

It is the late twentieth century. The last vestiges of mankind are in hiding. In the early twenty-fifties, a new life form made itself known to the world. Called ‘Oracle Cells’, they formed into a variety of creatures called ‘Aragami’ for their god-like adaptability. The Aragami swarmed across the world, ravenously consuming everything in their path and seemingly immune to all conventional weapons. So humanity adapted in turn.

The result of melding Oracle Cells with compatible humans, the newly created God Eaters serve as mankind’s last hope. Wielding weapons called ‘God Arcs’, they are the only ones able to stand against the ever-present threat. But all is not as it seems. Sinister conspiracies lurk around every corner and the shadow of Armageddon looms over the world...

As always, you have 1000 cp to spend. Now, go forth and defy all gods!

Origins

Roll for apparent age with 1d10+15, unless you want to pay 50 cp to choose yourself. Gender is free choice.

Second-Generation God Eater (Free): You are an Eater of Gods, a human injected with Oracle Cells. Equipped with an oversized weapon known as a God Arc, it’s your job to hunt down Aragami and bring their cores back to base. As a Second-Generation God Eater, your God Arc is limited to either being a melee weapon or a gun, chosen at the start of the jump.
-New-Type God Eater (200 cp): Or not! As a New-Type, you have access to both a melee weapon and a gun form for your God Arc. In addition, having both forms lets you fire Transfer Shots to enhance your allies. Does not count as Second-Generation God Eater for the purposes

of perk and item costs.

Aragami (200 cp): You are a collection of Oracle Cells centered around a single core. Your new body is able to consume almost any material, including other Oracle Cells. Since you're one of a kind, don't expect a warm reception from other types of Aragami. Or humans, for that matter. Size-wise, you're about the mass of an Ogretail (you can be smaller if you want), though you have plenty of room to grow. Whether your chosen form is closer to a human like Shio or as monstrous as an Ouroborus, it's clear to everyone that you're an Aragami.

Starting Location

Roll 1d4 for your starting location and time period, or pay 50 cp to choose.

1 - Fenrir Far East Branch, 2071: The first of the New-Types are stationed at the Far East Branch of the Fenrir Corporation. The Aegis Project is in full swing as humanity strives to find true safety from the Aragami threat. But all is not as it seems and soon enough, the truth will be revealed...

2 - Friar, 2074: The Red Rain sweeps the planet, infecting all it touches with the Black Plague. New-Types have become more prevalent in the field and a project to create automated God Arcs is reaching its end. The Blood Special Forces Unit find themselves caught in a web of conspiracy and the reason they were brought together soon becomes clear…

3 - Port Chrysanthemum, 2087: The Far East Branch has fallen and the desolate Ashlands are ever-expanding. Mankind's hopes rest on the new Adaptive God Eaters, though many fear them as the AGEs fall far closer to Aragami than previous God Eaters. Denied their freedom and slaves in all but name, the AGEs fight on in the desperate hope that a brighter future awaits them.

4 - Free Choice: Lucky you! Well not *lucky* (you are still stuck on a death world, after all), but you get to pick any location you want.

Perks

(Discounts are 50% off the price for that origin. 100 cp perks are free for that origin.)

Second-Generation God Eater Perks

One Big Rule (100 cp): You're less likely to be pursued if you try and break off from a fight. It won't stop someone who's determined to kill you from following after you, but wild animals and the like aren't going to chase you very far.

Oracle Regeneration (300 cp): You constantly regenerate your Oracle Cells at an accelerated rate while in the field and your overall maximum is increased. Post-jump, any conventional weapon you hold regenerates its spent ammunition. Don't pick this if you don't have a gun God Arc.

Full Burst (300 cp): You retain your Burst status for one and a half times longer in the field and are automatically elevated to the second level of Burst. Post-jump, this extends the duration of any super modes you have. Don't pick this if you don't have a melee weapon God Arc.

Sentient Weapon (500 cp): Your God Arc is both aware and capable of communicating with you via hallucinations. It has limited power to act on its own to help preserve your life. If the Aragami origin was taken, your weapon is capable of splitting off as an autonomous organism loyal to you.

New-Type God Eater Perks

Double Up (100 cp): Your God Arc can support both a melee weapon and a gun at the same time. Select one of each when choosing your God Arc, rather than one or the other.

Born Leader (300 cp): You have a knack for making small-scale tactical decisions in the field. You wouldn't have much luck commanding an army, but you can lead a small group effectively and efficiently in battle.

Power of Blood (500 cp): You have the potential to awaken a Blood Art within yourself taken from the list in God Eater 2. If you'd rather skip the wait and near-death experience, you can start the jump with an awakened Blood Art, in which case this perk costs 700 cp (discounts still apply).

Aragami Perks

You are what you Eat (100 cp): You can gain the traits of what you devour, initially starting at a ten percent gain and having diminishing returns, capping out at roughly equal capabilities after a thousand samples have been consumed.

