

Symphogear Jumpchain

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Version 1.1.1

Symphogear, a series where magical mecha girls use singing to fist baddies who want to blow up the moon. Concerts lead to deaths, firing nukes doesn't start wars, and the UN has real power.

You enter this jump somewhere on Earth, on the day Hibiki is set to discover her abilities. You may choose to be a native to this setting or another otherworldy visitor (drop-in).

Choose a reasonable age. Gender change for 50 CP.

10 years
1000 CP

Races

You may optionally buy one of these races.
You may choose to either take these as alt-forms or as a permanent state applied to all forms.
You may apply discounts from the Perks section to purchases made here.

Autoscorer [400]
You are an Autoscorer with power output comparable to any one of Carol's Autoscorers. Unlike them however, you have a regenerating power source that can reasonably fuel your abilities without relying on memories. If you choose a philosophical weapon as an ability, you may import an item into it. If you buy a Relic, you may integrate it into your body like Tiki has for the Antikythera Gear.

Human Prototype [600]
After making Adam, the Custodians decided to create one more prototype. Your regenerating alchemical power reservoirs let you throw around elemental attacks and even gold transmutation like it's nothing (assuming you have some alchemical knowledge), and you have a monstrous form on par with Adam's. Regardless, you don't age, and your human form is just a puppet-like shell that can be torn apart without threatening your life.

Perfect Monster [600]
A vampire? A buttplug furry? A swiss-army robot girl? You can choose a monstrous powerset on par with Noble Red after they received Shem-Ha's power. May be reliant on additional mechanical attachments, which you may import similar items into. Excludes Daedalus End, blood transfusion dependency, and mind control from Shem-Ha.

Perks

2 discounts per pricing tier. Discounted 100 CP perks are free.

Free Perks

Attack Names [Free]
When you perform a special attack, you can send an artistic image of the attack and its name to everyone nearby. If you don't have a name for the attack, a suitable one will be created from the void. Different kinds of attacks may have different art styles and naming conventions. You can also recall all of these frames and meta-ingly have them appear appear as hard copies in your hand or as soft copies on some computer.

Attuned [Free]
You have a naturally high link coefficient, allowing you to use a Symphogear without LiNKER, if you so wish.

Synchrogazer [Free]
During particular dramatic moments, you may choose to have music from Nana Mizuki, or a more setting-appropriate singer, playing for everyone involved.

The Song of Your Heart [Free]
By singing from your heart, you're able to compose songs with instrumental accompaniment and sing them effortlessly, even during combat. Your songs will generally reflect your current attitude, goals, and beliefs, and personally-important moments may have you coming up with new songs. Other people can sing with you even if they don't have this perk. You may optionally choose to specialize in a genre of your choice.

100 CP Perks

Don’t Worry, Everything’s Fine [100]
You have a catchphrase that brings you comfort and reminds you of what’s important. So long as you remember this, you can be true to yourself.

Let it Rip [100]
For you, spinning around like a Beyblade is an effective combat technique. You are able to remain oriented, never becoming too dizzy to fight, and you find it significantly easier to perform these kinds of attacks with your existing powers.

Peaceful Times [100]
Political tensions remain pretty low. Firing a nuke doesn’t cause World War 3, and former terrorists could easily become members of the UN’s global security force. Can be toggled at the start of each jump.

The UN Does Stuff [100]
The United Nations and similar organizations in future settings actually wield significant power and use it to do good. Can be toggled at the start of each jump.

Totally Necessary Cameos [100]
You put in all that effort to hold someone’s hand, but then they go and die on you. Now, so long as you reach out to someone and they accept your friendship, they can continue to support you even when it’s otherwise impossible. This is limited to things like emotional support or granting you abilities you’ve already earned but have yet to unlock. But when you’re at the verge of falling, that extra hand might be all you need.

Totally Unnecessary Redemption Arcs [100]
Even if you’re a selfish asshole who really doesn’t deserve to be redeemed, so long as some part of you wishes to become friends with everyone, it is still possible. People will reach out to you, and so long as you don’t betray that trust, you may too hold that hand.

200 CP Perks

Avalon [200]
Your skill at lying and manipulating people is like a combination of Finé and Ver. You could secretly turn a government base into a moon-destroying laser, abduct your commander's daughter, thwart the agency's attempts to find her, abuse her into becoming your slave, and convince a girl to become a weapon against the best friend she wishes to protect.

