Heaven's Lost Property
Version 2.1 - What Is Love Edition
By HeavensAnon

Welcome to the world of Heaven's Lost Property, alternatively titled Sora No Otoshimono. The world is much like our own, but orbiting the blue planet of humanity is a UFO hidden from the eyes of those below. This circular metropolis is Synapse, a highly advanced civilization of winged cousins to humanity, who look down on their earthly kin from their own Heaven. Within Synapse, all physical needs are satisfied and the residents within live ageless lives. Among their inventions are the sentient androids known as Angelroids, programmed to act as loyal servants to their Masters. They function as both laborers and personalized weapons, especially in the hands of the sadistic dictator of Synapse: Minos.

There is one Angelroid who was designed to be a superior weapon to all others - Alpha, or 'Ikaros'. Ikaros was a superweapon capable of destroying mankind outright, and she had done so on the orders of Minos more than once before. The only real reason was because of Minos' own whims, seeing Angelroids as nothing but tools and servants for him to use and dispose of as he willed, even as said tools demonstrated any signs of sentience in their servitude. The primary creator of Angelroids, a woman named Daedalus, makes an act of rebellion by removing Ikaros from Synapse and sending her down to Earth, out of the grasp of Minos.

On the same morning that Ikaros' descent into Earth begins, you arrive.

What you do from here is up to you. You (or your Avatar, should you have one) will be enrolled in the local high school as a transfer student or a new faculty member, should you wish it. You may get involved with the New World Club and its leader Sugata, you may skip the slice of life and find a way to enter Synapse yourself and shake the heavens with your arrival, or you may simply go as you please and do as you wish.

You have 1000cp to spend. Enjoy!

Age and Gender: 14+1d8 for Drop-In and Student, 100+1d20 for Synapse Resident. For Angelroids, this is only 'apparent age', and they were only activated on the day the Jump begins. Gender is the same as previous jump. Can spend 100cp to choose age and gender.

Location: Sorami/Synapse – This is actually just an ordinary town in the Japanese countryside where the events of the series proper take place, where most Origins will end up. Synapse Residents instead begin within Synapse itself in a fully-stocked laboratory and living quarters.

Origins:

Drop-In [Free]

You're dumped in the middle of a grassy meadow near town with nothing but your current gear and the clothes on your back. Every item of Gear that you buy will fall out of the sky directly on top of or uncomfortably close to you within four seconds of you waking up. Watch for that firetruck.

+ No memories to cloud your judgment. You notice things being out of place more easily, being a foreign object in Synapse's world.
+ Initially, Synapse won't notice you unless you give them reason to.
- Nothing helpful, either. You have no home, no friends, no connections beyond what you make.
- When Synapse DOES notice you, your nature as an anomaly will make them fixate on you, and Minos will be more willing to take drastic measures to subdue you if threatened.

Student [Free]

You're an everyday Japanese country boy/girl. You might be attending school or just getting started on your own, but either way, you're used to the peaceful and uneventful days here. Which is unfortunate since things are about to get a lot more exciting, and it's up to you to either do your best to ignore it or embrace the insanity.

+/- Perfectly ordinary human being.
+/- Despite this, weird things seem to keep happening around you, and you might not be mentally equipped to handle it.
- Any Synapse residents and Angelroids that aren't bound to you won't take you seriously at all, and it will an uphill battle to get them to do so.

Synapse Resident [200]

You are one of the many 'Angels' in Synapse. You live in a society that has hit technological levels above and beyond what any downer could dream of and by now you've had a taste of every physical and mental luxury imaginable. This has made you astoundingly bored and lazy. You can try to overcome your apathy by making an Avatar to interact with Earth, or you can attempt to surpass Daedalus or Minos in your ability to engineer Angelroids.

+ Long-lived, lifespan is measured in thousands of years. You start off very 'young' for a Resident, as well.
+ Natural set of wings
+ Access to the highly advanced technology of Synapse, and a workshop to make your own.
- You're so bored with luxury and life in Synapse that it's difficult for you to get motivated enough to even leave your bed in the morning.
- Leaving Synapse in your 'real' body without someone trying to stop you or escort you home for wanting to sully your presence with downers is borderline impossible.
- Minos is constantly on the lookout for any competition to his rule, and will likely try to extort you for your technology or favors. Directly challenging him will earn his full wrath, of course.

Angelroid [200]

You are one of the many Angelroids in Synapse designed to serve and fight for their Masters. You are activated for the first time, waking up either on Earth or Synapse depending on your choice of perks and drawbacks (whichever is closest to your Master, if you have one). If you have Broken Chain, you wake up in a crater just outside of Sorami, having fallen from Synapse and gained a will of your own from the force of the impact. Will you seek someone out among the downers as a companion or Master, find your way back to Synapse, or perhaps carve a path of your own?
+ You are made of highly advanced technology
+ Angelroids do not need sleep.
+ You are astoundingly competent or powerful within a particular field.
- You are expected to serve some flavor of squishy human.
- Angelroids cannot sleep. Expect at least a few boring nights.
- You might ACTUALLY serve a squishy human and they may not have your best interests in mind.
- If you're rogue or Chainbound to someone on Earth, Synapse will want you back. ESPECIALLY if you're Second-Generation.

Perks:

Free For All:

Unique Data Signature: Synapse has a powerful hold on Earth and its population. They can casually write people in and out of existence, change Earth's history, and even project themselves as avatars into human bodies with new memories and history with nobody being any wiser. But not you. Synapse cannot edit your history, mind, or any of your possessions, nor indirectly affect you using similar technology.

This doesn't stop an Angelroid armed with continent-leveling weapons from trying to kill you, but you at least have a chance to defend yourself instead of being at the mercy of some cosmic text editor. This is jump-specific and doesn't carry over to future jumps.

As a courtesy, all companions you bring into this jump or purchase, imported or not, will have this perk's benefits for free.

Drop In:

An Eerie Feeling [100 – Free with Drop-In] – No matter how you slice it, you're not from around here. And neither are quite a few people around you. Your natural displacement gives you a particular second sense. This allows you to spot when someone or something is out of place or didn't previously exist, whether from temporal alteration or otherwise. This doubles as a slight resistance to mind alteration caused by changes to reality or time, as well as a feeling of when danger is nearby...you might not perfectly recall the cause or change, but you will *know* something is different. Ever get that feeling of deja vu?

Wake Up! [100 - Free for Drop-In] - Damn it, you all just can't sit around and relax when there's danger and mystery afoot! For some reason, the people in this world cheerily ignore the ominous threat of Synapse and Minos, or just tune out obvious clues that something is amiss. With some...ahem, encouragement, you can kick people into gear and have them pursue plot threads or problems they're

otherwise ignoring or putting off. It's not a guarantee they'll be able to fix it on their own, but if they have some kind of stake in it, you know how to get them to actually DO something about it.

Mysterious Transfer Student [200 – Discount with Drop-In] – While you may be a mystery to everyone at first, people will be find this charming and be drawn to this natural air of 'someone new' instead of being cautious or aloof. You find it easy to join groups or clubs of any kind, and so long as you're not difficult or hostile to them, you will be welcomed with open arms. Secret organizations, military groups or conspiracies are not nearly so generous, but will at least monitor you as a possible candidate if your goals align with theirs.

