
SUPER ROBOT WARS OG
THE MOON DWELLERS
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Entertainment

Intro: This is the Space Era, where humanity has finally started expanding into space with colonies. With the arrival of Meteor 3 in 179, containing alien technologies referred to as Extra Over Technology, technology has advanced significantly. This came with a price however, as the scientist Dr. Bian Zoldark, head of the Extra Over Technology Institute, discovered that the aliens who owned this technology, codenamed by the Earth Federation as the Aerogaters, would come to invade Earth. As a result, the Earth Federation began developing robots, known as Personal Troopers, as preparation for this event. Other companies also began developing PTs, alongside more massive and powerful robots titled simply as Super Robots.

Bian has grown a bit paranoid, even with supposed secret peace talks with the Aerogaters around the corner, hostile Aerogater units have been spotted near the earth. In order to prepare Earth against this and future alien threats, he has come to the only logical conclusion: Become a villain, build advanced robots, hire a bunch of idealists and psychopaths, and take over the Earth under the banner of the Divine Crusaders. It's not a good plan, especially since an advance party of Aerogaters are coming to Earth right soon after this event, which would be referred to as the Divine War.

There's a whole lot more threats to talk about: more aliens of all kinds, alternate worlds, ancient weapons, at least one evil god, among others, but right now focus on the threats at hand. You've got a lot of battles ahead of you

To help you here's 1000 CP.

Timeline: Unless certain drawbacks/scenarios are taken, you'll go through OG1 through OG: The Moon Dwellers, which is about 4 or so years, maybe a bit more, time is somewhat vague.

Location: You'll be appearing a month before the Divine Crusaders start trying to take over the world, depending on where you roll, you'll have to learn to get adjusted to both the world(s), and your new robot.

In all honesty, between the Divine Crusaders' relatively advanced technology, and the general unpreparedness of the Earth Federation, there's not many good places on Earth to stay when you're rolling around with a giant robot, but roll a D5 for location. Or pay 100 CP to pick your location.

1. America: America has a pretty good foot into the robot field, between the military Project ATX, which is looking for the next unit to succeed the Gespensts the EFA uses, and the Tesla Leicht Institute, creators of the Grungust series of Super Robots. Isurugi Industries, another company, is focusing on the agile "Lion" series of mechs, referred to as Armored Modules. A note however is that Isurugi's owner is very greedy, like willing to work and give mechs to villains level of greedy. Currently the Hiryu. a spaceship designed for exploration turned into a space battleship, is stationed in America, and serves as a primary station for the anti-DC forces once the time comes around

2. Japan: Home to the SRX Project, which is designed to create 3 fairly powerful Personal Troopers that can combine into one giant and powerful Super Robot. Of course the project's currently incomplete at this time, and is still in the testing phase, but it grows into an important unit in the fight to protect Earth.

Despite being Japan, they don't have that many Personal Troopers on hand, and are pretty short staffed on supplies for a decent amount of the DC War

Currently the Space Noah class battleship Hagane is stationed here, and follows a similar role to the Hiryu for the forces that are in Japan.

3. The Moon: Home of Mao Industries. They cooperate with both the Earth Federation and TLI to create new experimental Personal Troopers, which currently includes the Huckebein. It's also the only place in space not taken over by the DC when they come around, as they have complete influence on the surrounding space colonies. In a more remote location of the moon, Ashery Kreutzer Industries is working on its own PT, flying under the radar of the Federation up until the attack of the Fury, a race of aliens hiding in the moon.

The Hiryu makes a visit here sometime after the Divine Crusaders start their campaign

4. La Gias: A world hidden deep in the crust of the earth, La Gias is a land where magic, alchemy, and fantasy kingdoms exist. One such kingdom, the Kingdom of Langran, has been developing Elemental Machines and recruiting pilots from Earth in fear of a prophesy of the god of destruction, Volkruss' revival. Cultists of this god appear to be making their moves by the time you arrive. You'll be starting at the Kingdom of Langran, since they've been doing all of the summoning. Don't worry about missing the action up top, there's ways to get back to the surface.

WARNING: After the events of 2nd OG (approx: 3 years), the events of the second half of Masoukishin 1 through F (yes F is fourth in the series) will occur in La Gias, locking you out from Earth for a couple months while you deal with other kingdoms, two more evil gods and their cultists, and the Giant King known as Kadum Chakham, the progenitor of La Gian technology and the evil gods (meaning yes, he can summon more of them in that climatic battle). If you wish to avoid all of this, feel free to not enter La Gias at that time.

5. Free Pick, how lucky!

Pick one of these options for age: 15+1d8 or 25+1d8, Gender kept from last Jump, age+gender change is 100 CP

Origins:

Drop In (Free!)- Drops into the world with no memories added. You have this strange feeling you aren't the only one like this.

Test Pilot (100)- As a test pilot for a company or the Earth Federation, you deal with new and experimental robots and systems alike.

Veteran Pilot (100)- As part of the Earth Federation Army, or even just a mercenary, you've seen your fair share of combat.

Elementalist (200)-Either born in La Gias, or dragged from Earth to there, you have some sort of inherent capacity for the Elemental Machines created here. Your origin is usually civilian in nature.

Scientist (200)- Whether you're a scientist for a company, the Earth Federation, or some mad scientist working in his basement, you live, breathe, and maybe even sleep in, Giant Robots.

Captain (200)- Anyone can pilot a robot, but it takes someone to command an entire force. Rather than take to the front lines, you give commands from your battleship, guiding the way to victory.

Aesthetic Perks:

Super Soundtrack Wars (Free)- Everywhere You Go keep on fighting... to music! This assortment of tracks and themes will accompany you through your day. You can also replace other background music with soundfonts ranging from the NES, up to the soundfonts currently used in the modern Super Robot Wars games. All music perks are Toggleable

Jump! (100)- A song or theme of your choice or composition will always override enemy, ally, or background music.

Heaven's Custom BGM (100) - Maybe you don't want to hear that track AGAIN, or maybe all this music is making your head spin. Don't worry! With this you can now manage every music option you have, toggling what type of music you want to hear for specific types of situations and the like.

Banjos of Impending Doom (+100, Can only be taken if a musical perk was purchased) - Huh? Why are there banjos playing in the background? Squeaky horns? Abuse of synth violin? It's a cacophony of dissonant musical madness in your head for your time here, as normal background music instruments are replaced with weird alternatives.

JAM PROJECT (100) - WOAAAAAAAAAAAAAAAAAAAAAAAAH! This band of famous vocal artists will accompany your adventures in the background, providing hot blooded music for the most dramatic moments.

Exaggerated Reality (Free)- Everything seems more powerful and more awesome than it actually is. Dynamic text effects after moves, dramatized attacks with overkill, and more. Also, your movements and your vision are all depicted by an animator or animation style of your choice, this can be changed before every jump. This does not affect the universe, just makes things look cooler to you. Both aspects are individually toggleable

Perks:

それも私だ (THAT WAS ME AS WELL) (100, free Drop In)-



Okay, to put it simply, you are an expert of plots. Even when someone ELSE has been plotting as well the whole time, your plot was to get them to plot for everyone else to plot... or so you claim! Really you're just good at convincing people you've had a plan all along, regardless of how improbable it sounds, JUST AS PLANNED.

Falling Into the Cockpit (100, Free Test Pilot) - Come in, pilot a new machine, walk out, get a new one, repeat. By never sticking to one machine, you've learned how to get used to foreign control systems quickly. You can get into full fighting condition with a new machine in minutes.

Born to Fight (100, Free Veteran Pilot)- In the face of overwhelming and absurd odds, you need to press every advantage and give the enemy none. For a pilot like yourself, this is reflected by your improved battle instinct and awareness, able to flawlessly follow up on an ally's attack or take a hit for them. You even take less damage when defending for another!

Prana Boost (100, Free Elementalist)- You inherently have a much greater capacity for Prana, or the magical life force that powers Elemental Machines, and of greater quality compared to the average person.

In simpler terms: Not only do you have slightly bigger magic reserves, but also that magic based equipment or anything powered by magic works better when you're using it.

PT Theory 101(100, Free Scientist)- You've been around robots long enough to know the basics behind their engineering, at least in regards to the structure and reasoning behind the more common mechs, including the Earth Federation's standard Gespensts, and the TLI's Grungust Type 1: the example of the average Super Robot. Weapon knowledge also included in regards to both, which is basically ballistics and some small degree of beam weaponry.

Shut Up and Listen! (100, Free Captain)- Okay, you've met the strange, the weird, the bullheaded, even the criminally insane, and you can't even get a word in edgewise. Starting with a shout, you can at least get them to stop blathering about their cause for a few seconds to at least make a response to their shenanigans. They don't have to listen, but you can at least try.

Technobabelfish(200, Discount Drop In)- Fictional science explanations usually skim details, but with this you're able to understand the concepts and basics of strange technology in human science applications, such as Earth based theories and technologies, when it is explained to you.

