Pilots, who gain the benefits of the 100 and 200 CP Pilot perks.

Officers (50 CP each- 2 Free Fed Officer): You have a few lower-ranked friends among the Federation's enlisted, who are willing to back you up on things. They're loyal, righteous and joined to serve for the benefit of humanity. Get (or import) up to 8 Officers, who receive the benefits of the 100 and 200 CP Fed Officer perks.

Old Squadron (50 CP each- 2 Free Defector): You didn't come alone it seems, as you convinced some of your team to jump ship along with you, and they still know where their loyalties truly lay- you. Though they aren't completely 'normal' their skills have not dulled. Get (or import) up to 8 members of your old squad, who receive the benefits of the 100 and 200 CP Vagan Defector perks.

Part V- Equipment

Well, can't just throw you into the world with nothing, you know.

Pilot Suit (One Free All- 50 CP): You've got a comfy, breathable suit that will help you keep safe in case of a breach, which means it comes with a helmet. Wild Cards and Pilots have a civilian variant; Fed Officers have a normal soldier's suit while Vagan Defectors have kept their old 'bubble-helm' space suits. 50 CP gets you another variant.

Totally Official Disguises (100 CP- One Free Wild Card): Choose 5 characters from Gundam AGE- you now have full sets of cosplay for them. Wigs, clothes, contacts and more! (Like false sideburns.) They're not going to fool anyone, but maybe you want Woolf's pilot suit or something. Certainly you'd look dapper in these clothes, if nothing more. (And no, nobody will notice in-universe if you wear these. Advanced Generation fashion is weird.)

Digital Tablet (200 CP- Discount Wild Card): This device is a writing tablet with an included stylus- oh yes, it can serve the obvious purpose of writing things down and taking notes, but its main purpose is taking discrete photos with its included digital camera- it doesn't stop their either, as it takes multiple photos with each shot that can penetrate most covering and armor and analyze the inner workings of a machine. However, without seeing the machine in motion and action, it cannot completely give a full reading, only a base of what it is comprised of and how to rebuild it with time. (Multiple shots of a machine help as well.)

JUMP Scanner (400 CP- Discount Wild Card): This is a tiny, discrete device around the size of an adult's palm. Wiring this into the workings of a Mobile Suit will slowly scan the suit as it works and fights, transmitting the data to your choice of storage destination wirelessly. It is very difficult to find and will not show up on systems lists. You have blueprints to make more, but the more complex the machine determines how long it will take to work- a Geoance would go much quicker than say, the AGE-1, and the AGE-1 would go much, much quicker than the AGE-FX. It quietly self-destructs when the suit is completely scanned or if it is discovered and an attempt is made to remove it.

Pilot Simulator (100 CP- Free Pilot): You remember when you got this for your birthday- it was one of the best days of your life! And as you've grown older you've been able to figure out how it works as well. This is a simulator consisting of a replica of a comfy pilot's chair and a customizable control interface that reproduces the feeling of a Mobile Suit cockpit- though it comes with a Desperado and Genoace simulations as stock, it is easily modifiable and programmable to simulate any robot with an internal cockpit you might have. Get some practice on those rainy days!

Personal Customization Kit (200 CP- Discount Pilot): It's a big, yellow box with wheels that's labeled 'Personal Touches'. Inside when you open it is a collection of paints, glosses, metallic coverings and label stencils that reset whenever you close and open it again, and can provide enough materials with one opening to decorate an entire Mobile Suit. It will change its contents to whatever colors and supplies you wish (or failing that, what would look best on the thing you are trying to paint).

Madorna Workshop Contract (400 CP- Discount Pilot): Madorna Workshop is the largest collection of independent engineers and Mobile Suit craftsmen in the Advanced Generation, and they own their own 2-kilometer long dock ship where they customize and build suits, and they created the highly customizable MS Shaldoll. This is an exclusive contract with them, and includes a handheld beacon. When activated near Earth (or anywhere in space after the jump) and waiting an hour or two their ship will arrive, and give discounts on upgrades and repairs. They do commission work, can manufacture MS by themselves and can effectively use data give to them to construct upgrades. Attempting to steal anything renders the contract null and void until the start of the next jump, so don't try anything.

