Dai-Guard Jump

Version 1.0.0



Welcome to the world of Dai-Guard. The year is 2030. Sometime prior there seems to have been a war in the early 21st century, which - among other things - led to the development of non-nuclear bombs on the scale of nuclear weapons called Over-Explosion (OE) weapons, and certain changes in the militarism of Japan and its cooperation with the US leading to the creation of the ANPO army. Details are not really given.

What is more relevant is that in 2018 during an earthquake a creature manifested called a heterodyne. This kaiju-like being fought the ANPO army and was finally defeated by the deployment of an OE weapon. This led to the creation of a 25 meter tall anti-heterodyne robot known as Dai-Guard, and a joint military-private company the 21st Century Defense Corporation to build it. As no further heterodynes appeared, the robot was left with the company which was fully privatized, though the ANPO military remained its majority shareholder.

In the 12 years that have passed, Dai-Guard has been reduced to nothing more than an oversized sales gimmick and children's attraction, and is now under the management of Public Relations Division 2. In one week's time a 2nd heterodyne will appear, kicking off a series of heterodyne attacks which show no sign of ever stopping, with kaijus simply becoming a new natural disaster which must be dealt with by office workers saving the world. Unless you're a drop-in, in which case you will appear between the 2nd and 3rd heterodyne attacks via a dimensional quake of your own.

To help you find your place in this world, take these:

+1000 CP

Good luck and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Drop-In: You seem to have simply appeared somewhere in the wilderness near Japan. You have no history or identity here, having literally materialized out of thin air during an earthquake which coincided with a dimensional quake like those that manifest a heterodyne. Unlike other origins you will arrive soon after Dai-Guard's first successful battle instead of a week prior to it. Your age and gender are the same as in your last jump.

Public Relations: You are employed at 21st Century Defense Corporation's Public Relations Division 2. Or if you'd prefer you can be employed in division 1. Among their other duties Public Relations division 2 maintain and operate the sales gimmick, and children's attraction, known as Dai-Guard. You will begin in Tokyo, and are at least a highschool graduate, though may be older if you wish, and your gender is yours to choose.

Corporate: You are employed in upper management of a Tokyo based business. This could be 21st Century Defense Corporation, or some other company either a rival or an unrelated field. You will begin in Tokyo, and are at least 30 years old, though may be older if you wish, and your gender is yours to choose.

Research and Development: You are employed in the research and development wing of either 21st Century Defense, a company used by the ANPO Army, or directly attached to the ANPO Army in R&D. You will begin in Tokyo and are at least 5 years old, though may be older if you wish, and your gender is yours to choose.

ANPO Army: You're not a civilian. You work with the ANPO Army which seems to be a joint American-Japanese force with UN affiliation separate from the Japanese Self-Defense Force, and which serves among other things to fight heterodynes, or will once they begin to appear in numbers. You will begin in Tokyo and are at least 20 years old, though may be older if you wish, and your gender is yours to choose.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Lady's Man (100 CP): You are suave and charming, with a skill at small talk and flirtation making it easy for you to make good first impressions and spark off relationships with the gender of your choice. This won't ensure you're good at maintaining such relationships, but it will ensure you're fairly attractive.

You're Going to Have to Have Fun (200 CP): You're surprisingly good at getting people to come out of their shells and have fun/socialize. You could get a socially awkward, introverted, type-a personality individual to not only stop working and attend the Christmas party with everyone else, but to enjoy themselves while doing so. You might need some social leverage, but with the right social lever you can get anyone to come out, socialize, and actually enjoy it at least for a time.

Drop-In Perks

From Another World (100 CP): The heterodyne come from contact with another dimension, and given how alien they are it would seem one with an extremely different biosphere if not laws of physics. Yet they are able to function fairly well on Earth despite this. You now share their adaptability, quickly adjusting to function under different laws of physics, or in alien environments. This won't ensure you function as well under them, but you will quickly pick up how they affect your abilities, and how best to compensate for them.

Electromagnetic Senses (200 CP): The heterodyne are naturally sensitive to electromagnetic frequencies. And whether you are one or not, now so are you. You are able to feel electromagnetic signals in the air. This allows you to feel machines, and those which are high enough power - such as power plants or giant robots - from well beyond the horizon. You could follow the movements of military vehicles while completely blind from their electronics, and can detect active radar, or feel the use of radio transmissions.

As a kaiju this sensitivity increases significantly; you could detect fighter jets at a distance similar to radar, or detect power stations from thousands of miles. Your sensitivity is even great enough to detect humans via electroreception though the range there will be very short.

Heterodyne (400 CP): You actually seem to be a heterodyne. A massive kaiju, about the size of Dai-Guard, so approximately 25 meters tall, though some more liquid ones are taller, and flying/floating heterodynes tend to be smaller. This form is liable to lack eyes or ears, but possesses a form of electroreception similar to the **Electromagnetic Senses** perk. This form grants fairly great strength, albeit significantly less than that of Dai-Guard, but is rather slow moving, and lacking in agility. By default this form is capable of moving across the ground in some manner, albeit not highly effective, and lacks limbs. You possess substantial regenerative capabilities, able to regrow your body from total destruction within hours, and heal from lesser wounds in shorter amounts of time, but you possess a large hexagonal fractal knot on the surface of your body which if destroyed will cause your body to crumble to nothing and serves as your sole vital spot. You may possess other fractal knots but only the original matters, and it is possible to detect the original knot based on the electromagnetic frequencies you release. Removal of the fractal knot from your body will destroy your body even if the knot itself is not destroyed, though you can reform your body from the fractal knot. Heterodyne regeneration seems to take substantial time to kick in before happening at high speeds, as opposed to a continuous rate of regeneration. You do not seem to need to breathe, and appear to feed off of certain forms of electrical energy.

By taking this perk you gain access to the heterodyne form builder section below. Post-jump this becomes an alt-form.

Heterodyne Creation (600 CP): You are able to harness earthquakes to cause the creation of heterodynes. While you won't have absolute control of them, you may control what electromagnetic frequency attracts them to attack, and it may be possible to find some further means of control. You may also help guide what surrounding material they use to construct their body and whether it maintains the traits and properties of that material. You cannot, with just this, actively tailor and control their specific abilities (you could not go "I want this heterodyne to have a barrier which disintegrates all solid matter in a field around it" or "I want a two headed monsters with 12 tentacles which can burst out from its body as hypersonic spikes"), though your mind does influence it to some extent (your desire for such would make it more likely that the heterodyne had some sort of field effect around its body or be more likely to have some sort of tentacles/two headed aesthetic respectively but even that would not be a certainty).