Full Drive! (200, Discount Test Pilot)- They say getting more than 100% out of anything doesn't make sense, but they haven't met you. You can easily throttle any machine to give out at least 120% of its energy output and performance. Of course, doing this for too long will likely damage the machine.

Battle Efficiency Saver (200, Discount Veteran Pilot)- Reloads and recharges are too slow and get in the way of a fight. As a result, you've figured out how to get the most damage for the least ammo and energy expended. Get that extra juice out for one or two more shots of your Buster Cannon or a few more shots with your G Revolver, for example. Easily applicable to other energies or ammos.

Magic Channeling (200, Discount Elementalist)- Manipulation of Prana into magic is an important combat skill for elemental machine pilots. You're able to convert your respective element into appropriate techniques. Things such as: Spells based off of your spirit's element, weapon enchantments such as turning a railgun into an elemental launcher, concentrating your element into a weapon of some sort, or status boosts (example: Wind elementals boosting their speed with a spell), are within your capability. Your spells are represented by magic circles designed after the element you choose (See: Elemental Engine, robot section).

Currently though, your channeling focus is restricted your robot, though with time you can figure out how to use these spells outside of your robot.

Programming Genius(200, Discount Scientist)- Your fingers are as fast as your mind is intelligent, capable of typing out code for systems such as combat maneuvers and robot operational systems. With enough practice, you could figure out how to create your own combat AI. In a pinch, you can design a simple robot piloting operational system in mere minutes.

Steel Ark (200, Discount Captain)- Like a Space Age Noah (Not to be confused with the Space Noah class battleships), you've figured out how to maximize the storage capacity of any vehicle, in your battleship's case, it's how to store a decent platoon of robots in such a way that the mechanics can comfortably fix them, and the pilots to comfortably launch from.

Spirit Commands (200)- You know those moments where a character pulls a trick from nowhere or defies impossible odds? Well these sort of function similar to those type of "plot moments", but with a few more mechanics. You have 6 "Spirit Points" (SP) to use at any time, and refreshes every year (SP does not carry over), and the cost of these Spirit Commands depends on where they are located, the first costing 1 SP, the second costing 2 SP, and so on. You may pay an additional 100 CP to exchange your origin's Spirit Command list with another's. Most of these effects are temporary, or last for one action that is related to them.

Drop In: Luck/Effort/Yell/Exhaust/Love

Summary: Luck increases your chances of finding valuables such as salvageable equipment, Effort lets you gain a better understanding of a recent fight, and analyze or develop new tactics, Yell is a small morale boost, Exhaust lowers enemy morale, and the version of Love we're using is a modified Classic version, which is a significant heal for all allies (not you) in the area.

Test Pilot: Accel/Assault/Alert/Drive/Soul

Summary: Accel increases your mobility a short bit, Assault lets you move and shoot weapons that would normally require you to stay still such as artillery and sniper rifles, Alert increases your ability to dodge, Drive is a MASSIVE willpower boost, and Soul increases your damage drastically for one attack (more than Hot Blood does)

Veteran Pilot: Iron Wall/Snipe/Focus/Direct Hit/Super Guts

Summary: Iron Wall reduces damage taken for a time, Snipe increases the range of your weapons temporarily, Focus is a small accuracy and evasion boost, Direct Hit pierces through special defensive systems such as energy barriers (though doesn't bypass dodging via skill or luck, and does not pierce through armor), and Super Guts is a full recovery to yourself

Elementalist: Invincible/Prayer/Hot Blood/Sense/Awaken

Summary: Invincible lets you take minimal damage for one attack, Prayer recovers one from status ailments, Hot Blood significantly increases your damage for one attack, Sense is both Strike and Alert at once, and Awaken lets yourself preform two actions (basically providing you the speed/stamina to do two attacks in the period it would normally take you to do one)

Scientist: Mercy/Bless/Cheer/Strike/Friendship

Summary: Mercy prevents you from killing an enemy, simply bringing them to the lowest possible survivable health state if your attack would kill them normally. Bless and Cheer are similar to Luck and Effort, but can be applied to allies. Strike is a guaranteed hit for one attack (assuming the enemy doesn't have an Alert equivalent), and Friendship is a full heal to a singular ally

Captain: Scan/Trust/Encouragement/Resupply/Enable

Summary: Scan lets you size up the general stats, traits, and destructive powers of an enemy, Trust is a small individual ally heal, Encouragement gives morale/will to allies nearby, Resupply will refill the ammo and energy of one ally, and Enable gives the effects of Awaken on an ally

Mask of Gozzo(400, Discount Drop In)- Who IS that mysterious masked man anyways? Well, it's you now! Information about you only exists when you reveal it in some capacity, spies will have to put in massive amounts of effort to figure you out on their own. Also, even with a blank or unknown background, people will still trust you initially. Does not prevent information created by backgrounds from existing, or any information that would be recorded before you enter a world.

Psychodriver (400, Discount Test Pilot)- A rare trait, a Psychodriver is a person with psychic abilities. Low level Psychodrivers have greater reflexes and piloting instinct naturally, while high level Psychodrivers have that and preform telekinetic energy attacks with the appropriate mechanical assistance. Both can utilize the T-LINK system to improve their robot's reactions, and utilize simplified

mind controlled remote weapons like Strike Shields. One purchase will give you low level, while another purchase gives you high level.

Can't Stop, They're Just a Soldier (400, Discount Veteran Pilot)- In a world where anyone can pilot a robot (seriously, there are 14 year olds piloting these things), you're one of the few with personal combat experience under their belt, and specialized at that. You're talented in a field of combat or weaponry of your choice (Examples include: Swords, guns, martial arts, anything Earth based) on foot to a ridiculous degree, and can even employ those techniques via your giant robot.

Alchemist (400, Discount Elementalist)- Elemental machines aren't built on normal Earth science, but with alchemy, not to mention as well that most high end machines are built to be vessels for spirits. With basic research on a spirit, you can easily design an elemental machine that can appeal to it as a vessel. You also have decent knowledge on elemental machine construction as well, especially in regards to Orichalconium and its refined variant Zol Orichalcon: commonly used in the machine's armor and weapons. You're able to create both of the aforementioned materials through alchemizing common metals, though the alchemical process is resource and energy intensive.

Of Course the Solution is Hammer! (400, Discount Scientist)- Instead designing a weapon around a robot, you'd rather design a robot around the weapon. With a combat style or weapon in mind, you can design a machine that is overspecialized in that field. A pilot loves guns and close combat range? Well just strap a few rockets to the back, and make a glorified brick of guns! Most importantly: You can make these machines actually work in practice, regardless of how impractical they look.

What Paperwork? (400, Discount Captain)- The Chain of Command? Orders? None of that matters when the world needs saving! As long as you operate relatively in line and with their approval (in spirit), authorities and governments will turn a blind eye whenever you sortie or operate independently. As their wild card though, they might check up on you or ask you for favors.

Wild Dance of the Machine God (400)- You picked up the basics of one of two martial arts from the Shura, a race of conquering warriors from another world who pride strength. These arts are:

- **Marou Ken:** A style that focuses on weak, rapid attacks. At its best, one fighter appears as two, dealing hundreds of strikes at once.
- **Kishin Ken:** A style of a few, strong blows. At its best, enemies are blown back at high speeds with even just one punch.

Unlike the Shura however, you've only been able to imitate the physical aspect of the art. The other half of the art is based on the ability to release life force as energy in combat. Without this ability, the full potential of these arts is locked.

With a Wavering Heart (400) - Your biology isn't... normal anymore. You seem to be able to regenerate limbs and the like wholesale, with strange green muscle (which you seem to be able to command each strand individually, with practice) coming out of your body before wrapping itself in skin, or even metallic chitin. Energy flows through your veins and the ability to shoot energy blasts seems normal to you.

Every month or so though in this world, you seem to be able to hear a voice that whispers "Reclaim.... destroy..." that bears ominous warning as the voice grows louder and louder.

Genocide Machine (400)- You're a member, or you've been in contact with a member of the Zuvorg Alliance (They'll be introduced and named as "Inspectors" and "Guests" by themselves and EFA until this reveal of their true name) , a galactic alliance of human looking aliens, and as a result have information regarding their technology.

The Zuvorg Alliance has a very different comprehension of energy, as it can get balled up, and then projected as powerful lasers, massive fields of arcing electricity, containment fields that then explode, among other possibilities.

Besides energy, robots of the Zuvorg Alliance have generally better performance compared to Earth made robots, showing it off with weapons like supersonic whips with beam buzzsaws or armor that shifts around to accommodate internal oversized cannons.

Madman's Gestalt (600, Discount Drop In)- "Does it even work?" isn't a question for you. In a fit of madness, you can combine anything together given a general goal or end creation (example and near the upper limit: A Giant Robot). However, these creations are extremely unstable. The more unaccounted factors involved, the more complex the machine is, and the less knowledge you have regarding the properties of what you are combining (including what the actual result of the combination would be), the more unstable it is. Due to the method behind their creation, creations made by this cannot be reverse engineered, they just somehow work.