Favor of Heaven [200 – Discount with Drop-In] – Synapse has noticed you, but their reaction is positive. They are entertained by you and your adventures, and choose to overlook your potentially dangerous nature in favor of observing you in your element. You will find Synapse Avatars and Angelroids drawn to you, and events will conspire to give you opportunities to interact with the plot or Synapse itself on positive ground. It also means Minos cannot directly threaten you without risk of causing unrest at home. This protection is not absolute, however, particularly if you personally arrive in Synapse or become an existential threat to Synapse itself. The people of Synapse are fickle, and are quick to forget how endearing you are the moment you dare to step into their Heaven. Post-jump, powerful and active beings within a setting will find you entertaining, and will be more lenient in dealing with you so long as you do not directly threaten them or their interests.

Unforgivable! [400 – Discount with Drop-In] - No matter who does the deed, whether a common thug or a so-called heavenly being, you will not allow suffering to go unpunished. You find your natural willpower increased, and this only increases in response to direct harm to yourself or your companions. The greater the crime, the greater the boost. Whether in cold vengeance or in hot-blood, you are determined to bring them down. This incredible boost will allow you to temporarily shut out pain and shove aside attempts to manipulate or sway your mind so long as you work towards retribution against those responsible. Careful, though – what comes up must come down, and you'll start feeling pain again once the anger or your adrenaline has stopped running.

Listen To Me! [400 – Discount with Drop-In] - It doesn't matter how wide the gap in power or danger is. Sometimes, all you need to do is make an honest plea to someone's heart. When you speak or cry out against someone's behavior, whether it is self-destructive or seconds away from driving a spear into your heart, you know the right words to get their attention. What's more, if the target is reluctant or otherwise trapped in some sort of despair or situation where they're acting against their will, you know how to convince them to overcome their problems and turn it around.

Note the wording, there. An HONEST plea is most effective here. This perk is at its greatest strength when you have no hostile intent or negative emotion towards the target. Planning to strike them when their guard is down or trying to negotiate with a being that has no emotions to tug on will find this ability falling flat before the enemy's blade does.

Falling Down [600 – Discount with Drop-In] – But you'll catch them each time. You gain an almost supernatural awareness of the emotions and mood of the people around you, the effect being much stronger towards those you yourself are emotionally attached to. You will know the right words to say to cheer someone up or help them become better as a person, you will never be awkward or caught flat-footed in a conversation, and you will never once break someone's heart by saying the wrong thing at the wrong time. You could easily inspire love, loyalty, friendship and more in others towards

you...or even each other. Even those who declare themselves your sworn enemies may hesitate upon hearing your words, should they have the capacity to do so. This might seem underwhelming for its value, but in a world where love could break chains, this is the skeleton key.

Living Miracle [600 - Discount for Drop-In] - There are many tyrannical figures who hold power beyond comprehension, in this world or others. The ones who can erase your being and history with the push of a button or a wave of the hand. Except you. As though you had the benefit of 'Unique Data Signature', erasure, damage, or alteration from a change in reality simply don't affect you. Cosmic power or retroactive changes to your being simply roll off of you, returning a 'null error' to the one who made the attempt. Specific things like magic spells or indirect damage (like turning the floor into lava) from such can still influence or damage you, but things directly affecting your body, mind, or existence simply...don't.

Student:

A Normal Life Is Best! [100 – Free with Student] - You gain an instinctive awareness of when something unusual or dangerous is happening, and where to find it or how to avoid it entirely. Effectively, this gives you plot radar and a way to duck out of it. This is useless if the plot is specifically out for you, whether at your doorstep or hunting you down.

Eccentric Jumper [100 - Free with Student] - This school is full of weirdos who have a lot of quirks, some endearing and some annoying. Whether you regularly slap your friend in retribution for being a pervert via karate chops, be a pervert likely due for a long line of sexual harassment charges, or just playing with a figurine while explaining an intricate plan...you'll find that annoying or weird personality quirks of yours don't meet any retribution or decrease in overall opinion towards you. Sure, they'll still get mad or annoyed, but won't consider you less of a friend for it. Doing something openly harmful or unforgivable to someone sees this karma quickly catch up to you, however - you won't get away with being another Minos.

A Hobby is a Hobby [200 – Discount with Student] – You gain proficiency in one common hobby of your choosing, and can compete with the best of fellows in your field with it. You also become proficient in using hang gliders if you weren't already. For some reason.

Tripping on The Red String [200 – Discount with Student] – You knew this was coming. You seem to draw the opposite (or same, or both) sex like flies to a jar of honey. What's more, it doesn't seem to be from your charisma, abilities, or even your deeds. You just always seem to say the right words or make a casual gesture seem like the most important thing in the world to those around you, drawing admirers to you almost at random without much warning. This can be a blessing or a curse in fairly short order...think carefully. You don't want to break the hearts of some beings here.

Apathy Is A Virtue [400 – Discount with Student] - Why should you care about things like 'the plot' or Synapse in the first place, huh? You don't need answer. You just need to enjoy life and kick back. Not only does your enjoyment of everyday, mundane activities remain intact, but you'll find so long as you vehemently avoid any circumstances that scream 'danger' or 'adventure', things tend to resolve themselves (or at least remain in a static status quo) without your involvement so long as SOMEONE who can possibly take care of it exists in the first place. Maybe a competent companion, if you're that lazy. That said, this won't prevent things of an apocalyptic or inevitable nature or someone specifically

gunning after you...you might be able to delay that, but eventually, the bill comes due...I hope you aren't caught off-guard by it.

With Friends Like These…[400 – Discount with Student] - It's natural you're going to meet all kinds of weird, downright creepy or even terrifying individuals on your travels. Or just High School. But despite this, you seem to have a knack for socializing and getting along with people who would normally ruin your day or immediately stab you to death for no reason. You are able to speak to normally-eccentric or dangerous beings on neutral terms just by being endearing and talking to them for a while. This perk lacks the ability to actually convince them to be your friend or do anything for you, but you will at least have a chance in most cases. Someone who's actively out for your blood in particular or someone who lacks the ability to understand you in the first place is immune to this perk. Use your common sense.

A New World Awaits! [600 – Discount with Student] - It doesn't matter how well-hidden someone or something is, you WILL find it! You gain incredible investigative abilities, to the point where you can pinpoint temporal changes and who was responsible for it if you're given enough time to investigate. You can find a lead on anyone or anything you're looking for, no matter how obscure the subject or how well-hidden it is. This does not allow you to locate anything that is impossible, nonexistent, or abstract, but you are guaranteed to at least find a lead on everything else.

What Is Love? [600 - Discount with Student] - Human emotion is something that both the residents of Synapse and Angelroids fail to grasp, initially. But even the most unlikely of meetings and pairs can create a romance for the ages, and love can be granted to those who lacked it. Your presence can allow beings, even those normally incapable of emotion, to discover the capacity for things like love, friendship, happiness...or even more negative emotions like anger, sorrow, and regret. So long as they are capable of thought, you can gradually teach them emotion with time and care, and perhaps inspire a particular emotion of your choice over time. Star-crossed lovers and unlikely friendships, as well as newfound rivalries and sworn foes...your soul shines like a crystal, and is reflected in the light of others.

Synapse Resident + Angelroid:

What Beautiful Wings [Free and Restricted to Synapse Resident or Angelroid] – You gain a pair of functioning, feather-clad wings on your back that allow you to fly at your running speed. If you already have wings, these replace them for the remainder of the jump, and you may switch between them at any time after the jump. These wings may be concealed or hidden at any time, becoming invisible to the naked eye. The wings can be damaged or even forcefully removed, but will heal after a week's time.