As a general rule, the larger the earthquake the more powerful the created heterodyne. The heterodynes you create do not normally see you as a target or threat, and seem well-inclined towards you as much as their seemingly limited intelligence allows; though if you attack them or continually pester them they may begin to fight back against you.

Public Relations Perks

Man on a Mission (100 CP): How many people will put themselves out there to risk their lives for the sake of others for low pay and mountains of paperwork, day after day without vacation even when sick? Akagi of PR division 2. And possibly you.

This won't make you care about others if you wouldn't already, but you have the determination and drive necessary to continue on a path you believe in in the face of personal suffering or hardship, even without need for reward from others. You'll still have a physical limit to your endurance, but you will adapt mentally quite well to being eternally on call, and can stick to your convictions in the face of kaiju, deadly blizzards, public censure, or copious amounts of paperwork.

Evacuation Management (200 CP): There's a lot of stuff to do in an emergency. You've got to evacuate the people, help those who can't evacuate, transport and distribute supplies, and so forth. And for some reason in the 21st Century Defense Corporation this falls into the fields of the public relations department. You are skilled at planning emergency relief, rescue, and evacuations, as well as actually implementing these plans, and handling their logistics. Not only do evacuations and emergency rescues which you are in charge of simply go over more easily and quickly, temporarily housing refugees goes more simply than usual as well as people under you seem to work more smoothly, and the refugees themselves seem to be more cooperative.

Noble Words (400 CP): You always seem to know something heroic to say to reassure people that they will be protected and saved. And you seem to be pretty good at saying it convincingly. Even if your giant robot was shaking apart just moving, and punching a kaiju to no visible effect except to push it back a bit while causing your own hands to crumple, people would feel a surge of hope from your reassurances that you would save them. When you (verbally) act the role of the inspiring hero of justice it resonates inspiring others to bravery and stirs hope.

This seems to come with a general increase to charisma, and how much the media likes you, as long as you are acting earnestly and heroically. When you try to deceive, or manipulate you won't see these benefits, but when you are honestly acting with a noble spirit, you'll always have equally noble words to say.

D Minus (600 CP): You might have almost flunked out of pilot training for giant robots, but you're good at it. Well at least when it comes to combat. You seem to have a natural talent for mecha combat. When it comes to piloting a mecha in combat your skills take a leap over piloting it in general, and you find your creativity surging as you have a natural feel for when you should punch, when you should fire your net, when you should strike with your finishing move, and when you need to do something outside the box like throwing your fist at them.

Of course piloting a giant robot is a team effort. So when you co-pilots are also your friends you'll find them quickly rising to your skill at piloting, and to act as a smoothly oiled team, as long as you remain mostly in sync with them - if you're having a fight, or one is highly emotionally compromised you'll find this effect falling apart. And this isn't limited to giant robots, but any form of vehicle requiring a crew to make it move (and/or fire).

Even when it's not piloting a giant robot, you'll find that if you're working with your friends everyone seems to work just a little bit better, and coordinate their skills and efforts with greater ease - even if you're not accustomed to working together, if they're your friends you can make it work. The converse of this is that you find it easier to befriend people who you work with closely, especially in the use of combat mechs.

Corporate Perks

Navigating the Paper Sea (100 CP): No one likes paperwork, but for the world to function someone has to do it. And while you might not want that person to be you, it often may. Thankfully you are excellent at paperwork, able to perform it much faster than otherwise would be expected. Maybe you'll even be able to finish it in time to go home early.

Legal Citations (200 CP): Sometimes when dealing with the military, or other companies, one must be ready to arm themselves with the law. And you are good at using this weapon. You might not be a courtroom attorney, but you could probably pass for a lawyer given your in-depth knowledge of laws, and your ability to cite relevant ones on the fly - or bullshit accurate sounding ones.

You will find yourself gaining an in-depth knowledge of the laws of anywhere you live long enough - including anywhere you live in your in-jump backgrounds - and this doesn't only apply to nation level laws, you will also quickly obtain an in-depth knowledge of any regulations or rules of organizations you are part of; even if you were only a grunt in the army you'd somehow obtain all the knowledge of rules and military law to advise the defense or prosecution.

Monsters are Good for Business (400 CP): They are when you're an executive at the company. No, you're not staging them. Well not necessarily. It's just that somehow, monster attacks and natural disasters provide you with a chance at windfall. Maybe they hit your rival especially hard. Maybe they help lead to a minor breakthrough that can increase the profit margin of your products. Maybe you get the chance to have a politician owe you a favor for saving their life. Or maybe just that you're seen helping out with the disaster leads to investors taking notice of your company and funneling money in. This is all especially effective if you are publicly seen helping deal with them. You need to take advantage of these opportunities yourself, but they will be there.

This won't protect your business from being harmed by disasters. But it won't cause that or make it more likely, and the tendency to find some way to profit off of them will help offset it at least. This windfall is not always directly financial, but it will always be directed towards helping your businesses.

Bean Counting (600 CP): Is it really worth all the damage that will come from mobilizing a giant robot to fight kaiju? Giant robots are expensive to maintain and service, and then there's all the liability suits from destroyed cars and buildings. Well you'd be the person to answer that question, as you possess an excellent ability to weigh the expected costs of courses of actions against the expected returns. This is best at figuring out the direct monetary costs, and there are definitely margins of error - and for some things it's more about the odds - but you could say with some certainty whether the boost to reputation and sales from mobilizing a giant robot to defend Tokyo outweighed the cost of the damages you would run the risk of being liable for. And while best at monetary costs this can be applied to other expected forms of cost and reward as long as you can clearly define how much things are worth to you.

Research and Development Perks

She Can't Be 17 (100 CP): They'd not say that if they met you. You find that people are strangely willing to accept you in any role regardless of your age, as long as you are capable of performing the role. Even legal minimum age requirements for positions or activities seem to be waived for you if you can perform in the position required. People will accept you as the teenage head of a large R&D department charged with fighting invading interdimensional kaiju and building giant robots, as long as you have the scientific and engineering skill required.

During this jump you may ignore the minimum age for your origin and choose any age freely.

Hacking Superstar (200 CP): You are a highly skilled computer hacker. Not with social engineering and trickery, but just somehow by typing away and sheer coding. Still you're skilled enough that you could, quickly, hack high end military encryption if you had a good computer to work from.