Only One Crash (600, Discount Test Pilot)- Everyone else is helpless, your back is to the wall, and it all falls on you to save the day. Whenever you're in this type of situation, your abilities and skills kick into overdrive for a powerful last ditch effort that rallies and motivates your allies if you are to succeed.

Remember, you only got one shot now, make it count.

I Make My Own Luck (600, discount Veteran Pilot)- Everyone else calls it the Devil's Luck, it's really part luck, part skill. In a worst case scenario, you can figure how to survive a devastating hit. Maybe it's something wrong with the cockpit's engineering or your weapon is pointing at the right direction to divert an enemy, but in the end you turn small coincidences into your biggest chance of survival. Hopefully the enemy will leave your battered body or robot for dead, because you're sure you can't take another hit.

Possession (600, Discount Elementalist)- A state where both the pilot and the spirit of an Elemental machine become connected. Possession is a massive boost towards the output and quality of one's prana, significantly improving the elemental machine in turn.

Possession should be used wisely, as not only will it drain your prana, and therefore your life force, faster than before, overextending your Possession state may cause your Elemental machine to explode from it being pushed to its limits. Even the more advanced Elemental Lords and their pilots have this risk during Possession, even if it is a bit mitigated by their higher quality robot. Due to the energy involved, getting damaged in this state will probably put you at further risk on both aspects.

Alpha Documents (600, Discount Scientist)- The whole kit-and-caboodle of the Earth Federation's current research, all in your head (or documented physically/digitally, your choice). Highlights include: the T-Link System to enhance psychic capability, the Black Hole Engine and the Gravicon system involve the manipulation of gravity for both energy and combat usage, the Tesla Drive: a device capable of enabling flight in battleships that can also be miniaturized to allow robots to fly, and the other systems and engineering for the Gespensts up to the MKIII "Alteisen" and MKIV "Weissreiter", the Huckebeins up to the Mark III, the Grungusts up to Type 3, and the Lion series models up to the Astelion.

Of course some of this does require EOT resources, so you may be limited in what you can do when you don't have these resources, you might be able to substitute them with the right materials, given time and research.

Direct Command (600, Discount Captain)- You're not sure how you do it, but you have this aura about you that affects your crewmen's performance. Whenever you are in a massive vehicle that requires multiple people to operate, they temporarily gain part of your experience (based on their job) if you are in command of the vehicle as a commander or captain. For example: a Captain that was a former sharpshooter will give their gunners improved accuracy, or a former pilot will give better mobility skills to the helmsman. Of course, if you have less skill than your crewmen in a particular aspect, they do not get your experience/skills.

Companion Imports

Team JSX (Jump Squadron eXtreme) (50 per companion, 300 for all 8)-Create or Import up to 8 Companions under either the Veteran or Test pilot origin, with the first two perks of their respective line. All companions are now equipped with a Gespenst MKII M, equipped with a Jet Magnum, a Metal Knife, a M95 Machine Gun, and one advanced weapon of choice (See: Robot Section).

Companions may instead opt for a Schultzwald, a prototype artillery PT based off of the Gespenst, equipped with Twin Beam Cannons on the shoulders and an arm mounted Autocannon, but get no other weapons outside of the knife.

Rising Steel Dragon (100, Exclusive Captain, requires the full purchase of JSX, only one purchase)- Turns out, maybe a handful of grunts and a battleship isn't enough to fight every force of destruction there is. Of course a solution to this is that you need more support. Purchasing this will allow you to import/create 8 more companions in the same fashion as JSX, but cannot be upgraded with any of the companion upgrades below.

Believe in Our Bonds (100)- Perhaps you've found someone interesting in your journey here. Maybe your newfound boyfriend (or girlfriend) is a pilot, or someone you want to partake in your adventures with in general. In any case, you may companion one character from the OG universe, who has appeared in the mainline strategy games, provided that they're not a cosmic force or god like Irui, Perfectio, or Kaiser Ephes. Oh, and none of those Kadum Chakham progenitors like XN-L. P

Companion Upgrades, Requires Purchases of JSX:

Halloween Plan (100)- All Companions under JSX get the third perk in their chosen line, and upgrade their Gespensts and Schultzwalds to a Gespenst MK II Kai of the following configurations:

All come equipped with the basic equipment provided by JSX, Split Missiles, a Tesla Drive for flight, and one of these configurations

Type N- A balanced configuration with only one Jet Magnum attached to an arm. Rather than have internal weapons, it comes equipped with a F2W (Folding 2 Way) Cannon: a large beam rifle that can shoot singular beams in decent succession, or a larger, more powerful beam when the barrel is extended.

Type G- A close quarters combat variation equipped with Jet Magnums on both arms, Plasma Stakes on the legs, and a short range Mega Blaster Cannon on the chest. Notably has least amount of armor of the three frames.

Type C- A long range configuration, perfect for those who previously used Shultzwalds. The Type C replaces the Jet Magnum of the normal Gespenst with one Autocannon on each arm, Twin Beam Cannons on the shoulders. Has the most armor of the three frames.

Type RV- A Gespenst MKII based off of Aggressor Gilliam Yaeger's MKI, noted for its increased mobility from the flight pack that houses the RV's Tesla Drive. Besides being equipped with a Mega Plasma Cutter, an energy blade, it also houses an experimental Vampire Laser that damages enemies and steals their energy.

Elemental Pride (200, Purchasable multiple times, Halloween Plan affects this perk differently)- Up to 4 Companions in JSX gain the Elementalist background, obtaining the Prana Boost and Magic Channeling perks. Rather than gain a generic robot, they gain 20 Robot Customization Points (RCP), and automatically have the Elemental Engine and the Spirit upgrade.

When Halloween Plan is purchased:

- Rather than gain the Alchemist perk, Companions affected by both of these import purchases may get either Test or Veteran Pilot 200, or both of their 100s instead..
- Companions may opt for an Elemental Engine + Spirit modified Gespenst MKII M Kai rather than their own custom elemental machine.

VARIABLE FORMATION (200, requires at least 1 purchase of JSX, Purchasable multiple times)- Select either: Up to 2 JSX members and yourself, or up to 3 JSX members. Instead of whatever mech they get, they get 30 RCP to spend (an additional 10 RCP for those under Elemental Pride if they were affected by it). Now each robot affected is given the ability to combine with one another, gaining a general power boost to weapons and systems, and the ability to incorporate them in aesthetic ways (Example: a beam cannon with multiple barrels becomes the fingers for a combined robot, that still shoot lasers).

Items:

Signature Outfit/Pilot Suit (Free) - Oh, how could I forget, you actually need something to survive in the vacuum of space with! As a bonus alongside this customized pilot's spacesuit with unlimited air, I'll toss in a free stylish outfit for you free of charge. Feel free to do something as simple as civilian clothes, or give your military blues and greens a little more flavor.

Obscuring Mask (100, Free Drop In)- How do you even wear this thing? This mildly cumbersome mask seems to effectively serve as a disguise in of itself, even if you're wearing the same clothes you normally do, no one will believe the masked person in front of them is actually you. Comes with a free black cloak as well!

Shadow Mirror Documents (200, Discount Drop In)- A folder containing a number of registration papers of the world you live in. Signing and filing these will update the appropriate government/business registries with your name (or just an alias), background, and other such identification information with no one the wiser of the additions. It’s like you've always existed!

Burning PT: Collectors Edition (100, Free Test Pilot)- The game of choice for all pilots, accidental or otherwise. Burning PT is a mech combat sim with immense amounts of customization for all styles of robots. With a bit of modding you can probably even emulate proper mech battles with opponents you've encountered. Comes in both PC, console, and Arcade forms. For an additional 100 CP, the Arcade machine will be more akin to its use by the Earth government, capable of detecting supernatural and psionic energy from the players, and file records and information about those people of interest.

AI Drone (200, Discount Test Pilot)- Hallo Har- wait no that's not right. This cute little robot drone comes with a personality type of your choice, and can help serve as a performance booster for your robot by accessing its systems.

Personal Arms (100, Free Veteran Pilot)- A pilot's still a soldier after all. This weapon of your choice (melee or ranged) is surprisingly a whole lot stronger than you expect from something kept on your person, slicing through ordinary metal like its nothing. Hell, you'd think you could take on cyborg soldiers.... if they existed, like that would ever happen (Spoilers: It happens).

CALL: JUMPER (200, Discount Veteran Pilot)- A nice trick for sure, this watch not only tells time, but comes with an internal map, storage capacity, and most importantly: this vocal command!. Shouting "CODE: *Robot Name*" on a robot you've synchronized with this device will cause its autopilot to come to your location. Once you're in range, this watch can actually somewhat move your robot (or just shoot the gun in its hand). Enter and exit with style.

Note: Can only be registered to one robot at a time.

Captain's Special (100, Free Captain)- A nice gift from Captain Daitetsu, this captain's hat, decorative pipe, and whiskey help give the atmosphere of a right and proper battleship captain. The whiskey itself only refills after a major encounter.