Pearly Gates [Free and Restricted to Synapse Resident or Angelroid] – You have an instinctive knowledge of where the gates between Earth and Synapse are all located, and can open or travel through them at will. Beware, for Synapse is guarded, and intruders such as Angelroids without Masters or human 'guests' will not be tolerated.

Synapse Resident:

Hands of Icarus [100 – Free with Synapse Resident] – You have an understanding of how to use the advanced technology of Synapse. While you're not sure of the 'how' or 'why' the device operates, you can operate any Synapse-made machinery with ease. Past this jump, you know how to use (though not how to make) any basic technological devices (point-and-click devices, guns, switches, etc.) you would otherwise require training or re-education for, no matter how alien or new it is to you.

My Creations, My Children [100 - Free with Synapse Resident] - The Angelroids and other constructs you make are not mere drones or robots - they are, each and every one, your own child. Whether or not you consider that true or care for them at all, your creations with any degree of intelligence or sentience will look to you as a mentor or parental figure, or just a dear friend when you first activate them. Regardless of its nature, they will enter this world with a degree of loyalty towards you, their creator. You know how to maintain this through care or the right mix of discipline and caretaking. This, incidentally, makes you pretty good at actual parenting as well.

The Labors of Heaven [200 – Discount with Synapse Resident] – When you can have anything you want, what is there to strive towards? You find it easier to detach yourself from worldly desires, and anyone who tries to tempt you with such will find it increasingly difficult to do so. This isn't willpower, however. It is apathy. Thus, if someone offers you something new or something you cannot otherwise obtain, this perk fails to work.

Dreamscape [200 – Discount with Synapse Resident] – The ability to enter dreams and even manipulate them is a prized marvel of Synapse's science. While they can't directly manipulate dreams without a Dream Dive module from an Angelroid or some tinkering with a Dive Game, the Synapse Resident has mastered the ability to lucid dream. What's more, their brain will still function at full capacity while sleeping, letting them think and ponder with crystal-clear thoughts even when taking a nap. No hour is wasted in Heaven, so you can be bored of eternity even in your sleep. This also creates a resistance to any mental manipulation done to your subconscious, as a bonus.

The Stairway to Heaven [400 – Discount with Synapse Resident] – It's not enough to be able to use Synapse's technology, you need to be able to understand it as well. Angelroids might be the most convenient way to make use of it, but maybe you have some better ideas? You can now construct the various modules that Angelroids use independently, from weapons to scanners, so long as you can give them an alternate power source. You also gain full understanding of the portals between Earth and Synapse, and how to construct your own with the right time and materials. These Gates create permanent portals connecting between two locations you can access normally, so long as the Gate itself isn't damaged by the environment (dimensionally-distorted places, black holes, and stars are all invalid). The Gate can be triggered by a single phrase, item, or gesture of the creator's choosing when they are both complete.

Avatar [400 - Discount with Synapse Resident] – Though the beings within Synapse are detached from Earth, they find themselves continually intrigued and drawn towards humanity as both playthings and amusements. You gain the ability to project your consciousness into a human body, identical to your bodymod self or a close approximation of what you would look like as a 'normal' human. Your main body is inactive and unconscious while this perk is active, and thus vulnerable. You also have no access to any supernatural or inhuman abilities while in this body, being limited to personal knowledge and training. However, this lets you easily blend in and interact with others without fear of accidentally revealing your otherworldly nature. If your Avatar 'dies', you immediately wake up within your main body, and cannot project again until the body is replaced one month later either within Synapse(as a

Synapse Resident) or in your warehouse (any other background, post-jump). Past this Jump, you will gain a single Avatar body appropriate for the setting to replace the old one. You can only ever have one Avatar active or project yourself into a single one at a time. Your benefactor also recommends you don't think too hard about the fact you are essentially jumping while jumping.

Tools of Daedalus [600 – Discount with Synapse Resident] – To serve them, whether as soldiers or housekeepers, the people of Synapse created Angelroids and other technological wonders. You now gain an understanding of how to build, program, and manufacture First Generation Angelroids of your own. While they will start out purely as mindless constructs, you will eventually be able to construct your own with emotional capacity and intelligence...or perhaps raw destructive power. You also gain an understanding of artificial intelligence, and how to ensure it matures in a way that the fruits of such labor will love their creators instead of hating them. With time and study, perhaps even the secrets of the self-evolutionary program, Pandora, and Second-Generation Angelroids will be within your ability to recreate...

Under My Rule [600 - Discount with Synapse Resident] - The true secret of Rule is to start the world anew, to build all of Earth up from scratch a second time as though it were a computer being rebooted. To the technology of Synapse, Earth is merely an ant farm of data, one they can manipulate with terrifying ease. While the absolute control of Rule isn't something so easily emulated, you've taken this principle to heart with one mission statement: reality is a program. You can now make technology that can directly manipulate thoughts and dreams, hacking into the mind like a computer. With time and careful study, you may even learn how to manipulate time through manipulation of its flow, stopping or slowing it around you, or even space, warping distance and dimension to facilitate teleportation or transportation. It may take you years to reach the level of Synapse on your own, and until you gain the Spark, absolute control of the world and all things within it akin to Rule is not something this perk alone will grant you...but the principles applied let you change the dream of data around you in small, potent ways. Use this wisely.

Angelroids:

Angelroid Body [Restricted and Mandatory for Angelroids]
Angelroids are bio-mechanical in nature. They sweat, bleed, and cry like a human being normally would but are otherwise made of mechanical parts. They have an independent energy core that recharges over time, but can become exhausted with continual use. They also have easily-identifiable pair of metal 'fins' on their heads that give away their nature. Angelroids do not require and indeed are completely unable to sleep or dream, making them ideal sentries. They will still need idle 'rest' periods to restore energy, however.

First Generation Angelroid [Free and Restricted to Angelroid, must pick this or Second Generation]
You are part of the original assembly line of Angelroids. You have been designed to excel within one particular field as your purpose, in return for sacrificing your ability in one other. This is no joke – the canon example of an Angelroid with intelligence as a tertiary ability was too dumb to know how to properly acquire food within a country village, and spent most of her time eating live animals nearby. Choose one specialty, and one deficiency from the following:

[Combat]
Specialty: You are designed for combat, whether acting to protect your Master or to kill their enemies. You gain strength, agility, reflexes, and toughness above and beyond the human peak. You can lift a small car, run at 40 miles per hour with the reflexes to match and survive being hit by a car at full speed with just a few bruises.

Deficient: You can barely manage any violence as an Angelroid. All your combat abilities have been dulled to near uselessness, and any combat experience you had processes much more slowly than it did before. Try not to get into any fights.

[Processing]
Specialty: You are designed for intelligence-gathering and study, whether as a hacker or a scholar. You gain eidetic memory and your brain processes at a much faster speed, able to out-think and out-plan all but the most cunning beings in the world. Should you choose to learn any form of computer hacking or programming, you will learn it more easily and quickly than before.

Deficient: You are pants-on-head stupid. You don't even understand how to forage for food on your own and continually forget what is and isn't a solid object. You're just barely smart enough to realize when something will definitely kill you, but even then, that's not much. Any intelligence or memory perks are disabled during your time as an Angelroid

[Emotions]
Specialty: You have a very strong empathy for other living beings, whether you were made to be a companion to your Master or a caretaker for someone else, you know how to read someone's wants and needs with nothing but a glance. You know how to ease others and turn hostile situations into pleasant tea parties, and you're generally very hard to dislike in a social environment.