Analyzing the Monster (400 CP): Without understanding the heterodynes and their abilities how can you fight them? Somebody has to actually use their heads around here. You are an expert at studying monsters. You are skilled at finding their weak spots, understanding how they fight and function, as well as figuring out how their powers and abilities work, and what sort of tools you would need to counter them. The better your information the better and more quickly you'll be able to figure this all out. If you want to know how a heterodyne manipulates water in the air at a range, or feeds off of temperature differentials while reducing the temperature in the area, you're going to need to capture it alive, and study it extensively, but you could probably figure out that that's what it is doing, and even the intensity and range with sensor feeds from a giant robot.

Giant Robot Engineer (600 CP): You are a highly skilled engineer of vertical weapon systems. In other words you know how to build and design giant robots, as well as parts and weapons for giant robots. Electromagnetic shields to help shield from a heterodyne's microwave-heat field, bunker busting pile-drivers to destroy fractal knots, drill arms actually calibrated to work properly, or more, you could design your own Dai-Guard given time, or the arms and weapons for one. This even includes programming their operating systems. Though this is designing them not actually building them. You'll need a good machinist company for that. Still you can design giant robots and have them actually function in future worlds despite all those problems with laws like the square-cube law.

ANPO Army Perks

Forever Calm (100 CP): You possess the ability to maintain your demeanor and calm under even the most severe pressure. Even such high stress tasks as leading military operations against living natural disasters won't break your cool. It doesn't matter the pressure, you can still function without panicking, and continue to calmly consider your actions. Well at least as long as it's not social interactions, and it doesn't stop emotions in general, just panic and the negative effects of a stressful situation on the mind. This also helps you deal better with the long term effects of stress.

Mecha Airdrop (200 CP): You possess a special contact from which you are able to call in an airdrop of any mecha you own which is not currently in use. This will require you to use a means of long distance communication - a phone, a radio, global telepathy, etc - and will take a minute or two before the plane(s) arrive over the horizon and another few minutes before they drop the mecha at your location, and then a few minutes to disappear again. They do have a limit on how many mecha they can transport at once, about a half-dozen or so, but you can call in more the moment that the mechas are dropped. The planes only seem to exist when transporting mechs, though if a plane is destroyed it will reduce the number of mechs you can airdrop at once by one for several weeks.

Tactical Advisor (400 CP): You aren't some mere military grunt. You have the full training of a commissioned military officer, and are well versed in 21st century military tactics and doctrine - at least those of this world and up to its early 21st century divergence point. In addition to normal war tactics, this includes a good grounding in the doctrines and tactics involved in vertical weapons (i.e. mecha) operations and skills in mecha piloting equivalent to those of Kokubogar's canon pilots.

But this isn't just training. You have an aptitude for mecha tactics, and understanding how best to make use of the abilities of a certain machine. This doesn't lend itself to last minute hail Mary plans, so much as making plans prior to engagement, however. Your last minute hail Mary elements come from your skill at understanding enemy behavior in combat, and how to manipulate it, helping you to recognize how your enemy fights and exploit it, or to recognize what an enemy such as the heterodyne is targeting and using it to lure them into a trap.

Information Strategy (600 CP): It's ironic that the Public Relations department of a company cares so much less about PR than the army. As for who does it better… Well successfully stopping giant monsters is easy PR when that's your only goal. Even so when the ANPO army isn't distracted by attempts to weaponize heterodynes they're really good at controlling the narrative. Whether it's introducing a new robot that's better and less destructive and turning the public instantly against the robot that's been saving them, allying with a cult leader to gain political influence by spreading his cult through the successes of your giant robot in fighting kaiju, using the press to force your superior officer to change his orders to something that would look less bad to state on live tv, or using control of the narrative to retroactively justify bombing heroes who had just saved the world by hiding that their mission ever succeeded, you are an expect at narrative warfare. Some bungling might be too public to hide completely, but you are a master at wielding the narrative and public opinion/perception of events as a weapon. Even after repeated failures that should be career ending, or repeated acts of direct insubordination and mutiny, you could manage to keep your position by making certain the public never could fully blame you or that your superiors could not publicly condemn your actions. Just try to remember when reporters are recording you live; if you chew out your commanding officer on live tv it can be hard for either of you to walk back from.

Heterodyne Form Builder:

Only 2 heterodynes humanity has encountered have been identical to each other. But all heterodynes have certain bells and whistles above and beyond the standard form. As such this section provides certain options with which to improve and design your heterodyne form. These abilities only apply to that form.

To access this section you must have the **Heterodyne** perk, and you will gain a 200 CP stipend to purchase abilities here. Drop-Ins also gain 1 100 CP feature for free, and a discount on 1 200 CP, 400 CP, and 600 CP option of their choice. Additional prices to upgrade features will not be discounted.

Aquatic Terror (100 CP): You are designed for aquatic movement. You are capable of swimming, potentially faster than you move on land, and are highly mobile under or on the water.

Biting Jaws (100 CP): You possess a mouth and powerful biting jaws. These jaws are strong enough to potentially damage Dai-Guard, though it would not be easy to land a telling blow, or crush Dai-Guard's armor. Still they are powerful enough to grasp an arm and to potentially force it to detach, and repeated bites could damage the integrity of Dai-Guard's armor.

Electromagnetic Tendrils (100 CP): You possess 2 pieces of your body which you may detach and manipulate tendrils of electricity. This electricity is relatively weak offensively - it would not be able to damage Dai-Guard even with sustained use and would not destroy traditional military equipment in a timely fashion - but you may use the detached pieces of your body as bludgeoning weapons with a range significantly above other tentacles and 'melee' options available here.

Floating Along (100 CP): Many heterodynes possess the ability to float, most likely through electromagnetic means. Now you are one of them, able to move through the air at speeds approximately equal to your land speed, although your altitude is limited to a few tens of meters - about 35 meters or so.

For an additional 200 CP this altitude limit is removed.

Senses (100 CP; free with Electromagnetic Senses): Normally as a heterodyne you'd lack traditional sensory apparatus. You do not, possessing at least one pair of eyes and the ability to hear.

Swallowing Mouth (100 CP): Your size has increased noticeably, though not your mass as you seem to contain a large, hollow section within your body, large enough to swallow a robot like Dai-Guard whole. You possess a 'mouth' with which to open into this section or close it off, though this mouth is relatively thin compared to the rest of your mass. This weaker wall is especially relevant as your fractal knot may be within this 'stomach.'

Tentacle Limbs (100 CP): You possess functional grasping tentacles, usable as proper limbs. You gain 2 of these tentacles for this price. You may have these tentacles be relatively thin and able to retract into your body when not in use, or thicker and stronger but relatively shorter.

You may purchase additional pairs of tentacles for 50 CP each. For each pair you may choose whether they are thick and strong, or long and retractable.