Kusuha's Health Drink (200, Discount Captain)- Well... Sir, this unlimited batch of *ugh* "Health Drink" was cooked up by one of the ship nurses using a variety of weird ingredients (Sir is it... bubbling?). One sip of this stuff will knock out anyone, human or android, out cold for quite some time. Thankfully they'll actually get an energy boost out of it, but even just taking a sip of this will instill the fear of god in anyone. Sir are you really sure we should be keeping this? This should be in quarantine!

Small Sack of Gold (100, Free Elementalist)- It's gold, what can I tell you? At the very least there's enough gold to live sufficiently or to use in a few small alchemical experiments.

Fiery Teacher (200, Discount Elementalist)- This Changsan, a Chinese silken longshirt and pants of a color scheme of your choice, will help improve your ability to train your magical and physical skills.

Labcoat and Glasses (100, Free Scientist)- Put on a pair and a coat and voila! Look how intelligent you look! Besides making you look smarter, these items will also let you comedically survive minor explosions caused during your own scientific research. Good if you accidentally spill some sulfur in the lab, not so much if a reactor melts down.

Credible Maneuvers Generator (200, Discount Scientist)- No you're not watching your favorite idol group, you're working! This dvd reader sized computer will take in a disk of media you insert, and create combat programs (such as maneuvers or AI) out of them. Besides, when a robot does it, it looks cool doesn't it?

Battleship Section:

Captains receive no Robot Customization points, and as a result don't have a robot, but can purchase a battleship from the list below

Not a Captain? While you won't have clearance for an advanced battleship, you may purchase a Peregrine for 100 CP.

- All battleships are about 1 Kilometer long, but vary in width. They should be able to comfortably handle a large troop of robots, their pilots, and the crew aboard with the proper rooms and necessary systems.
- All battleships utilize one massive Tesla Drive for lifting and thrust.
- All battleships also come with appropriately skilled crew, though you can add non imported companions as fellow crew members, though they will be restricted to the ship and depowered to human scale.
- Keep in mind that while battleships can be powerful, robots can usually maneuver around them with ease, and battleships are typically large targets.

Peregrine Class (100, Free Captain): A simple Earth designed battleship typically used by the space colonies, though it can operate in the Earth's atmosphere as well. Comes with Anti Air guns, homing missiles, and a beam cannon. Nothing really to write home about.

Space Noah Class (100, Captain Only): The crown Earth Federation battleship line, of which the Hagane is a part of. Yours would be the fifth of the line, and its codename is likely to be a type of metal followed by the number 5. The fact that its profile resembles a sea based battleship is no coincidence, not only is this battleship capable of standard air and space combat operations, it's fully operational underwater. It's a good all-rounder in all terrains. Most of the Space Noah's weaponry is in theme with its Earth battleship design: Anti-Aircraft guns around the whole ship, Torpedoes in the bow, Homing Missile salvos, solid high caliber cannons referred to as Sub Cannons also on the bow, and on deck are two Impact Cannon turrets that fire beams that are strong enough to retain their destructive power underwater. The Space Noah is the most armored of the ships available.

Space Exploration Class (100, Captain Only): A model developed similarly to the Hiryu, this ship was also originally designed for exploration. While not as armored compared to its Space Noah brethren, it has slightly better targeting systems, and has better mobility in space compared to the Space Noah. Rather than outfitting itself in guns, this ship utilizes long range missiles and homing missile salvos, alongside 2 sets of Beam Cannons, with a set of Anti-Aircraft guns for defensive purposes. On a more random note, the civilian designed interior is much more comfortable compared to the traditional military style of the Space Noah.

Christmas Class (200, Captain Only): Well, what's this doing here? This battleship model is at least three years ahead of its time, its profile resembling more of a fighter craft. It's thinner than the other three battleships, opting for fewer, limited, but still devastating options for weapons, specifically a Beam Cannon in the front, dumbfire missiles also in the front, and a series of Impact Cannon turrets that can only fire forward. Its trump card, the Field Blade, relies on the massive amount of thrusters in the back to achieve ramming speed while an energy emitter creates a field of volatile energy around the

Christmas Class, hitting the enemy with both the full brunt of the ship and a massive energy trail following it. For those who like tackle their enemies head on at full speed.

Ships that are not the Christmas or Peregrine may opt for a special battleship weapon, mounted at the bow of their ship, for an additional 100 CP

Platinum Launcher: A bow outfitted with more catapult launchers, like the Space Noah class Shirogane. Nothing too special, but it's for those who want to sortie their robots quickly and across long distances.

Steel Buster: A bow outfitted with a Tronium Buster Cannon, a weapon also utilized on the Hagane. By utilizing the immense energy emitted by a space mineral known as Tronium, the TBC launches a massive, long reaching, energy beam. Due to the intense energy intake and heat byproduct, it can usually only be charged and fired once per sortie, but the TBC is a devastating tide turner nonetheless.

Iron Drill: A bow outfitted with an oversized spinning drill, like the Space Noah class Kurogane. Surprisingly, this drill is actually good for ramming into opposing enemies and battleships and piercing straight through them.

Dragon Cannon: A bow outfitted with a modified G Impact Cannon for battleship usage, like the Hiryu. Essentially it fires concentrated gravity in a direction and anything caught in the blast is exposed to intense G Forces before exploding. Can be used more often compared to the TBC, but weaker.

The Robot Section:

First things first, you want to pick the size for your robot, which are:

S: Small robots, notably under 20 meters. They're usually extremely light on armor, and make up for it in speed.

M: Medium sized robots, generally ranging from 20 to 40 meters. Usually balanced on both armor and mobility.

L: Large sized robots, ranging from 40 meters to 100 meters. Massive titans that disregard mobility for tremendous armor.

And here's **50 Robot Customization Points (RCP**) for you to use.

If you need more RCP, you may spend 200 CP to get 10 more RCP

Import:

An Old Friend (10 RCP)- Got a robot you like from another adventure? Well you can import it here instead of making your own.

Components: Engine

Nuclear Fusion Engine (Free!)- Your standard EFA robot power source, nothing special but it gets the job done.

Elemental Engine (20 RCP)- A piece of La Gian tech that converts prana into energy. Currently a low ranking, unnamed spirit of an element of your choice is bound to it. You also want to select an element out of these four: Earth, Water, Fire, and Air. This also affects how you fight against other elemental based enemies, and also how you fight to an extent. Keep in mind there's always exceptions, but these are good guidelines nonetheless.

Earth: Elemental Machines developed for earth spirits are armored, bulky, and slow. They can take the most punishment compared to the others. No real preference to melee or ranged, but a good chunk of Earth elementals are ranged.

Water: The mage of the four, Water elementals tend to utilize their element the most for things like long range attack or utility magic, like stealth or healing. They're the only element group with a healing spell.

Fire: Blazing offence! Fire Elemental Machines are all about dealing massive amounts of damage. Often they have some sort of special melee weapon, like additional arms or powerful swords.

Wind: Wind elementals are all about blinding speeds and fast strikes, preferring close range. Not only are they the fastest elementals, high ranked wind elemental machines are usually capable of flying under their own power.

The elemental "who beats who" basically goes: Earth beats Water, Water beats Fire, Fire beats Air, and Air beats Earth. Basically depending on what element you pick might affect your compatibility with other elements.

B Rank Spirit (10 RCP, Free Elementalist, requires Elemental Engine)- A more powerful spirit, only a step below the spirits used by the Elemental Lords, it even has its own name! Besides replacing the old spirit and increasing your energy output considerably, this spirit also affects the type of spells as it is not just linked to an element, but a particular embodiment of an element of your choice.

Canon examples include, for each element

Earth: Metal, Sand, Forests

Water: Fog, Ice, Fountains

Fire: Thunder, Lightning

Wind: Haze, Tornados, Sandstorms

Zero Existence (5 RCP, Requires B Rank Spirit)- Originally dormant, this B Rank Void spirit has awakened and found your mech as a suitable vessel, replacing the other B Rank elemental. Having no elemental basis, a Void elemental machine has no weaknesses or resistances to other elements. Its combat style is akin to the Wind Elementals, speedy, but it also incorporates magic projectiles to its deadly close ranged dance.

Tronium Engine (20 RCP)- One example of Extra Over Technology, this engine relies on a small fragment of a foreign element known as Tronium, a highly radioactive element (10 times that of Uranium), in order to produce phenomenal power. A battleship's worth of power in a single engine.

Black Hole Engine (30 RCP)- Another example of Extra Over Technology, Zuvorg Alliance in origin, this engine basically cycles energy in a way that it is inexhaustible. Be careful with it, there is in fact a controlled minor black hole in there. There is a reason why the Huckebein is called the "Vanishing Trooper".

Shura God (40 RCP)- What the Shura refer to their robots as, and what this energy source is based off of. This piece of ancient technology allows your robot to utilize your life force as a form of energy, and even unlocks this potential for out of mech combat. While the concept is similar to the Elemental Engine, this has no elemental alignment, and the raw power generated far exceeds the Elemental Engine.