Order Papers (100 CP- Free Fed Officer): These forms are mostly blank with open sections usually, but when you need to request more troops, supplies, suits or similar from a higher authority, as soon as you pull them out they will automatically fill themselves out to the required length, stamping and signage needed for those to be fulfilled, ready to be sent. Another set will appear in any desk or storage cabinet you own when you next open it. Also comes with a nice hat, lightly-tinted wraparound shades and a comfy officer's coat in Feddie Blue, when you really want to feel like a captain.

DODS Blueprints (200 CP- Discount Fed Officer): These blueprints contain the designs for new Mobile Suit firearms. By spinning the fired beam (don't ask, it's AGE), it greatly improved penetration and power of the shot, and thus the DODS Gun and Rifle were born. These designs are very modular, and can be easily upgraded or used in theory to upgrade other beam-based weaponry, or with sufficient time and skill you could try to scale these models down to handheld?

Diva (400 CP- Discount Fed Officer): You have clearance and full captainship of a Diva-class vessel (named whatever you so wish). It is armed with a good number of Anti-Air Guns, 3 Dual-Barrel Beam Cannons and 2 Triple and Quad-Barreled Missile Launchers. It has 2 MS Catapults and a Hangar capacity of 5 Mobile Suits maximum. This model is not the exact Diva that the AGE Gundams were kept on, but a new model, meaning it does not have the Photon Blaster Cannon- though it could be modded with time to have the Assault Landing mode and a similar armament. (The Photon Blaster was created by the AGE Device, if you're wondering.)

Psychomet Mu-szell (100 CP- Free Defector): This piece of technology is designed to stimulate the unused 'X-Region' of the brain with magnetic pulses, giving the user middling-power X-Rounder abilities for as long as they wear the helmet, along with similar 'loss of control at higher powers' afflictions. However, usage of this helmet is ***highly, highly dangerous*** as it disrupts normal functions of the brain, and ***will*** cause severe (brain) damage to the pilot after prolonged usage. Probably best you don't use this often. Or at all. Maybe, just maybe you'll be able to figure out how to improve it?

Vagan Mobile Armor Design Blueprints (200 CP- Discount Defector): These top-secret design specifications are why many Vagan MS are able to transform efficiently- these allow for the construction of odd, near-draconic Mobile Armor modes, and the strangest thing about these designs are that they're actually pretty damn effective! They allow for greater one-directional mobility while sacrificing the Mobile Suit's ease of turning, but conversion is pretty quick with these designs. Maybe they do know what they're doing up there…

Efficiency Design Blueprints (400 CP- Discount Defector): These strange documents are one of many reasons the Vagans were able to continuously win over the Earth Federation in early conflicts- these combination computers and reactors are designed with complete and total efficiency during combat. They continuously run multiple scans of the MS's entire system and frame, and are able to power down needless parts of the suit allowing for greatly-improved capacity and runtimes, allowing a Vagan suit to remain in space and even be used as transport due to their efficiency. These designs should be able to be modified for any robot, or even any machine with time.

AGE Device (600 CP- Nondiscounted): This is a 3-part package deal, so you're getting more bang for your buck. First is the AGE Device, which is a massive data-storage unit that contains the Asuno's research data (though for you it starts only with what Flit managed to create and gather before the series start) and the blueprints for the Gundam's armor. It also acts as a key- none of the other parts of this system will operate without it. Next is the AGE Builder, which is an extremely fast 3-D printer (able to make a Mobile Suit rifle in seconds) and continuously collects data from the AGE Device and AGE System. The AGE System is a data collection program that can be installed onto a Mobile Suit and acts as a unique OS. It will collect data and evolve along with its pilot, researching 'solutions' to problems, coming in the form of the Wear Parts, arm and legs designed to improve and counter situations. The Wear Parts are flown to the AGE Gundams in battle using the AMEMBO (one of which is included with this purchase) and swapped mid-battle, though with a different design you could remove the AMEMBO from the equation entirely. This is a highly advanced system, one that can collect, analyze, improve, build and conquer many situations. A Mobile Suit equipped with the AGE System will have a bright letter

on its front, defaulting to a blue 'A'- as a bonus, you may change the coloring and the letter to whatever you wish at any time.

Part VI- Mobile Suits

Well, here we are again. Build the tool that will imprint your will on this age, Jumper!