Burrowing (200 CP): You are able to dig your way into and out of the ground relatively quickly. You possess a natural sense for when the ground is ready to give way, allowing you to use dropping down into pits - such as subway tunnels - as a quick means of egress, or to move three dimensionally through a solid medium, though it will be slower to dig your own path than move through an existing tunnel. You seem to have some ability to detect tunnels and open spaces in the ground around you.

Electric Assault (200 CP): You possess the ability to produce electricity from your body for short ranged attacks capable of destroying tanks, missiles, or jets. You are able to fire off this attack relatively quickly, though after several blasts you will need to recharge your electrical potential before using it again. Its range is limited however, and it is not a particularly effective weapon against a robot as insulated and shielded as Dai-Guard.

Elemental Body (200 CP): Your body is composed of a material from the environment you were formed in at the beginning of the jump. This is true of all heterodynes, but most end up resembling some alien material anyway. Yours is one of those which demonstrates the features and traits of the relevant material, though held in your shape and form, and able to move somehow. You might be made of stone and soil, or a living mass of water. This will give you the features of this environmental matter - such as water's ability to dilute acid, or stony hardness - and make you potentially hard to detect and tell apart from it.

For an additional 300 CP you may instead take in non-living matter around you when you enter this alt-form, using it to form your body and releasing it when you leave this alt-form. If you purchase this upgrade choose either solid or liquid matter to take in in this manner, or you may choose both if you'd prefer.

High Speed Tendrils (200 CP): These are two long, thin tendrils which are capable of moving at great speeds to intercept and smash through objects in their path. Unfortunately changing their path and rate of movement is extremely slow, leaving it extremely predictable and effectively fixed in combat. If taken with **Agility** these tendrils will not move faster, but will be quicker to change their paths and rate of movement, making it possible to make some changes to this pattern in combat.

Striking Tentacles (200 CP): You possess tentacles that extend outwards to pierce through objects. These tentacles possess limited flexibility, but extend quickly, and powerfully, able to partially penetrate even Dai-Guard's armor, though unlikely to completely destroy a portion in a single hit. You gain 4 such tentacles that may extend from your body.

For an additional 100 CP you may gain 4 more of these tentacles. Four an additional 100 CP on top of that the number you gain is best described as many, with some of your tentacles able to sprout further tentacles.

Unstable Rotation (200 CP): Your body spins about constantly with the speed - and potentially axis - of rotation ever shifting. This allows you to roll as a ball or spin as a top, increasing your speed of overland movement to above Dai-Guard's (and substantially above with **Agility**) and your constant movement can deflect some attacks as well as making it difficult to strike your fractal knot.

Terminal Drone (200 CP): You possess a single long tentacle ending in what looks sort of like an evil human-sized Dai-Guard, though instead of possessing Dai-Guard's weapons possesses a pair of claws. Though it may morph these into either maces or drills. It lacks legs, instead being supported on the tentacle. This tentacle moves with decent speed and agility, being faster than Dai-Guard and showing reflexes similar to the **Agility** feature, though will see only a small increase from that feature. Taken with **Limitless Girth** this would instead be a Dai-Guard sized Dai-Guard.

Thermal Assault (200 CP): You possess a portion of your body from which you may release a blast of concentrated heat. These heat blasts take a few moments to (visibly) charge up, and after a few blasts you will have to wait to build up heat which can be focused into another series of blasts, but are capable of leaving tanks half-melted and sinking military ships. Compared to Electrical Assault it possesses greater range and destructive force, but a slower rate of fire and longer recharge period. It won't be bringing down Dai-Guard quickly, however.

Agility (400 CP): Most heterodynes are slow, and somewhat clumsy. You are an exception. You are both faster and more agile than Dai-Guard, or even Kokubogar. Which still isn't super agile, but compared to a normal heterodyne you're a gymnast. If you were spinning you might be able to repeatedly make hit and run rolls against a foe, or if you were flying you might be able to repeatedly slip from Dai-Guard's grasp. This will also speed up your various limbs, and increase their flexibility, and your reflexes.

Explosive Particles (400 CP): You are able to shed explosive particles from a certain region of your body - by default the 'head' - and concentrate them around that portion of your body. These particles can explode destructively in the air with enough force to potentially damage more fragile parts of Dai-Guard if simply in the air around it, and in their concentrated form produce a devastatingly powerful explosive beam. In its defused form this ability has range comparable to Electrical Assault, and power somewhat greater than Thermal Assault with a speed of use similar to Thermal Assault, though it recharges more quickly. Its concentrate blast requires a longer charge time than Thermal Assault, and will need to recharge before beginning charging again, preventing multiple attacks, but is the longest range option and possesses the greatest destructive power available here.

Field of Heat (400 CP): You radiate a field of heat around you via microwave radiation intense enough to explode missiles and bombs at a distance, and melt military vehicles in your area. This heat won't be instantly melting giant robots, but even with an additional electromagnetic shield Dai-Guard would possess a strictly limited operational period within this intense heat.

Magnetic Shield (400 CP): You possess a magnetic force field around your body. This field is strong enough to withstand artillery bombardment and can deflect missiles and rockets unexploded, as well as protect from their explosive force. Not that such weapons are particularly effective against most heterodynes, but they are particularly ineffective against you. Even a robot like Dai-Guard would have to push and strain to break through this magnetic field.

Spreading Fungus (400 CP): You are capable of rooting yourself into the ground. By doing so you may grow a hyphae-like system which spreads through it, only to sprout up smaller bodies at various distances from you. You can't sprout these too close to each other, or your main body, but while each of these bodies will be rather sessile they will possess your various purchased features, and be part of your body connected via these roots. Also, while you are rooted in place your regeneration speed will be improved, not quite to the point of **Accelerated Regeneration** but still significantly quicker than normal for a heterodyne, able to heal small wounds in a combat relevant speed.

Thermovore (400 CP): You possess the ability to consume heat differentials, reducing a high temperature area to the lower temperature around it. To facilitate this you may detect such heat differentials from long distances, much like most heterodynes detect electromagnetic fields. This also allows you to produce freezing cold temperatures in the area around you and to actively freeze water vapor in the air to create ice and snow in a large radius around yourself.

Accelerated Regeneration (600 CP): You regenerate at a greatly accelerated rate compared to other heterodyne. You could lose 40% of your body in a barrage of artillery and missiles and have fully regenerated within minutes, allowing you to regenerate much faster than most heterodyne and quickly enough to be used in combat, even full bodily destruction would only bring you down for 10 to 30 minutes if your Fractal Core was left intact. Smaller wounds may regenerate even more quickly. And like a callous you tend to regenerate your body thicker and more armored, though like a callous this will fade with time.