Don't worry about shaving years off your life, it will only kill you if you completely drain yourself of life energy, which will regenerate when you're not in the robot.

Ancient Orgone Extractor (60 RCP)- The accumulation of millennia, the Orgone Extractor is piece of equipment developed by the Fury, an ancient species of human lookalikes currently residing inside of the moon, which is also a space station. Concentrating ambient life energy into a much more efficient form, the extractor gives off constant green particles when in use. In that regards, its similar to the technology used by the Shura Gods, except instead of draining one person, it collects ambient energies.

This extractor is on the level of those equipped on the prototype Bellzelute, Coustwell, and the Raftclans models used by the Fury, with these abilities:

Orgone Cloud S- A passive result of concentration of Orgone energy in a robot, the Orgone Cloud is a barrier that negates small arms and laser fire, and allows for flight capabilities and small short range teleportation

Orgone Materalization- Similar to the Orgone Cloud, charging an energy weapon with Orgone energy causes Orgone to crystalize. Beams will entrap anything it touches with Orgone crystals, while energy reliant melee weapons will completely solidify. Crystalized Orgone is also a volatile element, making it deadly in all uses. It can also be used to coat melee weapons.

Orgonite Mirage- An energy intensive skill used by Raftclans and Coustwell (Called the Orgone Shadow on the Coustwell), creating solid duplicates of Orgone energy that attack the opponent before turning into solid crystal

Larseilam - A weaponization of Fury stasis and preservation technology, overcharging the environment with Orgone creates a temporary stasis time stop in a 1.5 kilometer diameter range that lasts for a couple minutes in a non-combat operation, and notably less in combat operation before winding the extractor back down to recover. Overall, it's a maneuver that Fury Knights tend to avoid for being dishonorable. Assassins and Agents on the other hand have no qualms about it.

It should be noted that other devices working with Time/Space can counter the effects of Larseilam, such as the Excellence units and their Time Flow Engine

Components: Additional Systems, Test pilots can get a discount on a singular system or get a free 5 RCP system.

Theming (Free)- Well you have a robot, why not make it truly yours? With this, you can theme your mech and its weapons after a particular design. Knights? Sure! Dragon Tiger themed? Definitely! Robot ballerina idols? Well okay... You can even give it a bit of a human appearance if you want! Color choice/customization included

Anti-Beam Barrier (5 RCP)- A basic anti beam field that surrounds the robot in a spherical radius, good for negating simple beam shots or weaken stronger beams.

Direct Motion Link System (5 RCP)- Replacing the standard PT piloting system, this spacious cockpit either has some sort of harness or a set of gloves and boots that allows one to pilot a robot with their movements rather than preprogrammed cockpit commands.

W-I3NK System (5 RCP)- A system designed for two robots and pilots, the W-I3NK (or Warfare Information Integrated Inter-Nurval and Kinetic) System allows a pilot to remotely control another robot with this system, allowing one pilot to relay information while the other coordinates dual pronged attacks. Comes with a second W-I3NK System to attach to another robot.

Crippling Armor (5 RCP)- This armor is absolutely heavy, it's probably even the weight of the robot itself! This cripples your speed and maneuverability notably, but at the same time you can absorb a significant amount of shots compared to having no armor at all

Armor Purge(5 RCP, Upgrade from Crippling Armor)- Your armor isn't what it seems. In fact it isn't even attached to your robot properly! Basically this is the ability to purge all but the basic necessities of armor, a good last resort for getting close range enemies or homing weapons off of you, or if you need an emergency speed boost from the lack of weight

T-LINK SYSTEM (10 RCP)- This system is designed as a minor psychic amplifier and a psychic energy channeler, primarily with telekinetics. Psychodrivers will have increased performance with their mechs, along with the ability to amplify their mech with telekinetic power, such as telekinetic boosted punches. High level Psychodrivers can shoot high speed telekinetic blasts or project a defensive psychic field with this system.

Full Contact! (5 RCP, Upgrade form T-LINK)- Weapons you purchased are synched with your T-Link. Now you can boost them with your Psychodriver skills or retrieve them telekinetically!

Tesla Drive (10 RCP)- Originally a massive engine that propelled battleships, this miniaturized version allows even large sized robots to fly. This ability to fly also boosts your robot's general mobility.

Boost Drive (5 RCP, Upgrade from Tesla Drive)- A modification for the Tesla Drive, the Boost Drive has greater acceleration and top speed compared to the original Tesla Drive. Perfect for engaging or disengaging rapidly in combat.

Twin Tesla Drive (5 RCP, Upgrade from Boost Drive)- With the force of two Tesla Drives, this system is the pinnacle of the EFA's flight technology. If robots are the new tank, the Twin Tesla Drive makes yours into the new fighter jet, with phenomenal speed and handling. Cut through the night like a shooting star!

Gravicon System (10 RCP)- A gravity control unit, the Gravicon System creates a gravitational field around the unit which can be utilized to create a Gravity Wall which can soften or negate weak attacks. It can also be used to control gravity based weaponry, like a G Impact Cannon.

Gravicon Type V (20 RCP, Upgrade from Gravicon)- Your Gravicon system now reflects Dr. Bian's original designs, increasing the system's ability to manipulate the gravity field. This includes the ability to create minor gravity wells, with the user as the epicenter, and using gravity waves as a burst type attack. The Gravity Wall is further upgraded to the Warp Field, which defends against even stronger attacks.

Repair and Resupply (10 RCP)- Your standard EFA repair and resupply modules. The repair module allows for on field repairs of allies, and the resupply module allows a robot to transfer their energy to another, though both need to be used in close range. It also comes with a supply of general purpose ammunition: standard bullets, energy caps, and missiles.

Alt Mode (Vehicle) (10 RCP)- An alternate form for either your choice of land, sea, air, or space. In this form you're more mobile in that chosen environment compared to your original form, though weapon systems are usually restricted or limited in this mode, usually the weapons that require hands have this problem. Design can be either an appropriate vehicle or animal. Optionally, you can import a vehicle from your adventures as its alternate mode as long as its original form is smaller than the robot itself.

Alt Mode (Weapon) (20 RCP)- You took the "Giant robots are weapons" thing a bit too literally, and now it can transform into a singular human designed weapon of your choice. Your weapon form is more devastating compared to most weapons, but it's extremely heavy. If only you had a robot large enough to wield it.

Extension (10 RCP)- A separate frame or a fighter craft of some sort that your robot can dock with. You can opt for your weapons to be locked onto this instead of your main robot for a decent power boost

Mobile Armor (10 RCP, Upgrade for Extension)- And now it's a large weapon platform, three or four times the size of robot. Weapon purchases affixed to this armor instead of the main robot are doubled in amount.

Components: Weapons, Veteran Pilots can get a discount for a weapon 10 RCP or over, or get one 5 RCP weapon for free. Items marked with a * are weapons selectable for the JSX companion import companions

Vulcan (Free): A head mounted Vulcan designed for engaging aircraft or incoming missiles, doesn't do much to any armored robot unless you hit the joints.

Chaff Grenade (5 RCP)*- A set of five grenades that deploy chaff to distract homing missiles or disrupt sensors.

Basic Ballistics (5 RCP)*- One weapon of your choice. Machineguns, shotguns, revolvers, autocannons. If it's a mid-range, medium caliber ballistic, it's under this category. The EFA usually uses machine guns and shotguns and the like, while the DC use low caliber railguns. Railguns are also a popular choice for La Gian Elemental Machines

Basic Blade (5 RCP)*- Well it doesn't have to be a blade, but it's a large hunk of metal in the shape of a melee weapon with no special properties. You can also instead opt for it to be a proper part of your robot, in case you want bladed arms or something along those lines.

Basic Beam (5 RCP)*- Like the ballistics these are mid-range, decently powerful beam weapons such as beam rifles or eye lasers. Internally integrated weapons will run off of your mech's power, while beam rifles will have ammunition such as energy caps. If you want you can also go for beam sabers instead, or upgrade your melee weapon for beam or energy capacities if you purchased that option.

Jet Magnum (5 RCP)- The Gespenst's signature weapon, the Jet Magnum is a series of 3 plasma stakes mounted on the left arm, excellent piercing through armor. Optionally you can mount these plasma stakes anywhere, like your legs

Magnum Special (5 RCP)*- Need a bit more piercing power? This pilebunker is propelled by the explosive force of cartridges loaded into it, perfect for repeated piercing strikes with greater force than the Jet Magnum. Optionally you can go for its descendant: the Stag Beetle Crusher, which clamps down with great force in order to destroy its targets. Both of these are typically arm mounted.

Rocket Punch (5 RCP)*- One of the classics, this rocket propelled fist provides a way for melee fighters to beat down pesky fliers and other bots from a distance.