But first, a note- generations have a funny way of improving on the last's achievements. That's reflected in pricing- if you end up in Flit's arc, you'll have to pay a percentage of CP- to go up 1 arc would tack 50% of the original price on, while 2 arcs would be 100% the original price. There's a reverse system in place- a suit one arc before your chosen arc would have its price divided by two, while a suit 2 arcs before would have its price divided by four. 100 in Kio would be 200 in Flit, while 300 in Flit would be 75 in Kio. Got it? Sorry for including math into your Jumpchain. (No freebies from discounting. Lowest is 50 CP.)

Moving to smaller text so that this can be done in less than 12 pages. Alright, here's the ordering. MS come with any armaments they are listed as having. The main Gundam of the arc's price **DOES NOT** discount. If a MS appears more than once, take the price from your arc. (If you're tired of math, pay nothing to import an MS you own, 50 CP for any non-MS robot.)

Flit Arc-

Civilian Mobile Standards- 3D **(50 CP),** CMS-328 Desperado, Vandera **(100 CP)**, CMS-B/67 Shaldoll **(150 CP)**

Federation Mobile Suits- RGE-B790 Genoace **(100 CP)**, RGE-B790CW Genoace Custom **(150 CP)**, RGE-B890 Genoace II, WMS-GEX1 G-Exes (**200 CP)**

Zalam-Euba Mobile Suits- CMS-223Z Zila, CMS-574X Xeno **(150 CP)**, CMS-574E Elmeda, CMS-223G Gala **(175 CP)**

Vagan Mobile Suits- ovv-f Gafran **(125 CP)**, xvv-xc Zedas, xvb-xd Farsia **(150 CP)**, ovv-a Baqto **(200 CP)**

Gundam Mobile Suit- AGE-1F Gundam AGE-1 Flat **(250 CP)**

Asemu Arc-

Federation Mobile Suits- RGE-B890 Genoace II (**100 CP)**, RGE-C350 Shaldoll Custom **(125 CP)**, RGE-G1100 Adele, WMS-GB5 G-Bouncer (**150 CP)**

Vagan Mobile Suits- ovm-e Dorado **(125 CP)**, xvv-xcr Zedas R **(150 CP)**, Xvm-mzc Zeydalus **(175 CP)**, xvm-dgc Khronos, Xvm-gz Defurse **(200 CP)**, xvm-zgc Zeydra **(250 CP)**

Gundam Mobile Suit- AGE-2 Gundam AGE-2 Normal **(250 CP)**

Kio Arc

Federation Mobile Suits- RGE-G1100 Adele **(125 CP)**, RGE-G1500 Adele Mk-II, RGE-B893CO Genoace O-Custom (**150 CP)**, RGE-G2100 Clanche **(175 CP)**, RGE-G2100C Clanche Custom **(200 CP)**

Bisidan Mobile Suits- BMS-003 Shaldoll Rogue **(150 CP)**, BMS-004 G-Exes Jackedge **(200 CP)**

Vagan Mobile Suits- ovw-cc Gomel, ovw-dc Wrozzo **(150 CP)**, ovv-af Danazine **(175 CP)**, ovm-lce Reganner **(200 CP)**, xvm-zbc Xamdrag **(250 CP)**, xvt-zgc Ghirarga **(300 CP)**

Gundam Mobile Suits- AGE-2DH Gundam AGE-2 Dark Hound **(250 CP)**, AGE-3 Gundam AGE-3 Normal, xvm-fzc Gundam Legilis **(300 CP)**

Three Generations Arc (This only lasts a month in-series, so count this as part of Kio's arc.)

Additional Mobile Suits- xvx-ooo Gurdolin **(125 CP)**, Xvb-fnc Fawn Farsia **(175 CP)**, xvm-dac Jilsbain, XMS-00S Thielva **(200 CP)**, AGE-FX Gundam AGE-FX **(400 CP)**

Special Offer (No Discounts, No CP Taxes, You Want It You Get It)

Legendary Mobile Suit 'The Gundam' **(150 CP)**-Note: This suit has no thrusters, no ranged weapons, no beam weapons, no Vulcans, no spray guns and no anything. It has a large, physical sword, a long antenna out of the back of its head, and a beard. You want it; you can have it for sentimental value. This is the reconstruction created by Flit Asuno later in life from a painting and records.

Part VI-2: Mobile Suit Customization

Do note that if your MS already is equipped with it, you don't need to purchase one.

Beam Spray Gun (One Free- 25 CP): Firing with the force of a tank shell with each blast, unfortunately this weapon's power isn't enough to penetrate Vagan armor- it does penetrate other armor though, and it has a high capacity for ammunition.