Electric Ghost (600 CP): You are able to become briefly intangible to things that are insufficiently insulated against electricity. This will allow you to pass through buildings, and the ground, though you can only maintain this intangibility for a limited time, and activating it is not instant. A strongly insulated object cannot be phased through, though if it is small enough you may part around it unharmed. While phasing you produce electricity, allowing this to be used as an offensive as well as defensive technique.

Electromagnetic Jamming (600 CP): You produce an overpowering field of electromagnetic waves which jams electronic communications in a large area around you, as well as non-visual based long range detection systems. Since you're purchasing this here it will even apply to paranormal communication and detection systems. This will not jam wired systems, and a powerful enough system could partially penetrate it especially if close enough; if Dai-Guard got close to you it could still detect your original fractal knot with time.

Slime (600 CP): You are composed of highly malleable slime, able to reshape and deform your body. You are only capable of forming a few relatively simple shapes, such as spheres, but you are also able to ooze in and through cracks. This is only a precursor to your main ability, which is the ability to ooze into and around a mech or robot and forcibly use it as a sort of endoskeleton, effectively forcing it to wear you while controlling its movements. You will have limited access to its more complicated systems, though with time and effort may manage substantial manipulation. You are only able to 'wear' machines roughly at your scale. With **Limitless Girth** you may instead manipulate and control many machines that are substantially smaller than you, though controlling one on your scale will still demand your full slime.

Disintegrative Field (800 CP): You possess a destructive field of sonic vibration which surrounds your body out to a distance of about a meter. This field instantly destroys any solid matter which comes within range disintegrating it, though it has no effect on liquids or gasses. You may shut down this field or reactivate it with a minute of concentration, and you may have it not include the bottom of your body so that you may still crawl along the ground.

Limitless Girth (800 CP): You're big. Much bigger than any other heterodyne. Enough to make the Dai-Guard look small. You are large enough to be measured in kilometers instead of tens of meters, being approximately 2 kilometers. And you will continue to grow indefinitely. Given 10 years you'll be large enough to encompass the majority of a major city like Kyoto. With Spreading Fungus can grow much quicker when rooted into the ground, at an exponential rate so as to cover the Earth in a month. Any features you purchase will be scaled up to match your increased size and power, though with features such as **Thermal Assault** and **Explosive Particles** you may choose whether you want a singular massively more powerful weapon, or hundreds of such weapons at the size and power of a normal heterodyne.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Hot Spring Inn (100 CP): This is a traditionally styled small hot spring inn. And you seem to be its owner. It comes with a small staff of followers who will run it for you. You may have it insert itself into jumps, in which case the staff will need a salary but should be able to pull at least a small profit - handling their salaries, maintaining and repairing the inn, and even possibly passing some on to you - if left to themselves as long as it is inserted somewhere appropriate. Alternatively you may have it remain as a warehouse add-on, in which case its staff do not need to be paid, or fed, though you will have to provide your own food. Either way as a hot spring inn this does come with a hot spring, and without any giant heterodynes buried beneath it.

Electromagnetic Plane (200 CP): This small plane has a top of the line military radio communications suite. Can produce electromagnetic waves which attract kaiju. They might resist - especially the smarter ones - but for some reason kaiju find themselves drawn to these electromagnetic waves as if they're possibly just what they're after, at least when the real target isn't obvious.

Influential Cult (600 CP): You seem to have been accepted by this cult as a divine figure. The cult is not comprised of any individuals who are particularly exceptional or above average, it does not contain any leaders of industry or politicians, it does not include anyone special. It is mainly composed of lonely individuals above the median age of the country, and below the curve of intelligence and societal productivity. However there are many of them, and they are deeply, fanatically loyal to the cult, living in poverty to give the lion's share of their earnings to the cult making you - and potentially several friends and associates - an extremely wealthy individual, and revering you as the brother of Jesus Christ or similar. And while you won't find any true believers within politics or leading companies the cult seems to have been investing its wealth in buying politicians and influence over companies. Given its size and the money you can exploit from the congregation, this cult could make you noticeably influential over a country such as Japan.

Public Relations Items

Heavy Flight Suit (100 CP): This is a padded "flight" suit for the operation and piloting of… well a giant robot. While it's not easy to relax in, it protects you from the g-forces you can expect to experience when piloting a giant robot such as Dai-Guard, especially when it is knocked down or forced to come to a very sudden stop. Wearing it also makes injury less likely, though injury to your head and neck only apply if you wear the stuffy helmet. It even has your name on the helmet as if to remind you to wear it.

Transport Vehicles (200 CP): These are a set of 3 large transport planes. They're designed to carry the three pieces of Dai-Guard, along with its assembly equipment though you could use them to carry other things of similar size and weight or about 52 tons in Dai-Guard parts alone, without including the framework to set it up, and the trucks needed to assemble the framework and move the pieces into place. The planes come with follower crews and will maintain, repair, and refuel themselves when not in use, making it much cheaper to transport your giant robot.

Super Robot Support Crew (400 CP): Dai-Guard might be a single robot, but it takes a whole team to lead him to victory. And it'd be a shame if you didn't have one yourself. You won't get an R&D department, or tactical advisors, but this is a (follower) ground crew ready to work on any mech you possess, as well as other robots and vehicles. They can't build them, but they will repair and maintain them, and can swap out parts, refuel them, and otherwise work to keep them ready for action. They don't provide parts or fuel, though, so you'll have to provide those yourself. They do come with some trucks and tools, though, at least. They only seem to exist when doing their jobs, appearing driving up or disappearing by driving off over the course of tens of minutes when called or dismissed.

100-ft Tall Sales Gimmick (600 CP): Standing 25 meters tall (about 82 ft), and weighing in at 156 (metric) tons, this sales gimmick is actually a little shy of a hundred feet. This is a robot identical to Dai-Guard itself. It is a giant, humanoid robot designed to be piloted by a trio of individuals working together as a main pilot, a navigator, and an engineer, though the main pilot can theoretically control it alone though as they lack the full control systems - and there's simply too much to do - this will result in more awkward and clumsy movements. It is able to separate into 3 main portions for storage or transport, and can detach its forearms to replace them with other parts and weapons. It also possesses a full sensor suite, and small mechanical manipulator tendrils which can extend from its palms sized to potentially move and carry eggs though not controlled enough to reliably move them without cracking them. The necessary assembly set-up is included.