(Split) Missiles (5 RCP)*- A standard EFA weapon, Split Missiles are large rocket propelled canisters mounted on the back of some robots that split open to release more homing missiles. Using 4 or so Split Missiles to carpet bomb a wide area is a popular tactic among more artillery focused PT pilots. Optionally, you can replace this with an internal salvo of basic homing missiles. Comes to about 20 missiles per purchase, or 2 Split Missiles per purchase.

Long Distance Launcher (10 RCP)*- A ballistic weapon of high caliber optimal at long range, but hard to use in close quarters combat. Bazookas and Sniper Rifles fall under this category.

Hyper Beam Cannon (10 RCP)*- A beam weapon that shoots a powerful concentrated beam of energy, perfect for long range attacks but hard to use at close range. Twin Beam Cannons and Hyper Beam Rifles are the types of weapons you expect to be in this category.

THE ULTIMATE TECHNIQUE (10 RCP)- A packaged scroll and USB drive containing the instructions and program for the "Ultimate Technique". The scroll instructs you to jump into the air, SHOUT NOW, and then kick your enemy with as much diving force as possible while screaming. For some reason this technique seems to actually work against your enemies, hitting them with greater force compared to hitting them with a normal melee weapon.

Sonic Breaker (10 RCP)*- A pair of pylons attached to your robot, this piece of Divine Crusader technology creates an energy field around the robot that can damage opponents the robot charges into. Barrier skills synchronize well with the Sonic Breaker.

Slash Rippers (10 RCP)*- A pair of remote operated buzzsaw chakrams, they're fast but they have little to no homing capabilities.

Strike Shields (Requires T Link, Upgrade for Slash Ripper)- If you're psychic you can opt for Strike Shields instead, which are more or less durable rocket propelled blades. They operate via the user's mind, and their durability allows them to work as shields as well as swords.

Hi-Familiar (10 RCP, Requires Elemental Engine)- Typically used by Elemental Lords, Hi-Familiars are "remote" weapons for elemental machines that can either attack enemies by ramming them, shooting projectiles at them, or by being used as a magical focus. The reason why work is that they are being piloted by a Familiar animal spirit that talks to the pilot. When you purchase this you get an Earth species animal, max size being about the size of a panther, of your choice with human intelligence and speech. Your choice if you want one Hi-Familiar or two. Having two will give you two familiars of the same species, and will split the power between the two Hi-Familiar units

Raining Death (10 RCP)*- Your choice of either Claymores: A series of silos of square packets that explode titanium pellets that shred robots apart or the Pulse Ray: energy emitters that fire a rapid array of powerful rapid fire beams. Both of these weapons are only good at close combat due how their projectiles spread.

Point Defense/Sword Bits (20 RCP)- A set of advanced drones, five of which are create beam barriers capable of reflecting beam weapons back at their attackers, or to use as an offensive measure. Another five are high speed bits with high powered energy swords attached to them. They don't even need a psychic to be used effectively.

Final Mega Ultimate Blaster Cannon (20 RCP)- Another super robot favorite, a chest mounted laser that fires a powerful close range beam that's likely to melt weaker robots. Of course it eats energy like mad compared to other beam weapons.

G Impact Cannon (20 RCP, requires Gravicon System)- A gravity based weapon derived from the Black Hole Cannon, this “weaker” cannon fires powerful gravity waves across long distances, maintaining a chunk of power while not needing to rely on the Black Hole Engine its predecessor required.

Energy Emission System (20 RCP)- Mounted on the limbs, these devices convert the energy of the robot into a weaponized form. In a semi refined form, it resembles ki blasts. With more control, one can shape them into projectiles like arrows. Feel free to experiment around with how to incorporate them into your attacks

Buster Cannon (30 RCP, Unavailable for Nuclear Fusion Engines)- The big gun, the Buster Cannon is a massive long range gun that requires a lot of energy to utilize, and has different effects depending on what Engine is used:

Elemental Engine: Relying on your Elemental Engine, the Buster Cannon will fire an energy beam based off of your element with the appropriate effects.

Tronium Engine: The concentrated energy in Tronium allows for this Buster Cannon to unleash a torrent of energy larger than most weapons here, more akin to the Tronium Buster Cannon of the Hagane.

Black Hole Engine: The legendary Black Hole Buster Cannon, this gun is capable of firing a micro black hole that will eat most of anything in its path before collapsing on itself, creating a devastating explosion.

Shura God: The risk of your life, using the Buster Cannon with this engine will unleash the pure, unbridled power of your soul, firing pure white flames that annihilate whole armies. Will most likely kill you.

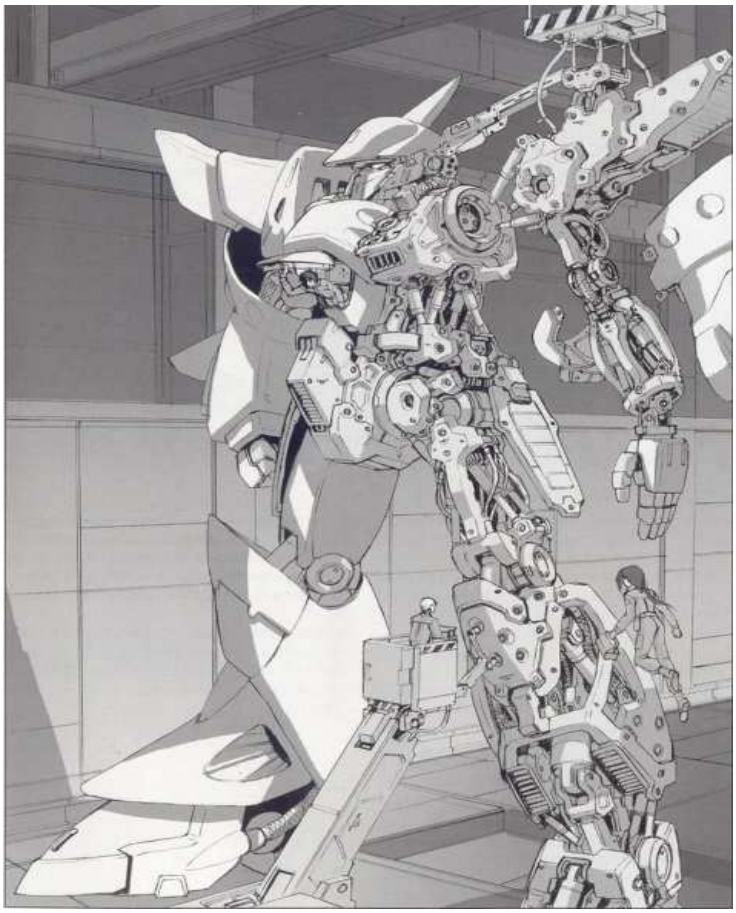
Ancient Orgone Extractor: See: Orgone Materialization.

Zankantou Type 0 (30 RCP)- What one scientist describes as "a giant sushi knife", this massive sword is as large as your own robot, equipped with rockets on the back of the sword to maximize cutting strength. It's unwieldy, but in the right hands even massive battleships can be sundered in one strike. Truly the blade of a war god.

Free Electron Cannon (40 RCP)- This satellite is deployed in Earth orbit, ready to fire a devastating orbital laser once it's fully charged and locked on a target. It can't hold a charge for long, and takes a while to charge as well, so be prepared to use it as soon as it's ready. Where'd you find the codes to this anyways? EFA surplus?

Premade Robots:

Gespenst MK II-M: The standard Earth Federation Personal Trooper. It's a balanced all-rounder with decent mobility and armor, capable of land and space combat. Highly customizable



Size: M

Engine: Nuclear Fusion Engine

Weapons:

- Jet Magnum
- Basic Ballistic (M95 Machine Gun)
- Basic Beam (Beam Saber) or Basic Blade (Metal Knife)
- Split Missiles
- Either: Long Distance Launcher (Boosted Rifle), Hyper Beam Cannon (Hyper Beam Rifle), or Slash Rippers

Systems:

N/A or Repair and Resupply Modules

Cost (w/o discounts): 30 RCP, 40 with Repair and Resupply Modules

Gespenst MK II-S: An experimental version of the Gespesnst MK II, the S standing for "Strength". Despite being the same size of the regular Gespenst, it incorporates more super robot stylings in its armaments.



Size: M

Engine: Nuclear Fusion Engine

Weapons:

- Jet Magnum
- THE ULTIMATE TECHNIQUE: GESPENST KICK
- Final Mega Ultimate Blaster Cannon (Mega Blaster)

Systems:

- Tesla Drive
- Anti-Beam Barrier

Cost (w/o discounts): 50 RCP

Guarlion: An Armored Module type used by a number of commanders in the Divine Crusaders. Its proper humanoid appearance allows it to use weapons that require hands and negotiate land compared its flight only Lion predecessor. Besides being equipped with a Tesla Drive like the Lion model, the Guarlion has massive shoulders equipped with Sonic Breakers to utilize its speed as a deadly weapon.