Heat Weaponry (One Free- 25 CP): Sometimes not exactly 'weaponry', but these were the first Mobile Suit-sized melee weapons developed. They aren't as powerful as Beams, but they don't require a charge and can still hold decently in combat during the first arc. Comes in either weapon or tool (like a Shovel or Pick) form.

Beam Vulcans (25 CP): Mounted in the head, these weapons are only powerful enough to shoot down missiles and damage fragile sensors and similar, but due to running off of the internal reactor they have near-limitless ammunition.

Beam Saber (50 CP): You never know when you could use an additional melee weapon, and these are pretty nice for that. Light, controllable and can cut through Vagan armor, in addition to being able to be stored anywhere on the body with an included mount.

DODS Gun (50 CP): A lesser variant of the DODS Rifle the AGE-1 used, it's designed for mass production and holds a decent amount of charges, and can pierce Vagan Mass Production MS armor unlike the Beam Spray Gun. Mounts on the rear hip, and comes with a rail for attaching under-barrel additions.

Shield (50 CP): This durable shield can be carried or mounted to the forearm to reduce damage. It's easy to repair and doesn't slow you down much.

DODS Rifle (100 CP): A rifle that is able to pierce Vagan armor by spinning the beam shot out of it (don't ask how that works), this is an exact copy of the AGE-1's version. It can be used in one or two-handed modes and has a good number of shots, but is capable of running out if you're not careful. It pierces the armor of mass-produced Vagan suits easily.

Radar Spoiler (100 CP): Although it looks like an oversized spoiler you'd see on a sports car, this actually ties into the sensor systems of the MS it's installed on, increasing its sensor and radar range a fair amount. It also helps fight interference and is, in fact, aerodynamic.

4-Tube Rocket Launchers (100 CP): These missile tubes hold dumb-firing rockets, and can be mounted onto the shoulders of your suit. You get 2, but you only have 4 shots each before they become dead-weight. Each rocket can destroy a Vagan MS, if it hits anyways.

Mega Beam Launcher (150 CP): This large weapon is technically even more powerful than the DODS Rifle, but due to not using the spinning beam technology it's not as good at penetrating armor at longer ranges. At shorter ranges though, it can blast through even the Vagan Battleship's armor.

DODS Buster (150 CP): Using the same technology as the DODS Rifle, this is instead mounted directly in-place of the forearm- though negligibly more powerful, its main boon is that it's wired directly into the suit's reactor, allowing for many more shots to be taken, as well as being near-impossible to disarm. Its mount can be used for other and weapons as well.

Wayboard (150 CP): This flying platform is quite useful for suits that don't have atmospheric flight capabilities, as it's durable, decently quick and armed with 2 Beam Cannons and 2 Missile Launchers. It also makes going for leisurely flights quite easier.

Assault Jacket (200 CP): Consisting of a series of heavy plates, weaponry and reinforcements, this is partly a Wear- though it was developed with no input from the AGE System. It must be put on manually, but it includes enhanced sensors and additional thrusters to counteract the weight, as well as a Double-Barreled DODS Rifle (included, which is double the firepower but unusable without the Jacket System) and an over-shoulder DODS Launcher, which is a heavy beam emitter designed to attack fortresses and armored outposts. This is a heavy set, but the protection is worth it.

Wear Support (200 CP): This modification to the limbs and torso of the suit allows it to take advantage of the various Wears created by the AGE System, swapping out arms and legs for different, specialized variants. As a side effect, this gives each limb its own power plant, decreasing overall strain and making each limb individually more powerful. The below options allow you to purchase various Wears. Each comes with any additional weaponry it would come standard with, and purchasing one gives you an AMEMBO to carry them to you mid-battle. (Descriptions are in the Notes section.)

-Generation 1 Wears: Titus, Spallow, Starks, Badlan, Magina, Goliath, Gradas **(50 CP each)**, Swordia, Gundead, Warzes, Airias, Beelzerga, Beaks, Razor **(100 CP each)**, Brocka **(150 CP)**

-Generation 2 Wears: Zantetsu, Vise, Guardia **(100 CP each)**, Phoenix, Sielg, Judgia, Wolff, Amateras, Double Bullet, Double Blade **(150 CP each)**, Jiarc, Geist, Seraph, Artimes **(200 CP each)**

The Gundam AGE-3 also had Wears designed for it, but due to the Wears being more extra bodies and less limbs, these are not compatible with Wear Support.