This robot begins in the same condition that Dai-Guard began the series in. Ill-maintained, and ready to suffer damage simply by walking. However it will be repaired and refurbished after the initial heterodyne attack among the present day attacks, and will thereafter gain upgrades a week later than Dai-Guard itself would normally in canon, even if you do nothing (or prevent those upgrades from being invented). These include: a high acceleration drill arm - actually calibrated to work with the robot and not drag it down to the ground with its torque; a net gun; the knot punisher a powerful bunker busting pile-driver which occupies both arms, one being replaced with the pile-driver, and the other a flywheel which is inserted into the pile-driver and used to propel it forward, there is a claw at the tip of the pile-driver to grasp onto a target to steady it to allow for a proper strike; an updated OS which makes control of the robot somewhat smoother based on combat data of the pilots; electromagnetic shielding which can protect it from high sustained heat for about 3 minutes before being forced to rely on its existing insulation; a modification to the three main sections which allow them to move independently, two as tracked vehicles and the third as a flying one and combine without the need for an assembly set-up; and finally the great knot punisher a more powerful variant of the knot punisher which includes functional hands built into the weaponized parts. The OS will automatically update itself semi-regularly based on combat data from its pilots; though it is worth noting that unless using the same pilots as the combat data is based on the updated OS will be actively a hindrance.

If you'd like, you may have this robot replace the canon Dai-Guard. If you have a background working for 21st Century Defense Corporation, you will be assigned as one of its three pilots; potentially even inserting as one of the three canon pilots should you choose. Obtaining or keeping full control of this robot is up to you, though even if you do not it will join you in future jumps.

Corporate Items

$1000 Suit (100 CP): This is high quality business attire, custom tailored to your body. It is self-cleaning, and will repair itself within an hour of being taken off of your body, and may even change its cut, design, and color overnight when no one is watching, though it will always remain high quality business attire and flattering to you.

Personal Secretary (200 CP): This is a personal secretary. They seem to be well-trained to your management style, and manage your records, take notes, and generally perform their duties in a way suitable to supporting and working with you. They are also highly loyal to you, extremely dutiful, and very efficient. They count as a follower.

Ad Campaign (400 CP): This is a set of forms you can fill out, describing the ad campaign you want. Once submitted you will find that within a week you have the ad campaign being produced. The budget of this item isn't infinite, and won't cover an American presidential ad campaign, but would be suitable to a sizable company, and it has to be an above board ad campaign. While the ads don't have to be accurate, they will be clearly ads and not propaganda pieces pretending to be impartial journalism. Once used you will get a new set of forms after one month, though filling them out will cancel the previous ad campaign.

Private Defense Company (600 CP): This is a private defense and security company similar to 21st Century Defense Corporation. You are a major shareholder of this company, and should you desire at the start of any jump you may be the president of the company. You'll still have to deal with the board, and keep them happy enough that they don't remove you, and there are other shareholders and investors, but you have an influential position in this company and are highly placed within it. In future jumps this will insert as a setting appropriate defense and/or security company.

If you'd like, in this jump, you may have this company be the 21st Century Defense Corporation. You may choose to insert as a member of its board of directors, or even as President Ookuchi. Hopefully you'll support Dai-Guard as well as he did.

Research and Development Items

Snacks (100 CP): This is a stash of various forms of junk food and instant ramen. This is an unhealthy amount of these treats and food, more than enough for one person even one who subsists primarily on junk food. And yes it is a restocking supply.

Book of Research (200 CP): This is a book published by a deceased researcher. Which one? Well that varies. In each jump this book will be published by a deceased researcher who was researching phenomenon specialized to the current jump if any, or in a truly mundane setting this research will instead be simply the cutting edge of some field which interests you. The book will provide a useful introduction to the field in question, as well as some insights into its deeper workings. While this won't tell you everything known about the field, it will provide you a good starting point for either basic understanding, or pushing the limits of knowledge further.

Quake Observation System (400 CP): This really should require a variety of observation outposts sending it information, but because you're paying for it, all you need is this large computer. It has several monitors, and can be used to watch the news and receive television signals, but the monitors are relatively small and this is not its main purpose. Neither is the fact that it qualifies as a super computer, though it won't scale based on this. No, its purpose is to detect quakes. While this includes earthquakes, it also includes dimensional quakes and can detect disruptions in the barriers between dimensions or fabric of reality within an area stretching thousands of miles. Anything macroscopic entering or leaving this reality for another dimension within this range will be detected, and at least some details will be given. The larger scale the dimensional disturbance the easier it is to detect and the more information that will be given, and larger scale dimensional disturbances might even be detected from outside of the range, though the ripples in the fabric of reality. It will record information on these dimensional disturbances so even if you miss it, or it doesn't seem relevant at the moment you will have the data in case you need it.

Contractors (600 CP): This is a small warehouse which exists as an add-on to your warehouse. Here you are able to contact a group of machinists and engineers who will build devices for you in exchange for pay. You have to provide the designs, and any raw materials which would normally be beyond the ability for a company to acquire, though they have some access to materials from previous jumps you have visited - but the cost for constructing designs including these increases substantially.

They are fast and highly capable workers, and do seem to be re-investing what you pay them into their company as they will increase in their production capacity the more you use them, and you may benefit from the economy of scale if you provide them with enough orders for the same materials. They can even test devices and designs, though you will have to pay extra and they are not particularly creative so you will still have to iterate and redesign these devices yourself. Though, do make sure you get a proper contract and pay them on time. If you don't, or breach the contract, you may find that they sell the devices you had them build to someone else. They're a business not a charity, after all.

ANPO Army Items

ANPO Army Helicopter (100 CP): This is a small, 1 man military helicopter. Its only apparent armament is an underslung machine gun. Won't do much to a heterodyne, might not even annoy it, but it's better than walking. This helicopter will repair, refuel, and maintain itself over time when not in use.

Impact Landmines (200 CP): These are some rather large 'landmines,' like multiple meters across. They're not explosive, and don't actually require something to step on them to trigger, just sufficient weight nearby such as a heavy tank, or an approaching kaiju or giant robot. When triggered this impact landmine will liquify the ground around it out to tens of meters, turning it into thick mud. You get 20 such landmines and they will replace at a rate of 1 a day if used.

Over Explosion Bomb (400 CP): This bomb has a yield 1 mega-death more than conventional bombs. Since we have no real scale for what a mega-death is, we'll be going with 1 megaton even though that probably would have destroyed multiple districts. This bomb doesn't have radiation or fire like a nuke, just explosive force, making it safer to use. Comes with a mid range ballistic missile with which to deliver it. If used this bomb and missile will be replaced after 1 year.