Deficient: You are a complete and utter bore. You usually look like you're staring off into space and have no idea how to grasp even the most basic of social cues. While some may find it endearing, you have all the charisma of a piece of rock. All charisma and social perks fail to work during your time as an Angelroid.

Form and Function [100 - Free for Angelroid] - Angelroids are made to look appealing to both their Masters and the general aesthetics of Synapse, as well as still being practical for their designated purpose. You will quickly adjust to any changes to your body or appearance without difficult, and you're quite the looker as well...you can make more than a few heads turn, back on Earth.

For Their Sake [200 - Discount for Angelroid] - An Angelroid's existence is for the sake of someone else, whether as an automaton or a companion. That means you need to be attuned to the wants and needs of both your patron and those you care about. You have a very good sense for this, able to read the mood and feelings of those important to you, along with how to emotionally provide fulfillment to them as a companion. Whether a close friend, a lover, or indeed a loyal servant, you know how to nurture the hearts and minds of those you care about, whether with a helping hand or with a smile. Incidentally, this comes with very good domestic abilities - cooking, housekeeping, and so forth.

For My Love [400 - Discount for Angelroid] - Your Master, or just those that you value, must be protected at all costs. Even if you don't have a particular scanner or sensor for it, you can sense when someone you care about is in danger, and a vague idea of just how pressing said danger is...a small

tickle for if they fell and hurt themselves, a sinking feeling of dread if someone stands a good chance of murdering them. If you follow this instinct, you will know the shortest route to reaching them, if it is within your ability to in the first place.

Hear My Heart [600 - Discount for Angelroid] - It doesn't matter what you are or what you become, you will never forget the feelings in your heart. Your emotions remain bright and vibrant no matter what form or mentality you take, and cannot be manipulated or removed by outside forces, nor changed against your will. In addition, when acting on your emotions - showing affection to those you care about, or succumbing to rage against a sworn foe - you will find your competence in doing so greatly increases, letting you become a terrifying opponent even against a superior foe who invoked your wrath...or the person your loved ones need the most with a bright and wonderful smile.

Upgrades:

All the following options are Angelroid-only.

Imprinting System [Free and Mandatory for Angelroids]
Angelroids are designed to be servants. Whether or not they adapt or evolve from this function has yet to be seen, for they're programmed with a pathological need to serve a Master. All Angelroids have chain-bound collars that mark who their 'Master' is, who acts as either a handler or a slave-driver for the Angelroid in question. The Angelroid will be programmed to serve their Master faithfully and it would take a great amount of willpower to disobey, or enough hate for an abusive Master to break free. Should the Master die or voluntarily break the link, the Angelroid is free of the imprinting. They can also free themselves by breaking their chain by hand, though this takes both great physical and mental strength to pull off.

Broken Chain [Free]
Of course, it's no fun for a Jumper if you have to discard your free will, even temporarily, for power. Instead of being a glorified slave or servant to some squishy meatbag, you start free of any Imprinting and enough willpower to overcome your programmed need for some sort of Master. While you will still suffer from some anxiety and doubt from not having anyone tell you what to do, thanks to your programming and implanted memories, you will overcome this in time. Any willpower perks greatly reduce the time it takes for you to get over this. This perk is incompatible with 'Chainbound'.

Second Generation Angelroid [400]
Maybe that's not enough for you. Maybe you don't want to sacrifice a part of yourself for power, however temporary it is for a Jumper. If so, you can instead opt to be a prototype Second Generation Angelroid. You gain all the benefits of all three specialties with none of the drawbacks, including discounts. There are downsides, however. Second Generation models are rare, and taking this perk makes you the first. You cannot take 'Favor of Heaven' and automatically gain the 'The Jumper in Synapse' drawback for no points, to represent your rarity and that Synapse will want to reclaim you the second you leave it, whether as a whole or in pieces. In addition, your overclocked processes make it VERY easy for you to go violent and increasingly mad, and you will wrestle with insanity each day without some sort of emotional anchor.

The following options all cost Angel Points, which an Angelroid starts with +1000 to spend freely. Any upgrades in the category chosen as your specialty receives a 50% discount. Upgrades in your deficiency cannot be chosen at all. Second-Generation Angelroids can pick freely from any tree and gain a discount as though all were favored. All operate on soft caps – they can reach their canon levels of power, but only after time and upgrades. Either version of Pandora will streamline or speed up the process, respectively, but are not needed. You may acquire 100 more AP for 100 CP each, though this can only be done if you (or the companion purchasing here) are an Angelroid in the first place.

Combat:

Chimera – [200AP]

Being able to fly at running speed might be nice, but what if you need to be somewhere just a little faster? The Angelroid's base flying speed becomes 200 mph, with a soft cap of Mach 5, and gain computer-calculated reflexes to match. This can be upgraded and increased, as with other Upgrades, over time.

Battle Power – [200AP]

Sometimes, ranged weaponry just isn't strong enough. Sometimes you just need to get the job done with your own two hands. The Angelroid becomes a master of using a single melee weapon or unarmed style in combat, and gain the skill and reflexes necessary to become a monster to fight in close quarters. An Angelroid with this perk can outfight the most skilled humans in melee, and even many common combat Angelroids not similarly specialized.

Aegis – [400AP]

While an Angelroid is durable compared to an ordinary human, this pales in comparison to the weaponry they are expected to face. This feature allows the Angelroid to summon a hex-shaped energy sphere around themselves, which acts as a protective barrier against incredibly powerful attacks. It can survive hits from modern air-to-air missiles, and can improve in durability with time, practice, and upgrades, until only the most destructive blows can even dent it. The Angelroid is immobile while it is active, however.

Artemis – [400AP]

Using their wings as a focus, the Angelroid can launch multiple projectiles in the form of either missiles or precision lasers. Each individual attack is strong enough to bring down an ordinary human, and will eventually grow strong enough to destroy modern vehicles with a singular attack. The Angelroid can initially launch 20 projectiles at a time, but this number may eventually triple or more with time and upgrades.

Apollon – [600AP]

The Angelroid can summon a bow made of energy, and launch powerful bolts made of the same material as the weapon. At its initial strength, a single hit from Apollon can bring down a modern day tank, and may eventually grow strong enough to destroy several city blocks. Eventually, multiple

arrows can be fired in a volley, and its destructive power will increase considerably with time and upgrades.

Processing:

Radar – [200AP]

If you need it found, you know where to look. You gain a radar with a range of a small city, and can easily locate living beings or anything mechanical within range of the radar and receive a general idea of where to find anyone or anything specific. Anything that jams radar or is actively shielding itself from your sensors will be more difficult or even impossible to find. This Radar can eventually be upgraded to exactly pinpoint any target you have met at least once before, along with being able to overcome even the most powerful jamming.

Medusa – [200AP]

One of the best ways to collect intelligence is to not be seen while you're doing so. The Angelroid becomes capable of becoming completely invisible to the naked eye. With time and upgrades, this can eventually be used to trick even advanced sensors such as thermal or energy detectors. This invisibility is dispelled immediately upon using any sort of combat ability or perk. This field can be spread to nearby allies as well, letting them 'share' your stealth field as long as yours remains active, so long as they remain close to the Angelroid using Medusa.

Hacking Field – [400AP]

The Angelroid gains the ability to access and manipulate technology around themselves by the range of a city block, not even needing an interface to do so. In addition, they gain the knowledge necessary to hack into and manipulate almost any device they can interface with. This excludes 'alien' technologies the Jumper would not normally know how to use, or anything that lacks an interface entirely. With time and practice, the range of this field can be increased fourfold and can even be used to 'hack' the minds of other human beings as if using a form of mind control, though strong willpower can overcome this. This ability is possible but difficult to use against other Angelroids or sapient technological beings. This Field can also be utilized in a supporting role, increasing the performance of technological weapons and items being used by allies, though this requires concentration and constant effort on the Angelroid's part to remain in use.