Hyper DODS Rifle (200 CP): This is a new rifle, with twice the power of the original DODS Rifle- unlike the one on the Assault Jacket this one doesn't try to brute-force it by just shooting 2 beams, no it's just twice as powerful as well as having greatly increased penetration- 2 MS in one shot! It doesn't even pay for that power in loss of shot capacity.

Strider Modification (200 CP): This is a complete frame overhaul that allows your mobile suit to transform into an extremely mobile 'Strider' mode, nearly tripling its normal speed at the cost of not being able to fight as efficiently- chances are you're not using this form to fight something though, although you could mount a rifle-type weapon in front as a 'nose' and fire it during flight.

SigMaxiss Rifle (300 CP): One more, why not? This is a hulking beast of a firearm compared to the earlier DODS Rifles, but it more than makes up for it- developed from the Diva's Photon Blaster Cannon, it's essentially a scaled down version, able to not only destroy multiple Vagan suits in one shot even with Electromagnetic Armor, it's also able to counter beam shots with its own. Only problem is that unlike the AGE-3's it doesn't come with the massively-powerful generator, so its internal battery only gives a few shots each battle- correct usage will ensure that doesn't matter too much.

Electromagnetic Armor (300 CP): This is Vagan innovation at its finest- a shield that can even block the shots of early DODS Rifles entirely! With DODS Rifles being that powerful, you can stop a lot of shots completely and best of all this shielding system doesn't even take up a hand or forearm mount! Only two problems though- one, it's only mounted in the forearms of the suit meaning you have to be able to position yourself and activate the shields before a beam hits you (and they're pretty fast), and two, it's only able to be active for a brief time- around enough to block maybe a few shots before you have to move out of the way, and it can't be activated in rapid succession, needing around 6-7 seconds before it can block again. Still, it's a very useful technology to have- it's even barely noticeable when installed.

C-Funnels (300 CP): Please note these are less useful to a non-X-Rounder pilot, as they use their brainwaves to control them. However, in the hands of one, C-Funnels are capable of cutting down the competition greatly as they are melee instead of the traditional beam configuration. This purchase nets you a Psycho-Follow System and antenna to control the funnels, as well as 6 large and 8 small C-Funnels. Finally, these have the ability to block beams by moving in front of them to deflect them like constantly-moving tiny shields, and they can also use more power to create a defensive bubble around the suit- take note that they use a lot of power in that mode, and even without using the 360 shield it's best not to overuse them as they recharge using the suit's internal reactor when mounted onto the MS.

Part VII- Drawbacks

So, not enough CP to get you what you want. Understandable, there's plenty you might want here. So, although unpleasant, here are a few opportunities to scrounge for some extra buying power. The only limit is that you cannot get more than **+900 CP** from here.

Failure (+100 CP): Well, you sure think you are one anyways. You can't help but believe yourself to be worse than you actually are. This is somewhat grating, and you'll try to do many things to try and prove you're 'good'. These will always inconvenience you, but never kill you. No matter how many times you hear it, you'll never believe you're 'good enough'.

ALL-AGES (+200 CP): You will no longer be staying for one period- no, you now start at the beginning of Flit's arc and take the slow road through Asemu and Kio's arcs until the end of the series. Good luck.

-AGED (+200 CP): Take THIS along with it, and you will also feel the pressure of aging once again. Take note, the youngest you can start is 15, and with 59 years between the start and the end you'll be pushing 74 at least- oh, and you will age, no perks can stop it, and by some point you WILL be feeling the damages of age on you.

KILL ALL VAGANS (+300 CP): Your family was killed by an Unknown Enemy/Vagan attack (or for Wild Cards you simply have a massive, irrational hatred of them), and so now you wish to perform title related to all of them. This is a bad thing because you don't have Flit's plot armor, and no X-Rounder ghosts to make you reconsider their lives. It's you or them, to you. All of your actions eventually boil down to 'kill them faster'.

-Forgiven (+300 CP): Even worse, Flit Asuno has put his hatred of Vagans aside, at least enough to stop you- he will at first simply attempt to keep you away from any methods of killing them, but continue to prove you will not stop (like you so definitely will) and he will simply declare you a hostile enemy to be destroyed for the sake of all. He has the AGE System at his back, and depending on the time he has a son and a grandson who really would like to see that the Vagans continue to survive- not to mention the Vagans themselves. Good bloody luck against everyone, Jumper.