Holding Hands [200]
You are great at connection with people, and you can redeem pretty much any villain so long as they wish to be redeemed. Convince the immortal priestess that you don't need power to unite the world, save the world destroyer who's convinced she can't be saved, and redeem the monster who would rather make everyone suffer as much as her.

Just a Toy [200]
The Symphogears are just toys, and the Ignite Module's power is a negligible threat. These oversights are common in this world, and now you'll see them in the future too. Your enemies tend to underestimate you, and they're more likely to grant you power if it'll advance their own goals. So long as a weapon isn't an obvious threat against you, your enemies will focus more on executing their plans than stopping yours.

Mad Doctor [200]
Some of the villains do some crazy risky shit, either out of desperation, curiosity, or just as part of the plan. Fortunately, operations performed on you succeed with minimal side effects so long as they have a chance of doing so. Fuse a relic to your body, mutate your arm, transfer your memories upon your death.

The Apocalypse of All Things [200]
You're as good as Carol at making plans and keeping them hidden. Elaborate schemes with multiple targets that need to be acquired, faking your death, placing a mole, giving your enemies power so they too can become a piece of your plan. It really would take a miracle to stop you, but in a world that runs on miracles, you may want to have some contingencies ready.

400 CP Perks

Eat, Watch Movies, and Sleep [400]
You have super strength, durability, and skill with a weapon or style of martial arts, such that you could reasonably beat a Symphogear, or even a Complete Relic, with this alone. If you decide to become something other than human, this power will scale to become proportionately powerful. Furthermore, you are an excellent trainer, capable of using irregular methods like copying martial arts movies to improve both yourself and your students, teaching them important combat techniques in record time. It's like you're doing a real-life training montage.

Equivalent Exchange [400]
Want to make a Faust Robe without a Complete Relic, Lapis Philosophorum, or centuries of memories? Slap Shem-Ha's bracelet on it, that's sure to turn out well. Oh, that Lapis now exploding in your face? Absorb the energy and create Amalgam. That's not Phonic Gain? Who cares! When it comes to fueling your powers or items, you can now substitute one type of energy or power source with another, with efficiency proportional to their similarity. If the energy has any inherent properties, those will likely carry over, such as using the Philosopher's Stone to boost the potency of otherworldly healing magic.

Fundamental Principles [400]
The manufacturing of Symphogears is now a lost art, but Elfnein sure makes a lot of repairs and adjustments just with just her alchemy skills. You can now perform similar adjustments to any technology, and even repair them from a non-functional state so long as it's not missing too many pieces. This is more for things like repairing the Airgetlam Symphogear. Recreating a Complete Relic from a shard would require equivalently grand materials.

Modern Day Ninja [400]
You have traditional ninja skills like moving fast enough to run on water or create afterimages, as well as more supernatural techniques like swapping yourself with a log decoy. However, you're also capable of applying these skills to other kinds of weaponry, even when it doesn't make sense. When you fire a gun, you could curve your own bullet, strike someone's shadow, and prevent them from moving. You could even create afterimages when driving a car to occupy multiple lanes of traffic at once. If you have similar techniques from other settings, you could expand those too in a similar manner.

Sakurai Theories [400]
You have *intimate* knowledge of Relics and Symphogears, able to maintain Relics and even construct Symphogears. However, you can now use Phonic Gain to fuel and enhance things other than heretical technology, both indirectly and innately. With knowledge of otherworldly magic, you might create a Symphogear that amplifies it. This ability works best with fragments of power. If you absorbed a piece of a great power, your song would let it rival the complete, original ability. Wherever, whenever you end up, keep believing in the song of your heart.

600 CP Perks

Eternal Priestess [600]
An eternal priestess that emerges at multiple points in history, accumulating power with each life she absorbs into herself. Perhaps this sounds like someone you know?
You've inherited a less restrictive version of Finé's endless reincarnation. Instead of only working on your descendants, you can now reincarnate into anyone weaker than you. You will remain dormant until your host is exposed to the Aufwachen waveform, but once this occurs, you may choose to hide your presence until it's time to take over. You retain all your powers and memories, and gain the ability to swap between this body's form and your normal appearance. You can even access all the memories of those you integrate, without compromising your own identity.
Speaking of memories and identities, instead of letting new background memories run rampant for the duration of each jump, you may treat your background for a jump as another aspect of this perk, absorbing another while protecting yourself. This also applies for any other possession-style power or perk that provides background-style memories.
If your host dies, even if you are unawakened, you can choose a new host. However, soul-damaging abilities are capable of destroying you permanently, and if you are left unawakened at the end of a jump, this counts as a death for the purposes of jump failure.