Kokubogar (600 CP): This is a robot of a very similar design to Dai-Guard's own - in fact it's a deliberate copy. It stands 25 meters tall, and weighs approximately 156 tons. It lacks most of Dai-Guard's special weapons, but it has generally higher specs and performance with significantly greater fluidity of motion; its manipulator tendrils could be used to transport individual eggs and could flawlessly walk a robot sized balance beam. Similarly it is somewhat faster, stronger, and more resistant to damage with superior redundancies in its design; it could take 60% structural damage to a joint with no clear reduction in performance.

While it does not possess all the upgrades and special weapons of the Dai-Guard it does have several weapons of its own. It possesses a missile launcher in its right arm, and a heavy artillery cannon in its left, either powerful enough to deal substantial damage to a heterodyne, though neither is designed to destroy the fractal knot. It also possesses relatively powerful head vulcans, a pair of machine guns capable of dealing damage to heterodynes, at either corner of its head. Finally it is capable of swapping out an arm with the knot buster. This is a bunker busting pile-driver with an internal explosive used to propel the pile-driver forward. A claw on the front of this weapon is used to grasp onto a target and hold it steady to allow the spike to be driven through them; this is a weapon intended to destroy a heterodyne's fractal knot even through armor it may possess. Finally the Kokubogar is designed to be air-dropped, coming with a super robot sized parachute and ability to land gently on its feet without damage. And while it lacks an OS that tailors itself to the existing pilots, its control is simply smoother in general, and even with a fully tailored OS Dai-Guard will remain clumsier.

If you'd like, you may have this robot replace the canon Kokubogar. If you have the ANPO Army background, and have not estranged yourself from the ANPO military by the time Kokubogar is built, you will be assigned as one of its pilots. Obtaining or keeping full control of this robot is up to you, though even if you do not it will join you in future jumps. Kokubogar is, however, guaranteed to be built when it normally would be, even if you disrupt the normal flow of the story, assuming you do not cause something like total human or the complete cessation of industry in Japan and America.

Companions:

Co-Pilots (Free/50+ CP): For free you can import or create 2 companions with 600 CP. For every 50 CP you pay you can import another companion with 600 CP. Or for 200 CP you can import or create up to 6 companions (this is in addition to the free 2 or any you paid to import individually) with 600 CP.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character, other than the giant heterodyne which is 300 CP. Heterodynes may or may not be sentient, much less sapient.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Only a Season (Toggle): Heterodynes didn't just stop because they defeated the giant heterodyne, and business continues. Still the show only lasted one season, and if you want to leave early you may leave a month after the giant heterodyne would be dealt with reducing your stay here to approximately a year. If you do so CP gain from all drawbacks is halved.

Atoner (100 CP): Somehow you feel personally responsible for dropping an OE weapon on an inhabited city to destroy the first heterodyne 12 years ago, and will attempt to atone for this act of (potentially justified) mass murder, driving you to use your resources to fight the heterodynes in whatever way possible without regard to the cost to yourself and those closest to you.

Give Me a Break I Got Woken Up Last Night (100 CP): You have a tendency to get woken up in the middle of the night leaving you grumpy and irritable. You need as much sleep as normal for a human even if you'd normally not need any sleep or even normally couldn't sleep.

Is Drunk Mecha Piloting a Crime (100 CP): You might well find out. You're an alcoholic. Maybe a functional one, but you're still an alcoholic by late 90s Japanese businessman standards. You will have your liver replaced at the end of the jump.

It Is Big It Is Certainly Very Big (100 CP): Is that how you deliver news? Well you have a tendency to state the obvious. And then to restate it. This will leave you using a dozen words to tell people something they can already tell before getting to actual information, and even then such vacuous statements of the obvious will be littered throughout.

It Wouldn't be a Fight if We Didn't Leave an Arm Behind (100 CP): It seems you cannot engage in a fight without suffering damage to an arm. You won't always lose it completely, but you can expect to break your arm a lot here. Thankfully when using a robot or mech to fight the damage will be to their arm instead.

Office Worker (100 CP): You are now gainfully employed at an office. You can expect to work 8 hours a day, 5 days a week performing paperwork. You might be able to get some time off if you are fighting heterodynes, but you'll have to make up the paperwork you missed, and even then can expect to work in the office 6 hours a day minimum and if the battles prevent it have to make up the missed time. If you somehow get fired you must regain an office job within 1 month.

Sometimes Things Just Pop Out of My Mouth (100 CP): You have a tendency to put your foot in your mouth, and simply say things that are rude, insulting, or stupid. This won't be all the time, but it will be often enough. Making things worse people have a tendency to accidentally overhear it when you're insulting them behind their back.

I Call Everyone Stupid (100 CP; requires Sometimes Things Just Pop Out of My Mouth): Or maybe it is all the time. You have almost no social skills, and you are highly abrasive in your treatment of others and how you talk to them, routinely berating and insulting them. You also do not consider what effect your words will have on others.

Mascot Costume (200 CP): You must wear a mascot costume at all times except when sleeping or bathing. It limits your vision, it's not easy to move in, makes using your hands awkward, and is hot and stuffy. You may choose the variety of animal, or maybe it's a heterodyne, though that might be in a touch bad taste.

Saving Face (200 CP; Incompatible with Atoner): You are obsessed with your personal face, public status, social standing, and glory. There are very few lines you will not cross to attempt to look good, gain promotions and increased social standing, or to prevent others from looking better than you. You would rather destroy a city to demonstrate how effective your military command is than allow civilians to save it from a monster. Unfortunately this concern with optics leaves you short sighted and your methods will always tend towards an attempt to gain glory over actual effectiveness.

To Follow the Manual Precisely (200 CP): You are not very creative at all. You may be perfectly skilled and competent, as long as things go by the book, but the moment you have to think outside of the box you freeze. You do not adapt to changing circumstances on your own, and even with others instructing you will do so slowly.

Heterodyne's Mind (300 CP): To say you had animal level intelligence would be an insult to animals. You have the mind of a living natural disaster, a simple instinct driven set of urges. You hunger for electromagnetic sources at certain frequencies, driven to either attack and destroy or feed upon them, and you will destroy everything in your path to reach them. You are incapable of higher thought, and even your strategies will be relatively simplistic drives towards these goals.

I Cannot Defy a Direct Order (300 CP): You must obey either the army or your superiors at the company you work for. Somehow you (and your companions) can never obtain more than a middling position in either, and you cannot attempt to destroy or kill your superiors. You can't even attempt to subvert orders, doing your absolute best to carry them out. If you manage to be discharged from your position, you will soon find a new superior who you have to follow with the same absolute slavishness.