Perfect Pacifist (+400 CP): Simply put, you refuse to take a life even if not doing so would hurt you- or others, either. Maybe you're just young, or maybe you just never grew out of it, but you cannot take a life whether personally or from a giant robot- and if you manage to somehow kill someone, you'll have a massive PTSD attack. This will be mentally crippling, and it'll be years before you can rest in the cockpit again- even then, it'll still haunt you.

Sid's Wrath (+600 CP): Oh man. You really want to do this don't you? Well, here goes- Sid is a Mobile Armor designed to protect the EXA-DB, but is hacked by the leader of the Vagans- Fezarl Ezelcant- and forced to hunt for the intruders, basically turning it into an uncontrolled WMD. With this drawback, its designer now programmed something that just triggered- it's hunting you at the expense of everything else. Sid is basically a portable AGE Device and Builder, able to adapt to its needs and environment, and if you do not destroy it, its Self-Repair systems will have repaired it to 100% again by the time it reaches you- and it WILL reach you, even if you're running constantly. It also can turn nigh-completely invisible at will, allowing the massive Mobile Armor to *sneak attack*, and it has shown the ability to incorporate and take over other technology such as the Vagan Gear, one of the most powerful Vagan Mobile Armors created. Worse yet, if you manage to somehow destroy Sid, EXA-DB will simply create another soon and send it after you. You will not escape. You will never escape.

The Rival (+ Variable CP): This is a funny one, let me tell you. Alright, you can have various 'ranks' of rivals, and this drawback has an internal cap of 600 CP- 100 CP nets you a Rival that will make your life more complicated outside of the battlefield. Think an obstructive bureaucrat, or the local mechanic always loosening the bolts on your Shaldoll's right arm. They're not trying to kill you, but they have a

beef with you. 200 CP gets you a combatant- not an immensely dangerous one, but one that will continuously give you grief. Desil, that man in the red Shaldoll, an Adele pilot or that one Vagan grunt that won't stop showing up and sneak-attacking you. They can kill you, but they're not overly dangerous. Finally, 300 CP gives you one of the major villains or heroes- Flit, Asemu, Kio, Zeheart, all of those are examples. They may not try to kill you immediately, but they do not like you and will attempt to shoot you down. They also have some of the strongest MS in-universe and are either talented or skilled, and may have connections. Also a note: picking anybody that would die during your time here will make them survive until you leave. Can't be a rival if you're dead, after all.

Part VIII- End

So, you survived. Good work- now once again you have your choices ahead of you.

Real- You go home, taking everything you've gotten so far with you. Make your mark, Jumper.

Jumper's Arc- You…want to stay here? Odd decision, but if that is your wish. Unfinished business back home is taken care of, it's like you disappeared. Enjoy your time here.

Towards Tomorrow- You continue onwards, to the new destination. What shall the future reveal?

NOTES-

The AGE System may only have the pre-series data, but it has the exact same capabilities as the in-universe AGE System, meaning anything it could do you could achieve with the purchased version. It's not omnipotent, but not depowered in any way. Still might not want to throw all your resources into 'Demonbane' when you can't even make C-Funnels.

All purchased AGE-# Gundams are the 'Flat' variants- they do not suffer a loss of any capabilities but do not have the AGE System installed. They are simply their machines and power.

Taking 'KILL ALL VAGANS' and 'Perfect Pacifist' means that while you cannot *kill* any Vagans yourself, you yourself have to make sure they all die. Manipulation, politics, all those sorts of things. If you were to, say, lose control of yourself (say by X-Rounder powers) your first natural instinct would be to kill Vagans, even if your conscious intent isn't to do so.

You know why those Wears don't have any descriptions? It would bloat the size of that section immensely- so here they are down here for ease of deliberation!

Titus- A melee-oriented Wear based on a wrestler, it has beam emitters in the arms and legs to increase damage done. It also has 'Beam Lariats' in the wrists that manifest a circular beam for an arm tackle. However, it's very slow despite its power. It can override its limiter to basically become a spiky flying beam cushion.

Spallow- Designed for speed, this is a very light set of parts that also incorporate enough thrusters that make it extremely mobile. It has needle launchers in its knees, but its main weapon is the Shiguru Blade- despite appearances it is a very heavy sword that requires most of the body's force to swing, and after a

cut its beam requires a few seconds to reset. It is meant for single-stroke battles, not continuous combat.