Aphrodite – [400AP]

Of course, as advanced as Angelroids are, they are vulnerable to hacking and manipulation like any other technological device. This creates a passive anti-hacking field around the Angelroid that disables any attempts to use technology to alter the mind of the user, though it has no effect on mundane manipulation or supernatural abilities that do the same. The user may choose to allow a particular effect to work on them, and it does not cancel out their own Hacking Field if they have one.

Kayros – [600AP]

A powerful feature designed for either battlefield control or just moving a really heavy object, the Angelroid can distort a pocket of space about twice their size and freely move anything within the space to any location outside of the pocket that the Angelroid can see. With time and upgrades, the size of this pocket can be increased, and can even accelerate or decelerate time slightly within the pocket (a maximum of twice as fast when acceleration, or half when decelerating time). This requires intense concentration and is a considerable drain on the Angelroid's energy reserves, and its range is at a soft cap of the size of a small house.

Emotions:

Hands of the Forge – [200AP]

Angelroid technology is difficult to understand and even more of a nightmare to maintain. The people of Synapse would prefer they took care of their own and made maintenance a simple matter. The Angelroid gains all the benefits of 'Hands of Icarus', in addition to gaining the ability to maintain and upgrade all Synapse tech, including themselves and other Angelroids. While they won't know how to make more, they will be able to repair and improve it so long as they don't work from the ground up.

Dream Dive – [200AP]

An Angelroid must be ready to serve at all times, even when their human Masters require sleep. The Angelroid has the ability to enter the dreams of anyone who is currently asleep, and are able to mildly manipulate them in a manner of their choosing. This can be used to give someone a pleasant dream or a total nightmare. While the Angelroid cannot kill or physically harm the subject this way, they can with time and practice manipulate the subconscious of the victim, making them act differently the following day they awaken.

Flames of Chaos – [400AP]

This feature may seem better-suited to the Combat tree, but its power source creates intrigue within this line of thinking. The Angelroid is able to generate and manipulate black flames from their body, using it as a projectile. The temperature and force of the flames is strong enough to melt through 500m of reinforced steel almost instantly. Comes with a free nun outfit.

Eye of the Beholder – [400AP]

Whether to look more appealing or to entertain guests, it's good to have some sort of visual spectacle in mind for the day. You can create visual and auditory illusions that affect all who see you, changing your appearance or the appearance of your immediate surroundings. This can be upgraded and improved to affect the other three senses, and increase the range to the size of a small house.

Advanced Medical System – [600AP]

It's a sad inevitability that both Angelroids and their Masters run risk of injury, whether stubbing their toes or having entire limbs sliced off by the local maniac. Should such an event occur, The Angelroid is prepared. They use their energy reserves to create a miniaturized surgery and medical station around their body, and gain complete understanding of the biology of the subject they are treating for medical purposes. They can repair or operate on any living being so long as it is at least partially

biological, working quickly enough to save even the most damaged of subjects from death. This is not potent enough to revive the dead if they are disintegrated or otherwise impossible to save, but with time and upgrades, this station can be used to quickly restore lost limbs and vital organs before death truly takes them.

Uncategorized Angelroid Upgrades:

Razor Wings [200AP – Discount for Second Generation Angelroids]

Instead of the feathery, almost ethereal wings that Angelroids normally receive, you instead receive extremely sharp protrusions that function in the same way. These can be used to provide solid cover or defense for the Angelroid, or to impale any hapless targets in melee. The material of the wings is strong and dense enough to cut through a layer of metal, and can be made twice the size of the Angelroid themselves. With time, the wings can be made even stronger for both defensive and offensive purposes, tearing into modern tanks and withstanding direct explosions. Just like the old set, these wings can be hidden and summoned again at will, and repair any damage over time.

The Pandora System – See below
The Magnum Opus of Synapse technology, the self-evolution program has had two different iterations demonstrated within canon, both of which are available below. **Note: These two versions are mutually incompatible with each other. You install one or the other on a single Angelroid.**

Pandora V1 [800AP – Discount for First-Generation Angelroid]

The original version of the self-evolution program, this black box program doesn't seem to do very much compared to its more active counterpart. The Angelroid will find themselves easily adapting to new upgrades or technology without fear of their bodies rejecting it on a biological level, though it can't satisfy any power requirements or understanding the Angelroid otherwise lacks. It also allows for almost seamless synergy and integration with different technologies within their body, adapting them to work together. Aside from this ease-of-installation, Pandora V1 does nothing aside from maintaining any firmware their installed technology runs on…

Unless the Angelroid finds themselves backed into a corner. Not any simple setback or defeat, but their companions or Master are dead or in certain danger, all other options and abilities have failed, and they have pushed their minds and bodies to the absolute limit. Heeding the need to evolve or die, the Pandora System will activate and transform the Angelroid into an upgraded form. All technology (mainly weapons) will rapidly ascend in power, possibly reaching the levels of Ikaros at her prime or beyond, while all technological items outside of this that are installed in the Angelroid's body will double in power output and efficiency. This almost apocalyptic power is enough to turn the tide of even the most dire situations. While this form is draining and cannot be sustained indefinitely without an indefinite power source, it can be accessed any time after being obtained.

Pandora V2 [800AP – Discount for Second-Generation Angelroid]

The much less passive and much more efficient version of Pandora, at least if you asked its creator Minos. While this doesn't provide one-time huge power boost of its older model, this Pandora has a much more sinister function. The Angelroid can consume biomass in either food or living beings to repair their own form in addition to slowly upgrading their Angelroid perks. This includes technology installed within said biomass, or just pure technological devices on their own. While it can't add any new features to other existing technological perks, it can improve them and make them more efficient with time and technology consumed (a scanner can't gain a thermal setting if it lacked one already, but its range will increase and the time it takes to find things will decrease, etc.). What's more, technology that the Angelroid consumes can add new features identical to what the previous technology did – eating a laser weapon will enable the Angelroid to use a laser identical to what the weapon provided.

This has limits, however. While Pandora can let the Angelroid copy consumed technology, it does not automatically satisfy any power requirements and will tap into the Angelroid's core directly to use it instead of any outside source. Word of advice: Don't use any energy field bigger than your head. Also, eating living beings does not let the Angelroid copy their biological or supernatural functions, and beings lacking ANY technology installed within them provide the bare minimum of energy and upgrades when consumed.

Enough effort and consumption (perhaps within ten years if the Angelroid doesn't care about what or who they consume) will eventually result in Angelroid upgrades to match or surpass matching their known canon levels of power, but this will take a lot of time and lives...how much and how many are you willing to consume for power, Jumper?

Gear:

School Uniform [100 – Free with Student/Drop-In] – An ordinary school uniform for students in the area.

Hang glider [100 – Free with Student] – It's a perfectly ordinary hang glider. Has a loose screw, so be sure to fix it before using it.

A Briefcase Full of Guns [200 – Discount with Student] – You receive a briefcase containing either a normal submachine gun and five magazines of ammo for it, or two ordinary pistols with four magazines of ammo. Ammo for these guns will resupply itself in your Warehouse one week after you use it all.