Psion (300 cp): You have control over not just your own Oracle Cells, but those of lesser Aragami and even God Arcs! While you can't make them stab themselves, you can shut down any God Eater that doesn't have their Blood Power awakened.

Secondary Core (500 cp): You have a secondary core connected to your cells. Even if your primary core is torn out, you can still function normally. Post-jump, your body now has an extra set of redundant organs. Just make sure your enemies don't decide to double-tap.

Items

(Discounts are 50% off the price for that origin. 100 cp items are free for that origin.)

General

God Arc (Free): You won't be getting far without one of these. Your starting Arc will have a single type of shield and either a single style of gun or melee weapon. If the Aragami origin was taken, you can form a pseudo-Arc out of your body capable of acting as either a ranged or melee weapon, though you're still limited to one style of shield and gun or weapon (more can be acquired by devouring a God Arc with the desired component).

Soundtrack (50 cp): The soundtrack of the series, composed by Go Shiina. You can set any song from the series to play in the background when you need it for dramatic effect (whether others can hear it is up to you).

Second-Generation God Eater Items

Tools of the Trade (100 cp): A stockpile of Elixir Pills, Stun Grenades, and Snare Traps. There are ten of each. Restocks every month.

Upgrade Parts (300 cp): Pick any two Upgrade Parts from the game. They're yours now, and can be installed into your God Arc (or consumed if the Aragami Origin was taken) to change how your weapon functions. A maximum of two Upgrades can be active at a time.

Weapon/Shield (500 cp): Any one weapon or shield from the games (or the form of one, if the Aragami origin was taken), no matter the rank or cost. This includes DLC tie-ins. You want a Soul Edge lookalike on the end of your God Arc? Go ahead. This can be taken multiple times.

New-Type God Eater Items

Starter Kit (100 cp): A full set of the basic God Arc weapons and shields to play with. What they lack in individual power, they make up for in variety. If the Aragami origin was taken, these forms are allowed for your pseudo-God Arc.

Bullet Modules (300 cp): An endless set of Bullet Modules to modify as you see fit. Both the path and the damage type can be heavily customized. You can only have one installed at a time. Post-Jump, they can be applied to any hand-held firearm in your possession.

God Arc Soldier (500 cp): A top-of-the-line Deus Ex Machina Artificial Soldier disconnected from the main network. This hybrid of Oracle Cells and machines can be remotely directed in combat or manually piloted. Best kept away from Psycho Power wielding dictators.

Aragami Items

Oracle-Weave Clothes (100 cp): A durable outfit imbued with Oracle Cells. Far more durable than ordinary fabric and you don't have to worry about accidentally eating it. It's a win-win!

Oracle Cells (300 cp): Five vials containing Oracle Cells in stasis. They won't pose an active danger unless opened. So, y'know, try not to spill 'em in a world unequipped to deal with something like that.

Oracle Chains (500 cp): A set of chains made from Oracle Cells. When wrapped around something, they slow its growth to a crawl, but don't stop it entirely. Useful for stalling fatal diseases.

Companions

Jumper Unit (300 cp): Import up to three of your companions into the jump. Each gets an origin for free and 400 cp to spend.

Canon Companion (400 cp): Intending to introduce other Gods to a God Eater? Well for a price, you can. Before you start, you can select one canon character to bring with you once a decade's gone by. Whether they like it or not, they're coming with you at the end of the jump. So try to plan in advance.

Drawbacks

(Maximum of 600 cp can be taken)

Yuu are the Hiro! (0 cp): You replace the player character of whatever game you're at in the timeline when you enter. The fate of the world now rests on your shoulders. Good luck with that if you picked Aragami...

Lenka Who? (0 cp): The timeline now follows the path of the anime adaptation, with all the plot differences that entails. Both 2 and 3 still happen later down the line, but shifted to fit the new timeline.

Fragging Gil' (100 cp): You've picked up a rather bad reputation whether you deserve it or not. Your squadmates don't trust you and certainly won't be following any orders you give in the

field. With enough time, you *might* be able to move past this, but for the moment, your name is mud.

Picky Eater (200 cp): You're only able to consume the cores of specific Aragami, starting with Ogretails and changing to something stronger every month. Normal food provides no sustenance, and if you don't need to eat, the hunger is psychosomatic.

Kanon Fodder (300 cp): Kanon Daiba is what many people would politely refer to as 'Over-Eager'. When she sees an Aragami, she pulls the trigger regardless of who's in the way. Unfortunately, you're partnered with her for the next ten years. Get used to friendly fire...

Oda… Dva… Tri… (400 cp): One of your companions (or a native if you have none) has been subliminally influenced to kill you. At the worst possible moment, they *will* do their best to make sure you don't walk away alive. Until they make their move, they will act completely normally.

The Singularity (500 cp): Whether Human or Aragami, you are the final piece needed to trigger the Devouring Apocalypse. You are the target of numerous conspiracies to kickstart the end of the world, at least one attempt being made every year. Leaving the planet will constitute a failure, and you'll be stuck in this world. If you chose Aragami as an origin, you are locked in the form of a human-like child.