Last Action Hero [600]
So you want to be the Last Action Hero? Like Dr. Ver, one of your arms has now been injected with the Nephilim's cell, granting you the that special arm and all its power. However, rather than just reprogramming heretical technology, you're able to innately control just about any sufficiently advanced or supernatural technology, even if you don't understand how it works. With this, you can become the worst kind of hero.

Modification Surgery [600]
Impossible physics, in a brute force way completely unlike alchemy. You now have Shem-Ha's abilities to modify molecular structures. You could turn living things into silver, turn incomplete monsters into perfect monsters, and even turn yourself into a language. You have enough power to use these abilities for a few seconds each day, but you could go past this if you had another source of divine energy. A singular, decisive blow to an enemy would be much more efficient and effective than a widespread attack. These powers are also technically divine, so watch out for any god-killers.

Exterminate [600]
From Alca-Noise to Autoscorers, Chrysopoeia to Faust Robes, memory combustion to Philosopher Stones, and philosophical weapons to world dissection, alchemy sure is a large field of study. WIth this perk, you can take on a combination of knowledge and genius to rival Carol herself. Even as you face the gods themselves, do not let them underestimate your alchemy.

The Shape of a Miracle [600]
You're the kind of person who comes back alive, even if it kills you, and you inspire this light in those around. The skill and luck of yourself and those around you increase tremendously in the face of great threats. This plot armour won't make the road to the finale easy, but even so, you will make things work out in the end. Your best friend might be turned into a weapon against you, but if you had two minutes and forty seconds to save you both at the risk of dying yourself, you'd pull it off. A murderer of miracles fires seven billion swan songs at you, but you absorb that power to activate X-Drive. Your new friends sacrificed themselves to destroy a nuke, and your secret weapon has been destroyed, but now you're literally carrying on their emotions. Your Symphogear stops working, but your everyone lends you their power so you can transmute gold. This light? It's the shape of a miracle.

Items

2 discounts per pricing tier. Discounted 100 CP items are free.
Any canon items purchased are copies of the original.
Items can be purchased multiple times.
Similar items may be freely imported for all options except the Undiscounted Items section, which has its own import options.

Undiscounted Items

SYMPHOGEAH [200, One Purchase Free]
Head down to the Gear Customization Section and make a Gear. Comes with basic combat skills for using your Gear (excludes alchemy and other supernatural abilities.)
If you choose not to buy this, you can have 200cp extra to spend anywhere in the jump.

100 CP Items

Beef Stroganoff [100]
An endless supply of beef stroganoff, certainly enough to sing about. Just don't forget about your friends.

Noble Suitcase [100]
A suitcase that's bigger on the inside. When you sit on it, it can also travel at standard traffic speed without falling over. If you have a personal emblem you can stick it on the front. Otherwise, we'll give you a thematically-appropriate sticker.

Respawning Motorcycle [100]
Singing mecha girls on motorcycles! This motorcycle will respawn when destroyed, so feel free to crash it as many times as you like. It will explode dramatically every time.

Private Line [100]
Calls made with this non-smart phone can never be wiretapped. It's great for when your nation's protector is hiring terrorists to threaten the safety of the planet.

200 CP Items

A Special Transmutation [200]
The bullet-type Lapis Philosophorum, created by Prelati to dispel the Curse of Balal but instead used to destroy a nuke. Upon detonating the Osterman, it created a barrier that gave the three alchemists enough time to transmute their lives to negate the destruction and purify the radioactive fallout. Alternatively, you could shove this up someone's ass. Respawns once per the shorter of ten years or one jump.

Concert Hall [200]
A concert hall, like any of the ones from this series. Just watch out for terrorists, we don't want another tragedy on our hands.

Dragon Palace of the Abyss [200]
An underwater containment facility for Relics, before it gets blown up. Relics not included.