Firetruck [400 – Discount with Student] You gain a fully functional red firetruck, complete with hose. Should it be damaged or destroyed, it will reappear in your Warehouse in the following week. Good for crashing into houses. Or, you know, fires.

Rule Breaker [600 – Discount with Student/Drop-Ins] – A strange, fist-sized fragment of stone. This is a piece of 'Rule', the reality-altering heart of the world that can change space and time. This lacks that ability, but is durable and has a special function the Jumper can use: once, and only once, this stone can be used to resurrect someone who has died so long as 24 hours haven't passed since the event. Even if the body was reduced to atoms or nothing, this can be done. The stone disappears from existence immediately afterward and will not be available again until the next jump. Try as the Jumper might, they cannot replicate this item or restore its previous power, only able to use the function described.

Angelroid Outfit [100 – Free with Angelroids] – You gain a single outfit designed for a specialized Angelroid. Combat Angelroids receive astoundingly impractical armor, while Processing or Emotion based Angelroids acquire a similarly impractical outfit. This serves no other purpose other than either aesthetics or eye candy. Alternatively, this provides five sets of a cosplay outfit of the Jumper's choosing.

Infinite Supply of Watermelon [100 – Free with Angelroids] – You gain exactly fifty ripe watermelons. You will gain a fresh supply of them in your warehouse one week after they run out or become overripe.

Transport Card [200 – Discount with Angelroid] – It is a glowing card that can summon any mundane item in existence up to twice the mass of the user. Synapse manufactures objects to be used with the card on command, so this can be used to gain any matching item of the user's choosing that matches this criteria. Attempting to gain Synapse technology with this or consistently abuse its ability will result in the Card deactivating and becoming useless. Post-Jump, this can be used to summon objects from your Cosmic Warehouse instead.

Chrysaor [400 – Discount with Angelroid] – A glowing energy sword that can be activated and deactivated at will. It can cut through steel and mundane armor with ease, but its true strength comes from its ability to disrupt and slice through barriers made of energy much more easily. This includes force fields and kinetic barriers (though not barriers based on magical or supernatural origins). This drains from the personal energy reserves of the user, and is especially draining for non-Angelroids.

Aegis L [600 – Discount with Angelroid] – A small buckler that generates a more focused, powerful version of the Aegis perk that can block any attack short of a city-destroying bomb or an orbital strike. It can even block direct hits from Apollon. There is a cost to this powerful defense, however. When activated, this barrier drains directly from the energy of the user, and is draining even for Angelroids.

Non-Angelroids without a plentiful energy supply can maintain the barrier for about 30 seconds at a time before becoming winded or even fainting, and Angelroids can maintain the barrier for two minutes at a time before going into the red in terms of energy. With time and improvement, the Aegis L can be maintained for much longer, but is best used to quickly block single, powerful attacks. The barrier also only manifests in front of the user and about the height and width of a normal humanoid, so it can only defend against direct attacks.

Stopwatch [100 – Free for Synapse Residents]

This is a stopwatch that when adjusted, changes the biological age of a willing subject by twelve years, making them older or younger. This cannot be used to make someone biologically younger than 14 or older than 60. If used on long-lived or biologically unusual creatures, the watch 'approximates' the change based on human years. This will not have any real effect on beings that have a lifespan in the thousands, however.

Dive Game [100 – Free for Synapse Residents]

This bizarre-looking radio can open individual gateways into the dreams and memories of specific people. Unlike the Angelroid Dream Dive, those who enter the dream have no control over what they see or what the dream will consist of, leaving them at the mercy of the subject's subconscious mind. Although anyone can physically enter this gate, everything within is subject to 'dream logic'. Thus, abilities may not work properly or at all, and any items used within it risk disappearing from existence. What's more, any object or person taken out of the dream that originated from it will immediately vanish from existence after being removed from it. Still, this is a useful tool for searching memories or a subject's subconscious, or figuring out astoundingly embarrassing secrets from unwitting subjects. Word of advice: Do not attempt to Dive individuals with strong willpower or psionics…

(Used) Money Calculator Generator [200 – Discount for Synapse Residents]

This looks like a calculator that fell out of a children's TV show, but when an amount is typed into it, it generates that much money of the local currency in solid cash. However, this version has seen better days and can only generate the local equivalent of 4,000 US dollars total per month. Still, could come in handy if you forget to find a source of income, right? If the economy is based on trade instead of a form of currency, the calculator instead gets confused and does nothing. Post-chain, the Calculator loses its limitations and can generate as much cash as the user desires.

Poseidon [400 – Discount for Synapse Residents/Drop-Ins]

A powerful trident that generates an energy field, enabling the weapon to easily cut through armor while the energy around it tears into everything that isn't the user. This lacks the tank-piercing of Apollon and the barrier-shredding of Chrysaor, but is easier to wield and doesn't require a direct energy source. The trident can be utilized for about an hour at a time before losing power, and will recharge four hours later.

Incubation Pod [600 – Discount for Synapse Residents]

As Angelroids are bio-mechanical by nature, they can be grown and made...or perhaps even change a previously-ordinary human being into one. This is a human-sized capsule with room for one, with a control panel attached to it. Anyone who voluntarily enters the pod and has the panel activated by a second party will be steadily converted into an Angelroid. The subject is unconscious and unaware of the process once it has begun, only waking if released prematurely or when the process is complete. If the volunteer is an ordinary human, this process takes a month to complete. A Synapse Resident will complete the change within an hour. When they emerge, they will have wings and the Imprinting System installed, along with a single Angelroid perk with a base price below 400 of the creator's choosing. Any other upgrades will have to be built and installed by either the creator or the newly-created Angelroid themselves, and they will find any technology they can build is easily adaptable to Synapse technology. With the Tools of Daedalus perk, this Pod can be used to create Angelroids from scratch under the same conditions. Angelroids created using this Pod will not count as Companions, unless they were already Companions before being converted.

Companions:

New World Club [Free/200] - Have some friends? Want some new ones? You may create or import up to eight companions in the Student background for free, though they won't gain any points to spend and will only receive freebies. Naturally, these companions don't receive any companions of their own. Should you need a bit more, you may spend 200 points to give them 400 CP of their own to spend freely, except on more companions.

A Gear of Heaven [200/400 – Discount with Angelroid] - Whether as your creator, your Master, or just someone curious about you, you have caught the attention of a Synapse Resident. For 200 points, you import or create a new Synapse Resident who observes you on Earth using a single Avatar of the Jumper's design. They will have all Synapse Resident freebies and 400cp to spend. While they will be apathetic and desensitized to earthly possessions and pleasures, they will be absolutely loyal and quick to adapt to any technology you hand them. They will be slightly racist towards 'downers', however, so don't expect them to start off friendly to any human or unmodified companions...this might even include you, in a condescending 'father/mother knows best' sort of way if you're still recognizable as a human. For 400 points, you can import or create up to 8 companions with the same background and point value.

On Angel's Wings [200 each, First Purchase Free for non-Angelroids] Maybe you decided to be their Master. Maybe you decided to help them develop a will of their own. Maybe you just needed an extra source of firepower or a pair of hands. Whatever the reason, you gain an Angelroid companion. This will be a First-Generation Angelroid with the relevant background for free, with 400cp to spend on perks and 800AP to spend on upgrades. You can gain an additional Angelroid under the same circumstances for another 200 points. All companions created or imported this way gain the 'Broken Chain' perk and enough independence to act on their own for free unless the Jumper decides otherwise.