Size: M

Engine: Nuclear Fusion Engine

Weapons:

- Basic Ballistic (Head Mounted Autocannon)
- Long Distance Launcher (Burst Railgun)
- Basic Blade (Sword "Divine Blade")
- Sonic Breaker

Systems:

- Tesla Drive

Cost (w/o discounts): 40 RCP

Huckebein MK II: An experimental Personal Trooper by Mao Industries. Recovering from the mistakes of the original Huckebein, the MK II replaces the Black Hole Engine with a standard power source and the Gravicon System, making for a relatively safer PT while maintaining some of the gravity based strengths of its predecessor. It's slightly samurai appearance is likely familiar to those of a particular Century in another Universe.



Size: M

Engine: Nuclear Fusion Engine

Weapons:

- Vulcan
- Basic Beam (Beam Sword)
- Basic Beam (Beam Rifle)
- G Impact Cannon

Systems:

- Gravicon System
- Tesla Drive

Cost (w/o discounts): 50 RCP

Grungust Type 1: The Super Robot of the Tesla Leicht Institute. With its many weapons, the Grungust put cuts in even the toughest of armor with its strength supplemented by the Calamity Blade. The Type 1 was notable for transforming into both a tank and an airplane.



Size: L

Engine: Nuclear Fusion Engine

Weapons:

- Basic Beam (Eye Lasers, Available for both robot mode and Wing Gust)
- Rocket Punch
- Basic Blade(Melee Weapon (Sword): Calamity Blade)
- Missiles (Locked to Grust Lander and Wing Gust)
- Long Distance Launcher (Omega Cannon, Locked to Grust Lander)

Systems:

- Alt Mode: Tank (Grust Lander)
- Alt Mode: Airplane (Wing Gust)

Cost (w/o discounts): 50 RCP

Giganscundo: An old, titanic ancestor of the modern robots you see today, made before the ages of Extra Over Technology. Refurbished to accommodate a standard PT cockpit, the Giganscundo's former battleship heritage makes it heavily armored, and the Tesla Drive used in the refurbishing gives it decent mobility in space and to negotiate Earth terrain.



Size: L

Engine: Nuclear Fusion Engine

Weapons:

- Basic Blade+Basic Beam (Melee Weapon (Large shields on the arms):Sheath Shields, with electricity channeling capabilities)
- Final Mega Ultimate Blaster Cannon (Giga Wide Blaster)

Systems:

- Crippling Armor
- Anti-Beam Barrier
- Telsa Drive

Cost (w/o discounts): 50 RCP

Not enough? Maybe your robot needs a bit of a boost to get back on the curve? Well I've got good news for you. First of all, have

15 Midseason Points (MSP)

On the house, in fact: Remember all of those parts and engines in the Robot Customization section? They're all discounted (with the exception of 5 RCP parts) when you use Midseason Points, and you'll even get a 5 RCP part for free!

… You're expecting a bit of a catch aren't you. Well:
1. There's parts here that you can only buy with MSP!
2. Any parts you buy here will only arrive for your mech either: During the La Gian hell that is the conflict with the Giants (assuming you enter La Gias as your locked "route" so to speak), or during the Fury conflict (AKA: The plot of Moon Dwellers), so you won't be able to rely on them for some time

Thankfully, you'll be able to directly convert RCP into MSP with no tax, though MSP is limited to a maximum of 45 MSP

Midseason Upgrades:

Battle Dodgeball (5 MSP)- This rubber dodgeball, that scales to the hands of its holder (giant robot or otherwise), is surprisingly invincible to damage and permanent modification. Not only that, it can oddly enough absorb a lot of punishment that will then be dealt towards the unlucky bastard that gets hit by it.

Battle Racer (5 MSP)- This human sized hoverboard is surprisingly agile, reaching peak fighter plane speeds while maintaining a solid grip on the rider (and ignoring any sense of torque and air resistance for them to boot). Additionally, it's durable enough to slash through durable metals at high speeds without stopping.

Kaiser Scanner! (5 MSP)- A special targeting scope for your robot, its not really capable of locking onto things as much as it can see the internal mechanisms of the enemy, detecting areas of vulnerabilities or high energy.

Fang and Claw (5 MSP)- An autonomous drone based off of an animal of your choice, this unit comes equipped with mechanical versions of their own natural weapons to demolish enemies. The unit also stores onto the robot as a melee weapon

Sliders (10 MSP, Requires T-LINK system)- These prototype bits oddly enough can lock onto a lot of points on your robot, totaling to about 10. Besides being conductive to telekinetic energy, these Sliders are durable enough to act like T-Linked Slash Rippers, and each slider carries a beam rifle's power in firepower.

The Great Battler (10 MSP)- The universe travelling spirit of justice, Warrior Roar, didn't fight the forces of Dark Brain alone, he fought alongside 3 other warriors, one whose transformation device and spirit has come to you. With this device you can transform into a Fighter of them, with appropriate powers listed, generally increased strength (the type that fights armored vehicles bare handed), the ability to breath in space, and you'll have their spirit to advice you. We can't exactly name them for copyright reasons, but I'm sure you'll figure it out. Anyways, you can pick one of the following

This can be purchased for Companions, but not of the same character. Additionally the devices are tied only to the one it is purchased for.

Warrior G- A tiny mechanical humanoid that actually resembles a really cute but deformed version of your own robot. Warrior G is a veteran from his own world and acts like your standard military commander and has the tactical prowess to actually back up his personality. Really likes training and drills (the training kind, not the weapon). The transformation trinket is a visor resembling your own robot's, and you'll gain person sized and damage scaled versions of your robot's weapons and armor.

Warrior R- A human sized humanoid insect, Warrior R is a lone wolf warrior that specializes in vehicle driving and repair. Doesn't really talk much besides that. The transformation trinket is a belt that increases your senses to detect mental presences in a 100 meter radius.

Warrior U- A tall silvery alien, Warrior U is a nobleman of some sort whose specialty is in negotiations and other charismatic interactions, not really much of a fighter. The transformation trinket is a bracer that allows you to transform into a durable forty meter tall silvery alien capable of shooting high energy blasts out of your arms.

MARK HUNTER- Wait where'd he come from? You can take the form of this robotic bounty hunter who has also fought alongside these warriors, with Mark himself being an expert in tracking and fighting people and monsters, alongside personal combat skills. Your transformation trinket is none other than Mark Hunter's signature Caloric Shooter, a rifle that shoots high powered beams and high explosive shells! When transformed, you also have access to twin beam sabers, and increased combat and weapons proficiencies.

Elemental Fusion! (10 MSP, requires Elemental Engine)- The heretical machine, the Wizol Kai, used a similar technique to this to create a powerful spell out of the four elements. Here, you may select a second element outside of your initial one to attune your elemental machine with, which will also affect your high ranking spirit's skills were you to possess one. Can be purchased multiple times.

Golem Summoning For Dummies (10 MSP)- While initially a Vulkruss cultist technique, this tome and technique doesn't rely on restless souls to fuel itself. Instead, you can use your magic and a given order to create a small sphere that will absorb the nearby environment to create a 20 meter tall golem that's good enough at brute strength, but can easily get overwhelmed by anyone with half a brain. With time and effort, you might be able to put in enough magic to create flying golems, or golems that can shoot lasers out of their mouth.

Dashing Black Shadows (15, MSP)- Two Mass Produced copies of DGG-XAM3, Jinrai, a 50 Meter Super Robot designed after the agile ninja. Equipped with the S-ZLAI, an advanced combat AI that now caters to your commands from the cockpit, these mass produced ninjas are surprisingly agile for their size, leaping and running across the battlefield, equipped only with shuriken that double as close combat knives inside of their arms. They're also obviously not as armored or strong as their big prototypical brother.

The Last Fighter (15 MSP)- Falling down from deep space and time, a fighter unit listed from here of your choice will be refined, repaired, and attached to your robot as a supportive backpack which provides abilities and mobility. With a bit more repairs it can be detached as a supportive drone unit, or piloted by a subpilot.

Grandread- A white ship, the Grandread is a unit styled after traditional earth battleships, equipped with backup vulcans, missiles, and weak pulse lasers. It's balanced in mobility and armor

Gold- A golden pyramid designed battleship, specializing in firing high powered energy spheres that can easily demolish groups of weak robots and can also use this energy as an anti-beam barrier. Decent mobility but the energy system is prone to jamming once damaged

Idol- A butterfly styled battleship with drones that supply light shows and spotlights, and enhancing communications and sound equipment to allow the pilot to sing songs towards the enemies and allies for morale support

Flower- A strange battleship modeled after a plant or flower of your choice, from rose to cactus. Their low mobility is made up with their impressive targeting system, armor, and devastating thorn missiles.

Peak Excellence (15 MSP)- Hot from the job at the Lightning & Eternal Corperation, your robot's cockpit can now eject as a small fighter plane. As an addition, you now have 3 of the following frame parts, custom tailored to your robot that can be swapped around in an instant. You can try to mix and match parts, but you'll need time to figure out a good configuration for combination.