LiNKER Recipes [200]
Dr. Ver's LiNKER and Ant-LiNKER recipes, except these will work on other powers too. So long as power compatibility is a concern, these formulas can temporarily increase or decrease compatibility.

Music School [200]
Like the Lydian Private Music Academy, except not everyone is a Symphogear candidate. And there is no secret government facility underground. Or moon-destroying laser.

Osterman [200]
A three-stage nuclear bomb with a force of over 100 megatons. Had it detonated, Kanto would be destroyed and the surrounding area would have suffered irreparable damage. Respawns once per the shorter of ten years or one jump.

400 CP Items

Air Carrier [400]
The Air Carrier used by FIS, complete with Shenshoujing-powered features like Wizardry Stealth and the Remover Ray, as well as Shuttle Markers equipped with Mirror Devices. This Relic however is just a fragment, not a full Symphogear, but it's enough to make these devices work. With suitable technological knowledge, you could make this into a Gear or even a Faust Robe.

J.U.M.P. [400]
Your own organization similar to SONG, FIS, or the Illuminati. It can either travel with you to future jumps, or get a new setting-appropriate one at the start of each jump, decided when you purchase this. So long as you are a benevolent organization, you will receive acceptance and support much more easily than might be expected. You will receive this support even if you start off as a secret organization. Resources are comparable to SONG, but you don't start with any Relics, Gear-wielders, alchemists, ninjas, superhuman martial artists, etc.

Kadingir [400]
A gigantic particle ion cannon designed to destroy the moon, hidden underground. This version unfortunately lacks a power source, but it still contains Section Two's underground facilities. You may optionally further combine this with another property so there's something visible on the surface.

Non-Combat Relic [400]
A non-combat Relic like the Antikythera Gear or the Yantra Sarvaswa. You can pick a canon one or choose a non-canon myth, so long as the power level is the same.

600 CP Items

Solomon's Cane [600]
With this purchase you have both the Solomon's Cane, a relic that can summon and control a large number of Noise, and a connected copy of the Treasury of Babylonia, where the Noise reside. The Cane can be used to create a portal into or out of the Treasury, but there are too many Noise inside to be controlled with the Cane. Any destroyed Noise replenish at regular intervals, once per the shorter of ten years or one jump.

Durandal [600]
This giant gold sword is an "indestructible and everlasting" weapon that can produce overwhelming amounts of energy at an inexhaustible rate. It was eventually destroyed when it was used against the endlessly regenerating Nehushtan Armor, so do be careful.

Frontier [600]
This is an interstellar cruise ship brought by the Custodians when they arrived from another dimension, and you've got priority control. After being underwater for centuries, the ship still has excellent control over gravity, easily able to grab the moon and send it on a collision course with the Earth.

Living Relic [600]
Some Relics, like the Nephilim, have anatomy similar to living creatures. You've now got your own pet Nephilim, or a similarly powerful non-canon mythological creature. It is loyal and will obey you.

Château de Tiffauges [600]
This floating castle is a megastructure composed of multiple Relics. It has all the research facilities an alchemist could want, including all the resources to build Autoscorers and Homunculi, minus the necessary memories. It's also a World Destroyer that could disintegrate the entire planet and store it as data. That is if it you had some leylines to work with. And four cursed songs. And a power source. And a frontend interface. At least the castle's pretty resilient, able to remain somewhat functional even if the disintegration system overloads and you shoot it with a giant laser.

Gear Customization Section

Templates

Only one template can be purchased.

Symphogear [100]
The Symphogear System, designed by the Sakurai Ryoko, uses the power of song to resonate with a Relic fragment and bring out its full power. Each Symphogear has 301,655,722 locks, creating a systematic progression where the Gear can adapt to the user, the user can master the Gear, and unnecessary strain can be avoided.

Spellcaster [Free]
A Spellcaster is a Faust Robe that runs on a Philosopher's Stone. It can produce a weapon like a Symphogear's Armed Gear as well as specialize in a particular type of alchemy. It is absolutely stronger than a basic Symphogear, but it wouldn't stand up to the Ignite Module without the Lapis Philosophorum's supplementary effects.

Complete Relic [100]
Some Gears are just complete, whole, undamaged Relics. Even though Complete Relics are complete, they vary greatly in power and scope. Therefore, the power of your Gear will depend heavily on what you purchase. You receive 300cp to spend on this section for fleshing out its abilities.