Starks- This Wear is designed for one purpose, and it does that one purpose well- extremely high-speed hit and run attacks with its lance. It is massively speedy thanks to its many thrusters and the 2 boosters on its shoulders, but it is not good at maneuvering at all and only has its Lance to defend itself at close range- very overspecialized.

Badlan- A very simple Wear, this carries 9 Bits mounted on a rack on its back for remote firing. This is a proof of concept to the Federation of remote weapons' capabilities, and as such it doesn't do much else besides use Bits rather well. On the other hand, they're unobtrusive.

Swordia- A melee-focused Wear like the Titus, this one instead is based on a knight with its Liberta Sword and a physical Shield. The Liberta is double-edged and an evolution of the Shiguru Blade, is twice as good at cutting and can even slice through beam saber blades. It's stored in the shield, which is shorter but wider than the normal shield, and it also has 2 backup variable-length Beam Sabers stored on the suit.

Gundead- It's somewhat clumsy, but the Gundead Wear is a very powerful ranged Wear in certain circumstances. Its only main weapon is the Gigant Blaster on its right arm, a large cannon that can somewhat overpower the DODS Rifle but with much slower firerate- it can also form the 'Hyper Cannon' by connecting to the energy accelerator on its left arm, achieving power similar to a battleship's cannon. However, firing is very slow, and you'd only have a few shots before you ran out the suit's reactor.

Magina- This is a…very strange Wear, consisting of a magician's robe-like armor and a beam weapon known as the Rod Lance that can act as a melee or ranged weapon. The 'robe' can partly absorb beam shots, and with enough stored up power it can power up the Rod Lance for a short time.

Warzes- Bearing some similarities to the Titus Wear, this is a defensive-oriented Wear equipped with the 'Mirror Shield' capable of reflecting beam attacks (hrm, wonder if the AGE Device has been playing LoZ…) and the War Knuckles on both of its arms able to crush enemy suits (if it can hit them anyways). It can fire a charged beam called the 'Solar Beam Ray' using the power absorbed by the Mirror Shield.

Brocka- This is a Wear devised by combining the data from the Titus and Spallow wears into one- a light, speedy, powerful boxer with both of the Wears' strengths. It uses the DODS Knuckle, beam emitters in both of its wrists that spin at massively high RPM as it punches to pierce armor. A very good melee choice.

Airias- Despite its fairy-like appearance, this melee-oriented Wear should not be overlooked- having 8 blades on its legs, waist, arms and shoulders it's able to simply fly to the side of a Mobile Suit to slice into it, dancing in a flurry of death. Admittedly, it's not very durable and it has no ranged option and unlike the Titus it doesn't have that 'punch' behind it, but it's still a good option for its mobility.

Beelzerga- This is an armored close-combat form, using heavy armor in conjunction with a powerful axe-like weapon known as the 'Beam Disk Rod' to slice through armor. It still has trouble with speed befitting its bulk, and it's quite heavy anyways meaning it's slow to get going as well. With gravity however, it's hard to knock back or down due to the weight.

Goliath- A defensive form based around the electromagnetic barrier it can generate around its entire body. It seems to be similar to the Vagan's Electromagnetic Armor, but able to keep it held for a little longer. As a downside, it has little attacking power, only being able to perform the 'Goliath Blow' by discharging its entire barrier- a powerful melee attack, but it leaves it wide open.

Beaks- A ranged form (I know, I know, shocking) that's based off a wasp. It was built from insect flight data, and as a result it has a very efficient and powerful flight system for its time, as well as carrying the 'Spread Machine Gun'- a rapid firing DODS weapon that loses some of its strength but fires its shots in a cone somewhat like a shotgun- and a shield mounted on its left arm.

Gradas- A balanced Wear not focusing on either range or melee combat, it instead mounts a shield on its right arm. It has no major strengths or weaknesses, but it's a very capable Wear ripe for modification. You know what a Zaku II looks like? You know what this wear looks like.

Razor- A melee-based form designed to overcome the faults of the Spallow's Shiguru Blade. It is equipped with 4 Razor Blades; the 2 on the arms can be removed and used in the hands or combined into a throwing weapon (that doesn't come back on its own). Their design is similar to a boxcutter, in that if the blade wears down and breaks another one underneath it will take its place. It is mostly designed for X-Rounders, as the blades are very, very heavy and difficult to use in battle.