Monumental Costs (300 CP): Your warehouse, and all of your out of jump perks, powers, abilities, followers, items (including simply objects in your warehouse), and companions cost money to use, and require you to fill out reports on them afterwards. Companions you paid to import can still exist and do things for free… but this will apply to their out of jump abilities and items as well. How much something costs to use and how much paperwork it produces, is based on usefulness. In general out of jump sources of wealth will cost more money to use than they provide… and require you to fill out reports afterwards.

Scenario - Dimensional Collision:

The heterodynes are created by dimensional quakes, caused by the collision of one universe with another alternate universe, somehow interacting with the earthquakes which regularly strike Japan - and quite possibly other countries. But tectonic plate activity, where two plates collide, do more than create earthquakes; they create mountains and change the topography of the Earth. Which makes you have to wonder what else dimensional quakes cause.

Normally this wouldn't be a problem. Even if dimensional quakes are going to cause some other catastrophic events it'd be on a time frame far exceeding your time here. By taking this scenario, however, you have made it your problem, and ensured that they will grow worse. After the giant heterodyne would canonically appear, as time progresses heterodynes will grow more common and more powerful. Not only will the attacks be more frequent they will appear in ever increasing locations across the globe, and heterodynes which are a threat to the world as a whole will eventually become a regular occurrence, potentially multiple appearing at once.

In 7 years, if you do nothing, this dimensional collision will reach the point where parts of the two universes are actively overlapping, and soon after this it will result in the destruction of the Earth, and within 10 years the destruction of the entire solar system and possibly further.

Your goal is to remove this dimensional collision from being a threat to humanity. A sizable portion of the population (at least 10% of what it was at the beginning of the jump) must survive, and not be under threat of this continued collision - though it should not destroy the entire universe, but merely delaying this destruction will not be success in this scenario.

As a reward for completing this scenario you gain the following special perk:

Dimensional Quakes (Reward): You are able to harness earthquakes to open rifts between dimensions. This may be another universe within the setting, a personal dimension you bring with you, or with more difficulty settings you have visited in past jumps. Small earthquakes can only create very temporary rifts, allowing something from the other universe to enter; and can't connect to past jumps at all. Larger earthquakes can allow for the formation of freestanding portals between the dimensions - though these will close eventually - or cause areas to swap between the dimensions. If used to contact a past jump a larger earthquake can allow for objects, materials, and even living creatures to transport between the dimensions; past jumps cannot have portals opened to them, and it would take a truly catastrophic earthquake to see a regional swapping. You possess a limited control of this ability; you can guide the object transference to be more likely to pick up certain objects such as metal, or an animal of some sort, but it is not specific enough to guarantee specific types of metal or specific animals. If the two dimensions are geographically mappable onto each other, it will typically pick up objects/swap areas/open portals primarily from/to the nearby area.

Alternatively if you do not want that reward you may take 200 CP to spend anywhere in this document as a consolation prize.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

We are given little detail on things like the maximum sensory range of heterodynes or how well they sense things. We know they can sense electromagnetic frequencies, and seem to use it in place of visual, auditory, and olfactory senses. They generally don't respond to planes at range, but have done so - though the range is actually less than radar - and have detected power plants from hundreds of miles away, or been able to feel the electromagnetic frequency of the Earth's core which… is actually less impressive. So I sort of made up numbers for the electromagnetic sense. We're not actually confirmed that they lack normal senses, though given how many lack any apparent eyes, the times they only react to electromagnetism, and Domeki saying that to them Dai-Guard is just a source of electromagnetic signals while dismissing the idea of them seeing Dai-Guard as a feared opponent (though given the black Dai-Guard in the final episode Domeki might be wrong here), I decided it fit well enough to make it something you had to buy off if you didn't buy electromagnetic senses for when not a heterodyne.

Kokubogar actually did really good in every fight it was in. It got taken out by the slime heterodyne because it was forced to fight in an enclosed space, against an enemy with arguably the best anti-mecha ability of any heterodyne, without support, in a place where it had to defend against collateral, and with everything against it. Its had taken it out previously with ease, and despite the slime heterodyne being merged with the electrical phantom heterodyne (which never fought on its own and might actually have just been a part of the slime all along), once it had lost its slime-form it was actually at a significant disadvantage compared to its original and it was still one of the hardest fights Dai-guard won (I'd personally rank it above the explosive heterodyne identical to the one from 13 years earlier as Dai-guard only had so much trouble with it due to Izuki having issues related to her father's death, and the ice one ultimately required less military support). Even when rebuilt without an anti-heterodyne weapon it saved Dai-Guard twice, and only got saved once, and when it took 60% damage to a knee continued to function fine, while Dai-Guard with 30-40% damage to body parts started to have impacted function. I'm not saying it's better, just that even though it has less bells and whistles it's not substantially worse, and that while TVTropes somehow conflates the alternate pilots for Dai-Guard with its pilots (they were different people), its pilots actually never performed less than competently though they are never forced into as high intensity moments as the peak performance of Dai-Guard's pilots.

In other words Tactical Advisor probably makes you as good, or better, at piloting Dai-Guard as D Minus, but D Minus will apply to future mechs, has more growth potential, improves your co-pilots, and just generally makes your team function better.

They do talk about an Over-Explosion Bomb potentially contaminating Tokyo, but the redevelopment district isn't irradiated or contaminated… but that was 12-13 years ago and they're still cleaning it up, so maybe there was some contamination. Either way it wasn't a fire bomb apparently meaning a lot less destructive than a nuke of similar yield. Calculating its actual yield from the city district it destroyed is hard, since information is based on airbursts for maximum destruction which wouldn't apply when attempting to bomb a specific kaiju, and in the open - buildings in the way would reduce it further - and we don't know the range in yields for OE weapons. So just went with 1 megaton because megadeaths seemed a reference to megatons.

The Scenario is probably impossible via in jump means. It'd be like trying to permanently stop earthquakes from happening IRL. It might be physically possible, but the resources and tech are beyond current comprehension. But it gives you a goal if you way out class this setting. Not going to pin down what the other dimension is like, or what it takes to stop these dimensional quakes; maybe you could just blow up a planet on the other side and it'd save the earth, maybe you need to blow up a solar system sized chunk, maybe you'd have to destroy the universe, maybe you can build a dimensional wall, maybe just some interstellar evacuation would be enough to save humanity or maybe it'll take intergalactic… All in all it goes by the hypothesis that it's a natural phenomenon, even though the heterodyne's creation of a Dai-Guard replica in the final episode implies some level of intelligence (at least animal) from them, and that Domeki might not be right about everything.

Changelog:

Version 1.0.0: Released.