No Template [Free]
Not happy with the existing options? Want to just copy Shem-Ha's kit? Here's 400 CP to spend creating your Gear.

Powers

Powers can be purchased multiple times. Alchemical abilities must be based on canon alchemy. Both OC and Canon Relics are allowed.

Relic Fragment [200, One Free for Symphogear]
Heretical technology has been excavated from ruins and other historical locations, but the passing of time has led to much deterioration. A Relic fragment isn't that useful on its own, but scientists have found uses. It's assumed one would power a Relic fragment with Phonic Gain to bring out its true power, but there are other options. OC Relics are on par with non-Gungnir Relics. A copy of the canon Gungnir will include its anti-god properties without purchasing additional upgrades.

For this same cost, you may instead import a similarly fragmented item, integrating it to the rest of the Gear and granting it in the inherent properties of a Relic fragment without removing pre-existing abilities.

Alchemical Weapon
[200, One Free for Spellcaster, One Discounted for Murderer of Miracles]
Each Spellcaster is tuned to the user, with a weapon that resembles an Armed Gear and enhancements to personally-suited alchemical powers. Pre-existing alchemical abilities are required to use these powers, but they will continue to work in future settings even if the rest of your alchemy isn't fiat-backed.

Sacrist [400, One Free for Complete Relic]
If an undamaged Relic is awakened with Phonic Gain, it can shift into an active state and unleash its full power. The effects of Complete Relics vary greatly, from tools like the Antikythera Gear, to the useless-until-bullshit Nehushtan Armor, to the insane Dur Da Bla Faust Robe. This purchase alone gives you something on par with the Antikythera Gear or an unmerged Nehushtan Armor. The Relic is capable of supplying its own energy, so you can skip the Power Source section if you like.

For this same cost, you may import a Complete Relic from this jump's item section or a previous jump. This would let you take a Relic that is beyond the normal scope for this Power (e.g. Durandal) and then use it as a basis for your Gear, enhancing it even further.

Alternatively, you may import a Relic-sized item that is in a similarly dormant or weakened state. In addition to making it as a basis for your Gear, this will awaken it to its full, original form, regardless of what the normal conditions for doing so would be. This will give it the basic properties of a Relic, and enhance its power to be in line with the unimported version of this option, if it happens to be weaker.

Murderer of Miracles [200, Requires Sacrist]
It's important to know the maximum output of whatever you're using. Fortunately, you have the potential to push your powers quite high. The cost? Your Relic's power supply, now running on the incineration of memories or a similarly inconvenient trade-off.
For each Power Source, you may instead buy a power amplifier that runs on your memories, in turn boosting any powers you've purchased. For example, buying Phonic Gain would allow you to multiply your song's output by up to seven billion times.
Similarly, you may choose to upgrade a Power at the cost of making it reliant on this payment. If a Relic produced strings, they would be sharp enough to carve the ground, fast enough to block bullets, and durable enough to restrain a god. With Alchemical Weapon, you could perform simultaneous octaves of the Aristotele and even create supergravity particles on demand.

Power Sources

Phonic Gain [200, Free for Symphogear]
The Symphogear plays a melody derived from the user's thoughts and emotions through sympathetic vibration. By synchronizing that melody through song, the power of a Relic can be harnessed into all kinds of crazy attacks not otherwise possible. All Relics like Phonic Gain, but the Sakurai Theory harnesses this to great end.

Philosopher's Stone [300, Free for Spellcaster]
A modern alchemical creation rather than heretical technology, the Lapis Philosophorum is a cure-all for any illness or impurity. It can shut down cursed objects like the Dáinsleif and even deliver the resulting loss in power as damage. If you're not a man, it will also serve as an excellent power source for your Gear. Through the power of fiat backing you won't have to worry about it running out of power, just don't let it explode. When your Gear's not activated, it will take the form of a heart-shaped gem which can be built into an accessory if you wish.