Heart Bell [100/200] - Of course, if you'd prefer, you can instead take a canon human companion or Angelroid along with you. Ordinary students only cost 100, while canon Angelroids and Synapse residents such as Daedalus and Minos will cost 200 points. This will guarantee you will first meet them on favorable terms, and should you manage to convince them, they will become your companions from that point forward.

Drawbacks:
[Limit of +800cp from drawbacks. Uranus Queen does not count towards this cap.]

Welcome To The New World Club! [+0-+100] – Early into your jump, you (or your Avatar) will be invited by Sugata to join the New World Discovery Club. This will put you in close proximity to the plot and put you in a prime position to change events for the better or worse. On the other hand, you'll also have to deal with all the idiotic nonsense of Tomoki and the very violent Mikako. Enjoy being part of the plot. For +100 points, you must also keep all human members of the club alive during your stay: If Tomoki, Sugata, or Mikako die at any point, your chain is a failure and you'll be sent home. Sohara is a special case due to being an Avatar and will not count, but Daedalus dying will trigger the same failure condition.

A Flock of Seagulls [+0-+100] – Wait, no, those aren't seagulls at all. For some reason, a literal flock of women's underwear will fly in the background from time to time. If the Jumper opts to gain +100cp, this will confuse and baffle them each time they see it, and will stop whatever they're doing to stare in disbelief or disgust. Nobody will seem to know or acknowledge why, though. If the Jumper chooses, the 'flock' may also appear in future jumps until they dismiss the drawback entirely.

Glitch [+100] – For some reason, you don't seem to correctly register in Synapse's data. This means strange things will happen to you from time to time. You'll fall through the floor and end up in someone's bathroom, you will involuntarily phase through walls, or 'stutter' when speaking like a broken record for a few seconds. This will never outright kill or disable the Jumper, but it is annoying and very inconvenient. Nobody except another Synapse Resident or Angelroid will ever acknowledge this happening, to boot.

Anon's Lost Property [+100] – You have been cursed. All of your belongings, whether bought with points or acquired through other means, will randomly be misplaced or be unavailable at some of the worst times possible. While you will never forget something as important as your main weapon or a particular keepsake, you will ALWAYS misplace something when you need it at least once. And if you have keys, they will always be the first to go. Anything you lose track of will never be damaged, stolen or lost forever, but expect that to be a small comfort as you somehow misplace your own flagship or every pair of pants you own right before an important day. Even perks and abilities that would help you immediately track down lost items or prevent this in the first place will fail to work properly. Looks like you'll have to roll with the punches.

Mood Whiplash [+100] – What the hell just happened?! You were just having a picnic with your companions one second, the next you're in a fight to the death against an Angelroid and one of your friends are bleeding out on the floor! Or maybe you were in a tense confrontation and suddenly someone runs face-first into you in a comical fashion? Either way, you'll find things will sudden escalate and deescalate in tone, over and over, in a very sudden fashion you won't see coming. This won't guarantee you'll be hurt or killed, but an ordinary day of life can turn dangerous in the blink of an eye. Naturally, this will synergize with other drawbacks...

Down with Downers! [+200] – Your ego has become astoundingly insufferable. Whether believing yourself above and beyond ordinary humans or believing you're the exception to everyone else's 'incompetence', you believe everyone around you is inferior or in need of your superior guidance. While you might not be WRONG, you won't be making very many friends during your time here.

Maniacal Laughter [+200] – Mikako has decided she hates you. Yes, you. It might not even be for a good reason, but she will go out of her way to torment you and your companions without actually killing anyone. You will find non-purchased items missing, contests or the law stacked against you, and she will do almost anything to make your life miserable. What's worse, no matter how powerful or diligent you are, she will somehow always evade the consequences of her actions and nobody will lift a finger to stop her. Strangely, this drawback is completely compatible with her Companion option, where she'll get over whatever petty issue she had post-jump.

Sakurai Why [+200] – Regardless of how close or far you are to the plot, the perverted Sakurai family has somehow taken notice of you and decided you're worth peeping on. You will be under constant sexual harassment from Tomoki if female, or his mother Tomoyo Sakurai if male. Your clothing will be raided, your privacy violated, and other annoying antics for the entirety of your stay here. Attempting to kill or disable them will result in them only taking slapstick damage that does nothing to stop the problem, and the nonsense will resume the following week.

Ow, My Head! [+200] – The landing in this jump was a little more rough than you expected. If a Drop-In, something landed on your head a little too hard. You have completely forgotten any knowledge you had of this setting, or even being a jumper. You will have to relearn your pre-jump abilities step by step. If you chose a non Drop-In a background, you will be convinced the memories you have are those of your 'real' life until the jump's end. If you chose Drop-In, you instead have 'classic' amnesia and will have minor deja vu upon discovering your abilities or anything that would remind you of pre-jump events. Your memories will never completely recover until at least six years into the jump.

A Clockwork Jumper [+0/+200] – Something has gone horribly, horribly wrong. You distinctly remember dying seconds before your jump actually began. If you are a Drop-In, something landed on you WAY too hard, somehow bypassing your normal defenses. You wake up, alive, the next day...but nobody remembers you. Not your old companions, who are now living 'normal' lives in Sorami, not your Background friends and family...nobody. They will not respond to you or remember you until the jump is over, and all evidence to your prior existence will either vanish or be obscured, as though you never existed. The only help you will have are the companions you bought with points for this jump. And even then, you're a new face now, a total stranger to your own friends and family...what's worse, they all seem so *happy* now…

Consider your non-jump companions useless and unresponsive until the jump is over. If you do not have any pre-jump companions, you gain no points for taking this drawback.

The Jumper In Synapse [+300] – Minos has noticed you and deemed you a person of interest. This is a bad thing, as Minos is both sadistic and petty, and has almost complete control of Synapse. As a Synapse Resident, he will constantly monitor you and abuse any of your creations he gets his hands on. As anyone else, he will constantly send Angelroids of his own design to capture or kill you. These Angelroids may start fairly easy for you to dispatch if you are powerful, but they will escalate in competence and difficulty with each encounter. How proactive Minos will be is directly proportionate to how powerful and dangerous an adversary you are. The perverted and docile Tomoki only had to deal with threats every odd month, while a Jumper is bound to get much more attention. Still, it's not so bad...

Jumper MELAN [+300] [Requires ‘The Jumper in Synapse’] – OKAY, NEVERMIND. About a year into your stay, Minos or his immediate successor will create Angelroids that possess copies of your abilities, tactics, and even companions all for the sole purpose of killing you. While they won’t be able to perfectly copy ALL of your abilities, they possess technological emulations of them or counters to each one you use. They know all your strengths and weaknesses, and will tirelessly work to hunt you down. What’s more? There’s hundreds of them. And they do NOT suffer in effectiveness for it, either. This drawback can end early if you destroy all copies or halt the assembly line in Synapse creating them, but you will be guaranteed at least one brutal encounter with this legion of copies and it won’t be avoidable or easy to overcome. If the Jumper has no Angelroid or has no perks that would bring them in line with such (superpowers, magic, superscience etc.), they instead deal with the canon Ikaros Melan units programmed with tactics and knowledge that Jumper Melan copies would have.

What Is Love? [+300] – Chaos has become fascinated with you, and is in some way convinced that she loves you. Unfortunately, Chaos’ idea of ‘love’ consists entirely of physical pain and torment. She will attempt to injure, maim, and eventually kill you to demonstrate this, and will hunt you down to the ends of the Earth to show it to you. To make matters worse, she adapts to your abilities and tactics after each battle, and even killing her will only be temporary. The only way to survive this madness is to either evade her, or try and convince her to look at love differently. Of course, this will only happen after many gruesome battles and encounters, so you best be prepared for the consequences. Chaos loses this immortality if she becomes a Companion.