Double Bullet- A ranged-based Wear that also serves to improve overall performance, its main weapons are the Twin DODS Cannons on its shoulders- they can pivot freely and remotely shoot at enemies, or dismounted and used as regular DODS Rifles. It also has 2 large Beam Sabers mounted in the Twin DODS Cannons' mounts, meaning they can only be used when they are detached- they allow for melee combat when the suit cannot get its own saber out- finally, it sports 4 missile launchers in the back of its legs.

Double Blade- A close-combat Wear designed specifically for Earth-based combat, the shield binders hold 2 large wire-guided pincers called 'Wire Scissors' that are also thruster-assisted. The legs also contain Heat Sabers which can be mounted on the forearms and produce enough heat to melt through enemy armor.

Artimes- Designed to be an anti-stealth Wear, Artimes is equipped with high-performance radar systems in both shoulders that give it the search capabilities of a battleship and can operate in Strider mode as a high-speed reconnaissance vehicle for other ships. Its main armaments are the Long-Range Rifles mounted on its outer shoulder binders that can swivel and fire independently, and the Beam Machine Guns mounted on its shoulders. It also has optional Twin DODS Cannon attachments for the Beam Machine guns and carries the Artimes Beam Saber/Gun, which can be used as a melee and ranged weapon. This is a massive design leap, and a very powerful Wear, thought it lacks anything spectacular beyond its sensors and firepower.

Zantestu- A melee-oriented Wear based off a Samurai, it uses a Beam Katana (no relation to No More Heroes) called the 'Zantel Blade' that can feed off its internal reactor for a more powerful charge and slash. A very one-note pack, though the shoulder *sode* do offer some protection in combat.

Phoenix- A Wear that focuses on mobility and remote combat, it features 'wings' that hold up to 14 Funnels, which can be used for all-ranged attacks, as well as extra boosters when docked on the wings.

Vise- A close-combat form that also has high agility/maneuverability, resembling a snake. It has large shoulder armor that can move freely at the tip to stab at close range, and the tips house 2 beam weapons known as 'Deadly Cannons'.

Sielg- An extremely defensive form that has 4 'Shell Binders' surround the suit. They are extremely durable, and can even deploy outwards to increase its defensive field. However, this form mounts no extra weapons, and the Shell Binders make for sub-par bashing weapons.

Guardia- A basic close-combat form that mounts 2 oversized arms from the shoulders called the 'Guardia Magnum', with decent power, speed and extended range compared to the Titus. It is not outstanding, but a decent concept. The Guardia Magnums are dexterous enough to be used as normal arms.

Judgia- This is a defensive form, characterized by the large shoulder armor binders it wears. The binders are capable of deploying a 360-degree plasma field around the suit for a short time to ward off anything that might attack it at close range, and it wields a beam weapon known as the 'Judge Lance'.

Wolff- This is a close combat form designed after wild beasts, as it mounts large Beam Bear Claws on the arms hanging from its shoulders- unlike the Guardia, they cannot be used as manipulators and are very one-note. They are very good at tearing through armor, at least.

Jiarc- A very long-ranged form that mounts a high-output licensed particle accelerator on the back of the suit, as well as massive Arc-Light Cannons on its shoulders. It has to charge up before firing, but the beams unleashed with a full charge are astounding.

Geist- A form based off of Vagan technology, most notably the Zedas. It uses highly efficient wing-propulsion binders on its shoulders, as well as mounting the "Ganymedecus" High-Frequency Blade on its right arm. This is a powerful, rounded form, though it lacks a ranged attack.

Amateras- This ranged Wear mounts reflective armor on the arms and legs, which allow it to reflect beam shots away from its body. It also carries the 'Bry Riser' beam rifle, which can be charged for a powerful pinpoint beam shot. It's almost a beam sniper rifle- low fire rate, high accuracy and damage.

Seraph- This Wear is designed for high-speed combat, and as such it's equipped with 4 wing binders as well as 2 on its legs- each one having a high-output beam blade on the end to slice into anything it gets near. It also carries the 'Flybit Machine Gun', which is the fire rate of the Beam Spray Gun combined with the power of the DODS Rifle- still not very accurate though, and it doesn't mount any extra armor to protect itself. It relies on speed to not take a hit in the first place.