Divine Vambrace [600]
Attached to your arm is a Divine Vambrace filled with divine energy, and no alien-turned-language to possess you. The vambrace remains present and at full power even when your Gear's not activated. The laser blade you can manifest from it is so strong it can effortlessly bisect monsters capable of fighting Symphgears. You can also manifest and shoot spheres of divine energy with this Vambrace alone.
This unending reservoir of divine energy fuels not only your divine abilities but also any Powers you've bought, granting them even greater power than expected. A plain old Shenshoujing Symphogear may be the perfect anti-Relic weapon, but putting it in a Faust Robe powered by this Vambrace would let you no-sell even the Alcahest, alchemy that's otherwise capable of dissecting a god.

Modes

X-Drive [300, Requires Phonic Gain+Relic Fragment, Free for Symphogear]
The Symphogear System has, creating a systematic progression where the Symphogear can adapt to the user, the user can master the system, and the user can avoid strain. Under a high level of Phonic Gain, all 301,655,722 locks on a Symphogear can be released to access X-Drive, the evolved true form of the Symphogear. In this mode, the user gains telepathic communication and unassisted flight in both atmosphere and space. Normal attacks can be unleashed with drastically greater power and scope. What is this power? SYMPHOGEAH!

Ignite Module [200, Discounted for Phonic Gain+Relic Fragment]
The Ignite Module uses a piece of the cursed sword Dáinsleif to greatly enhance power and durability for a limited time. The user must have a stable mind when using it, and there are three safeties that limit output to reduce mental strain. This version comes with a special Nullification Barrier Coating that protects it from the Philosopher's Stone's healing light, with no side effects.

Amalgam [300, See Description for Discounts]
Amalgam is a min-maxed super mode created when a Symphogear absorbs the power of a Lapis Philosophorum. When activated, the energy that composes a Symphogear reforms into a golden cocoon. The shield can then be transformed into a high-output Armed Gear. These two modes greatly imbalance offence and defence, but a giant fist is still good at blocking attacks, and a golden hamster ball is pretty effective at ramming.
With each of the following purchases, Amalgam is 100cp cheaper: Relic Fragment, Phonic Gain, Philosopher's Stone.

Beast Mode [300, Discounted for Sacrist, Divine Vambrace, Free for Sacrist+Divine Vambrace, Murderer of Miracles]
Whether you're an eternal priestess, murderer of miracles, or divine surgeon, sometimes a simple outfit isn't enough to crush your enemies. With this purchase, you have a more powerful "beast" mode, such as an animal mech you can encase yourself in. The power output is dependent on the size of the form and the power output of your Gear. The huge Red Dragon of Revelations, created by combining the Nehushtan Armor with Solomon's Cane, took three X-Drive users and Durandal to take down, destroying Durandal in the process. Dur Da Bla's smaller lion mech required the raw combined power of six X-Drive users to destroy, after which it devastated the surrounding area with a brilliant explosion, yet it's still surpassed by Shem-Ha's mech in power, speed, and durability.

Upgrades

Improved Barrier Coating [Free]
Whether you're using a Symphogear or something completely different, you'll be able to fight even the Alca-Noise with this new and improved Barrier Coating.

Minor Attachment [50]
With each purchase you can buy a small but powerful addition for your Gear, such as Maria's cape shield or Hibiki's Power Jacks, regardless of how thematically appropriate it is. You could even get a safe version of Dr. Ver's Direct Feedback system that can't control you against your will (combat programs not included). Can be purchased multiple times.

Another Kind of Armed Gear [50]
Your Gear has a minor but potentially useful ability, such as Hibiki's ability to "hold hands" which is the basis of S2CA, Airgetlam's ability to control energy vectors, or Igalima's ability to damage the soul. Can be purchased multiple times.

Henshin Device Import [Free]
Slap your Gear together with a henshin device from another jump.

Philosophical Fangs [100]
Your Gear is conceptually strong against an idea. An anti-sword weapon could destroy any sword or sword-like object. An anti-god weapon could easily harm a divine being and inhibit its regeneration. These abilities largely depend not on your belief but the belief of your target. If your enemy uses a robotic hand like a sword, it can be destroyed. If your enemy believes their swords to be wings taking flight towards their dreams, your philosophical fangs will have no effect. Can be purchased multiple times.

Fusion Patient J [300, Discounted for Symphogear or Complete Relic or Autoscorer]
Your Gear has fused with your body, greatly improving the efficiency of its abilities and allowing you to wield its powers directly. You could punch Noise without using your Symphogear, regenerate your body with the Nehushtan Armor, and use abilities like the Swan Song with much less backlash. Unlike Hibiki, your Gear will maintain an eternally symbiotic relationship with you, never threatening your life.