Cosmo-Diver - Custom boosters/wings that allow for high mobility in space only. Comes with the remote "Fairy" bits that utilize beam weaponry

Striker- Customizations that make your mech specialized to ground combat, with powerful bladed legs and a gigantic Crusher Arm attachment that serves as a high frequency fist and claw.

Gunner- Another ground based configuration, comes with specialized targeting sensors and a large backpack with micromissiles and twin long range plasma cannons

Flyer- An agility based configuration designed specifically for atmospheric combat by utilizing booster wings. Comes with a Destruction Rifle, a mid-power beam rifle designed for high speed dogfights with a high power mode, and a beam saber

Diver- A frame designed for underwater combat with the massive turbines on its back, equipped with a harpoon and the "Swell Phantom", a turbine in the chest that can create mini hurricanes or whirlpools

Rescue- A frame designed for breach and rescue. Despite being equipped with the Gigant Crusher Arms, powerful force field projecting arms, the Rescue frame allows for the accommodation of multiple people and first aid medical facilities within a securely armored and stable environment. Additionally, large chunks of the parts are empty to allow for storage and supply of weapons, repair kits, and energy supplies for robots.

Ancient Chinese Space Magic (25 MSP)- Your mech has now fused with a prototypical Chokijin, a type of ancient sapient robot from China. Besides possessing their own magical energy source that will contribute to your own and increasing the durability of your robot with its ancient armor, picking the lineage of your Chokijin will also affect your robot appropriately.

Path of the White Tiger- Appropriate to its own roots, the White Tiger's element, Metal, allows it to shed parts of its own armor to create weapons such as spears, nunchaku, and swords. The White Tiger focuses on the robot's strength as a melee fighter, improving a balanced mix of strength and agility.

Path of the Azure Dragon- The Azure Dragon, closest of the four to the Earth of the Center, has an inked pen and talismans that allow it to call forth magic from the other elements, such as summoning boulders, calling down lightning, unleashing fire, or calling forth tidal waves. As a result of this dedication, the Azure Dragon has improved energy reserves, but no physical improvements.

Path of the Black Turtle- While tied to water, the Black Turtle is the most heavily armored and physically strong of the potential Chokijin, tanking even the strongest artillery Earth has to offer for extended periods of time. As a result, the Black Turtle is slower than the others, but comes with a supportive Snake Cannon, a semi-autonomous cannon that can easily bend, extend, and overall maneuver through a battlefield while also being capable of firing high energy blasts and high caliber ammunition with equally high payloads.

Path of the Vermilion Bird- The Vermilion Bird is the lightest, allowing its host the powers of graceful flight at high speeds. Tied to fire, it’s capable of shedding high explosive feathers from its body at a rapid rate, and the capacity to breathe fire from all parts of its body.

Drawbacks: Drawback limit is 1000 CP, the musical drawback from before does not count to drawback costs.

Wow~(+100)- Whenever you speak, sometimes a completely different personality takes over your dialogue. This personality is explicitly something you dislike, or find highly embarrassing. Usually it'll just be a change in the tone of your voice, but on rare occasions it will go into strange tangents that don't even resemble what you were going to say.

IrRelevant(+100)- You sure were amazing in that first battle! I'm sure you'll be recognized and respec- and the new recruits just came in, who seem to have much cooler traits and robots compared to you, or at least that's what everyone else thinks anyways. As time passes on, people forget you to the point where your robot or ship may be replaced with a significantly weaker variant of itself, maybe even changing its role to something you are not accustomed to. To boot, your powers seem to be weakening over time, as if it were an active attempt to push the new guys into the limelight.

The Great Battle Never Ends (+100)- Wait when did everyone dress up as knights? Oh we're cowboys now? Why is the battlefield a dodgeball arena? On top of the original conflict, everything's more or less been warped and ripped out of 80s and 90s trends, gaining strange aesthetics every so often. Amusingly enough, a couple allies and enemies are oddly used to these shenanigans, seriously have you seen their skill with a dodgeball?

Never Enough (+200)- Just one more bullet ought to stop this enemy... and you're out of ammo. You'll never have enough resources to finish a battle by yourself or with your companions. Ammo based? Well you're out of ammo. Use a melee weapon? It just broke at the most inconvenient time. Energy weapons? Out of energy. Willpower based? You're not really feeling it today. And the list just keeps on growing as your robot might fall apart or run out of energy as well, among other possibly fatal inconveniences.

Just... Stop (+200)- Somehow enemy production has reached maximum efficiently. There are at least 3 or 4 more waves of reinforcements for every battle you attend, and somehow the materials used to make them are so cheap they may as well be useless, yet the robots are still a threat through sheer numbers.

KOROSU KOROSU KOROSU (+300)- JAMPAAAAAAAAAAAAAAAAAAAAAAAAA!

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It's always the crazy ones isn't it? I swear it's almost like every faction has their designated crazy pilot have their eyes set on you and your friends. Wild, crazy, and morally bankrupt pilots with equally wild and prototypical gear on their robots will give you plenty of trouble for many, many conflicts.

Brain Depowerd (+300)- You and your allies have become extremely susceptible to mind altering effects. Through drugs, machines, psychic powers, or other effects, you'll find a number of yourselves under control of various enemy factions over time. You can certainly break others out of this condition and vice versa, but enemies will prefer to target you and your group with these effects.

Ghost of Olympus (+300)- Dangers in this universe don't just include the Earth and the stars, but from places that run parallel to it. Seeing a similarity to themselves in you, major villainous factions from these worlds with powerful resources and technology find you either a major threat or part of their

greater plan. To them you are merely a step towards conquest, an asset worth controlling, a component of a grand machine.

Paradox Paradigm (+???, requires Ghost of Olympus and 15 Jumps)- Your very being is an interdimensional beacon, attracting old enemies to this world. While they can't access the world by themselves, they'll gladly cooperate with those who open the door for them, and vice versa, if it means getting to you. This drawback increases by 100 per 15 jumps taken before this.

The Ghost from Hell, Gab-L! (+400)- With the arrival of a dimensional quake, from Mount Fuji comes the silvery demonic robot: Gab-L. While it is rumored to have a pilot, it seems to be autonomous, chasing after you for… your soul? It appears that it can reap the souls of defeated pilots with its monstrous claws, and seems to be a powerful sniper in its own right. Prepare for fire and brimstone to fly across the sky in a heated duel!

Just Messin Around (+500)- No matter what your origin, every battle finds you in the cockpit of an F-28 Messer: A plane that is clearly outdated for these type of battles, equipped only with missiles and a vulcan. Not only that, you must shoot down at least one enemy with the Messer before the battle is over or your chain ends.

Dark Prison (+600)- Normally black holes "attract" matter by sucking it in. You just happen to attract black holes. Every enemy faction is rolling out Black Hole Engines and Black Hole Cannons and other subsequent variants like they're nothing, and the tech is guaranteed to go critical in battle. Can you escape the event horizon?

[END]

Well, you've survived many a conflict, of a variety of enemies, and yet there only seems to be more on the horizon. The galaxy, the moon, everything seems to be full of some sort of ancient technological or cosmic shenanigans. In any case, the giant dimensional gate right in front of you presents you with a few options.

End of the Hero's Chronicle (Go Home) - A walking God of Despair? Threats from other dimensions and beyond the stars? Yeah you've felt like you've seen enough, it's time to go home with what you've got.

O War Hero, Rise Again (Stay Here) - This Earth seems to have even more dangers approaching it, and you have decided to stay for whatever your reasons may be. As a result, you and your companions now have an additional 50 RCP each to improve your robots, for who knows what awaits at the End of the Galaxy.

Ask the Wind Where Your Destination Lies (Move On) - Perhaps it's time to explore a different universe, with newfound memories, experience, and friends by your side. Wherever you go, your machine will at least remind you of your time here.

Notes:

- Destroyed robots you have purchased will respawn in 2 weeks, battleships in 3.
- Robots and battleships will have a dedicated hangar space for them for storage purposes.
- When moving a group of robots from the hangar to a world and vice versa, you may only transfer one at a time, and the process will take a couple of minutes for most robots, to at last 10 minutes for anything battleship sized. This process cannot be modified.
- Today's Enemies, Tomorrow's Friends: You can use "Believe in Our Bonds" to companion those on an enemy side provided you can convince them to join you, same limitations on who you can chose still apply.
- I don't care if Project X Zone is Canon, do not use the Canon companion option to recruit any 3rd party character (E.G.: KOS-MOS, Ogami Ichiro, Ryu from Streets ™, etc. etc.)
- Subsequently you cannot enter the plots of Project X Zone or SRW OG Saga: Endless Frontier from SRW Jump
- Any form of dimensional travel only works in its native universe, and thus do not work out of jump
- THIS ESPECIALLY MEANS ANYTHING TO DO WITH CROSSGATES
- This jump is subject to change when the next OG game is announced
- Protip: Hide your power level, don't cripple or doom the protagonists, and don't blow up the moon. You'll thank yourself later