The Uranus Queen [+600 – Cannot be taken with Heart Bell] – Welp. Ikaros doesn’t fall from Synapse like she does in canon. What’s more, Minos immediately declares your very existence a sin, and mobilizes all of Synapse to take you down. The entire populace of Synapse snaps awake from its lazy stupor, all unified and driven towards one goal: Your death. Entire armies of Angelroids will pursue you, including Ikaros, all of whom will be at the peak of their power. No amount of diplomacy or collateral damage will stop them: You must defeat this entire heavenly army or be blown away with the rest of the planet as they destroy all of humanity just to get rid of you in the process.

Angelroid-Only Drawbacks (Does not count towards Drawback cap, can only take one)

Chainbound [Varies] – For one reason or another, you have decided to have a Master during your time as an Angelroid. The Imprinting System compels you to act in ways that favor them, and only supreme acts of will can resist. For +0 points, your Master is a Student or Synapse Resident (made the same way as a new companion would be) who is either apathetic to what you do, or understanding and gives you a lot of agency, giving you Broken Chain in all but name. Alternatively, you may take Sugata as your Master with the 0-point version. If purchased with the relevant perk, they can become a companion after the Jump.

You can gain 100-300cp by making your Master more restrictive and involved in your adventures. For 100, they will just insist on following you wherever you go and occasionally preventing you from endangering yourself or anyone of interest to them. For 200cp, I hope you don't miss being in charge of your adventures for this jump because your Master freely uses their Imprint to keep you in line. They won't intentionally be harmful or detrimental to you, but you might have a complex or pent-up rage by the time the Jump is over. For 300cp, your Master is both controlling and abusive and your time here will more or less be a Lifetime movie. Luckily, this drawback expires as all normally do and you gain 'Broken Chain' one day before the jump's end.

Any companions you already have can be used as a Master for Chainbound. The point value is determined on a case-by-case basis depending on the companion's own attitude and willingness to work with you, using the above as a guideline.

Chained to an Idiot [+400] – Alternatively, you may take Tomoki as your Master, and you will somehow be imprinted to him a week after Ikaros is. Not only does this make you plotbound, but you have to deal with his perverted antics and his almost fanatical obsession to stay out of the interesting parts of the world for as long as possible. If female, you will be a constant victim of these antics. If male, he will force you to be a constant accomplice, and you will ALWAYS take the brunt of the blame for some reason. To top it off, benefactor fiat makes him completely immortal until the Jump's end. Good luck!

The Minotaur [+600] – Minos is your Master. On one hand, you have the ear and attention of the Man in Synapse himself. On the other, he does absolutely nothing to actually help you, will constantly abuse and torment you for no good reason. He'll even install a nifty bomb collar on you that will bypass your defenses and regeneration to kill you if you step out of line. There's basically there's no upsides to this. Have fun.

So, ten years and you made it, huh? You know the drill by now. What happens now?

Go Home:

That's it. You just had to deal with a decade of perverted stupidity and tragedy, and it was the last straw for you. You're going home right now and taking all of your stuff with you.

Stay Here:

All things considered, there are worse worlds in the multiverse. Maybe the Japanese countryside grew on you. Maybe you found something you can't replace elsewhere. Maybe you LIKE the perverted mischief that happens now and again. Either way, you stay here. Time resumes back home and you are declared missing, but all of your loved ones gain closure as normal. If an Angelroid, you gain 'Broken Chain' for free if you don't already have it.

Move Along:

There's still so much to do, so much to see, and this isn't the right place to end your journey just yet. You jump once again, taking all perks, gear, and companions you've gained as normal. Angelroids lose all downsides to their condition or deficiencies, as well as gain 'Broken Chain' for free if they didn't have it already. A Jumper who decided to become an Angelroid can now sleep on command, but will no longer need to for the remainder of their journey.

Notes and Clarification:
- If you take an Avatar, biologically upgrading it or attempting to give it supernatural abilities will immediately destroy the body. 'Mild' changes, such as appearances or human-level athletics, will just make interfacing with it slightly more difficult.

-Angelroid perks as written start you off as above-average compared to 'common' Angelroids. Ikaros and Chaos are something of a class of their own in terms of raw power, though they're not at all difficult to avoid if you have none of the drawbacks that would bring them to bear on a Jumper. Angelroid perks can steadily be improved and upgraded to increased power output, as noted within their descriptions. The time needed is reduced by any technology, crafting, or upgrading perks the Jumper chooses to use on their Angelroids.

-Keeping the New World Club alive isn't too difficult since Sugata has common sense, Mikako avoids danger, and Tomoki is protected by Ikaros. A Jumper's actions can naturally make this invalid, however, so the risk factor is exactly what you make it to be.

- The Jumper and their companions cannot interact with Rule, with the sole exception of Rule Breaker if they use it. As they're not natives, it does not register their presence or existence. This is the meta reason for 'Unique Data Signature' that the Jumper comes with.

-A tip for those who want to fill Tomoki's shoes in the plot - go either Drop-In or Student and be at the site that Ikaros crashes at, or take his place entirely. He's reluctant to even be there, so this will be fairly simple to accomplish

[There's probably going to be more here in future versions, along with typo corrections. Expect more updates in the future.]

Changelog:

2.1: Loosened leftover restrictions from Pandora V2, added CP conversion option to Angelroids.
2.0: Removed non-canon limitations to Pandora and different Angelroid upgrades, made upgrades a subsection, gave Angelroids a proper perk tree, streamlined canon and OC companion options, added new 100 and 600 perks for all 'human' backgrounds, replaced 'It's Just Harmless Fun' with 'Apathy is a Virtue', changed the intro and start time slightly. Items still need to be made less awful at some point. Decreased point gain from Uranus Queen, but it no longer counts towards the drawback cap. Happy anniversary, /jc/.
1.0: Buffed Unforgivable, added 2 new drawbacks, added some more detail to Uranus Queen.
0.9: Every 'human' origin gets a new perk, some prices are changed to reflect this. Angelroid perks have their hard cap removed and can now be upgraded to gradually reach much greater levels of power, new drawbacks added and some rewritten or removed. The Maker price reduced from 1000 to 600, since the benefits she provides are less restricted.
0.8: Got lost somewhere.
0.7: Fixed more typos, added a line to Incubation Pod to prevent an 'And I Must Scream' experience, changed line in Drop-In origin to reflect canon more closely, added missing line to Pandora V2, corrected A Briefcase Full of Guns to give magazines instead of 5 individual bullets.
0.6.1: Fixed a dumb typo.
0.6: Fixed some minor typos, split Pandora into their proper two versions with their canon capabilities but no innate power boost, added new companion perk 'The Prototype'.
0.5: Tweaked the prices of Angelroid companion perks, added a line to Rule Breaker, spread discounts to Drop-Ins, expanded Hacking Field and Medusa, removed 'Don't Hurt Me' and added 'Jumper MELAN' in its place from drawbacks. Added a note regarding in-series power levels compared to Angelroid perks.
0.4: Added two new drawbacks and modified Fallen Down, fixed a few typos. Tweaked a line for Heart Bell.
0.3: Yet more Pandora nerfs, particularly under The Maker and Heart Bell.
0.2: Changed Incubation Pod for Angelroids to not count as Companions, clarified Rule Breaker, slight nerf to Pandora Prototype.
0.1: Made the jump.