Companions

Companion Import [50]
600cp and freebies

Canon Companion [50]
Existing abilities are upgraded to fiat-backed jump-doc versions.

Drawbacks

600 CP Drawback Limit

LiNKER-Dependent [100, Requires Symphogear]
Like Kanade and more recent recruits, you require LiNKER to effectively use your Symphogear.

Rare Blood [200]
You require regular blood transfusions, the same kind and frequency as Noble Red.

Two Minutes and Forty Seconds [200]
S.O.N.G. sure has a lot of close calls. Many of their feats require not just skill but also luck. Unfortunately, your arrival has disrupted the latter a little. S.O.N.G. is no less competent than before, but miracles are a bit harder to come by when you're not doing your part. You aren't under obligation to offer your support, but any future where the villains succeed is dark indeed.

Five Seasons [200]
After a pitiful season one, Symphogear managed to survive four more seasons. Wouldn't it be a shame if the story ended up early because the Earth was visited by another interdimensional traveler? The following events are now set in stone and will occur roughly on schedule no matter what:

- Finé will fire Kadingir at the moon, the Lunar Ruins will shut down, and at least one large piece of the moon will fall towards the Earth.
- Miku will use the Shenshoujing Symphogear to fight Hibiki.
- Dr. Ver will use the Frontier to dramatically accelerate the moon's descent.
- The Nephilim will devour the Frontier.
- Carol will activate the Château de Tiffauges.
- Adam will open Orion's Gate and create the Divine Weapon.
- America will fire a nuke at Japan.
- Shem-Ha will absorb Miku.
- Yggdrasil will activate, and the Lunar Ruins will be destroyed.

As an added bonus, if you resolve the story in a similar manner as the original story, still freeing humanity from the gods, you may leave the jump early. Happy series finale!

Meteroid-falling, burning, and disappear, then...

In the distance, that day, when the star became music…
Go Home

Believe in justice and hold a determination to fist.
Stay Here

Create a history, with the light God could not know.
Move On

Notes

There is no continuity drawback because there are currently no non-generic jumps for non-anime Symphogear content (e.g. Symphogear XD). This jump was not designed for making return trips, especially given that the main story lasts less than a decade, but I am not stopping you from doing this.
Although this jump was not designed to cover Symphogear XD, you may choose to visit that setting from this world if you have an appropriate method of travel. If someone makes a Symphogear XD jump in the future and it possesses a continuity drawback, you may treat this jump as also having a continuity drawback for that jump.

All Relics can benefit from Phonic Gain, but Symphogears are designed for it.

A Faust Robe can only be donned by a female body. The male body lacks the required biological compatibility. However, it's not clear if this limitation applies to only the Philosopher's Stone or all Faust Robes in general. Dr. Ver has been perfectly capable of using Relics, and Enki had his own divine vambrace. Fanwank responsibly.

Fanwank how Fusion Patient J works with Gears that don't shrink down to pendant size.

Changelog

Version 1.1.1, 2020-05-10

- Completed an incomplete sentence in Modification Surgery.

Version 1.1.0, 2020-05-09

- Added “No Template” option.
- Added Another Kind of Armed Gear to the Upgrades section.
- Added conditional import options for Sacrist.
- Henshin Device Import is now free.
- Removed Weapon Mode because it should have been an implied ability of Sacrist, but it also required Sacrist to purchase.
- Changed the Amalgam discount for Symphogear to Relic Fragment.
- Fusion Patient J is now also discounted for the Symphogear template.
- Added note about Fusion Patient J.
- Clarified that Beast Mode is free if you have both Sacrist and Divine Vambrace.
- Clarified Divine Vambrace.
- Clarified the note about Symphogear XD and the lack of a continuity drawback.
- Minor formatting changes.
- Minor typo fixes.

Version 1.0.3, 2019-09-28

- Fixed typo in Improved Barrier Coating.

Version 1.0.2, 2019-09-28

- Cleaned up the 400 CP items section.

Version 1.0.1, 2019-09-28

- Cleaned up the 100 CP items section.

Version 1.0.0, 2019-09-28

- Initial release. Happy series finale!