

Gurren Lagann

JumpChainCYOA

Intro

For over a thousand years humanity has been controlled by the tyrant know as Lordgenome, this man wiped out all of civilization and now rules over the earth from a massive fortress city known as Teppelin. The few humans that remain live underground in small villages, unable to return to the surface because of the threat of the beastmen and their powerful Gunmen mechs. However, in just a few short years a young boy named Simon will discover a mysterious mech hidden deep beneath his village and set off a chain of events that will lead to a rebellion against earth's cruel tyrant. You arrive three years before the end of the battle of Teppelin and you'll have to survive in this world for a total ten years.

You have 1000cp to spend on the options below, good luck.

Backgrounds

Before you get started you need to decide who you want to be in this world. This choice will determine your history and allies, and give you whole new set of memories to help you adjust to your new life. You'll also receive a new healthy body regardless of what background you take. Your new body can be any where from 12 to 28 years old and you may either keep your current gender or change it if you wish.

Drop-In [0cp]: If you're opposed to the idea of new memories being stuffed into your head then you can instead opt to be thrown into this world with no history at all.

Servant [50cp]: Cooking, cleaning and other menial tasks are what you specialize in. You may not be strong or smart, but you are able to keep other people going.

Engineer [50cp]: Whether you found a really good teacher or just figured it out by playing with ancient tech you've learned how to operate computers with ease and you can repair or build mechanical devices like an expert.

Soldier [50cp]: The desire to protect those you care about and overcome epic challenges has made you into a brave individual who knows how to fight and lead people into combat.

Companions

Someone From Below [Free/50cp – 200cp]: You can make up to eight of your current companions inhabitants of this world, granting them a background, the power to generate Spiral Energy and either a human or beastman body for free. You can also spend 50cp in order to give an individual companion 600cp to spend, or pay 200cp to give all eight imported companions 600cp to spend on perks, items, or a Gunmen. Companions cannot purchase any companion options or drawbacks. Companions will only gain the free items, perks and discounts given by their backgrounds if you spend cp on imports. Otherwise they will only benefit from their new memories, a new form and the power to generate Spiral Energy.

Someone From Above [50-200cp]: Each individual purchase of this perk will grant you a single a new custom companion from this world. Newly purchased companions may select any background for free and gain 600cp to spend just like imported companions. **This option also allows you to spend 200cp for the chance to take a single existing individual from this world with you on your adventures.** Only characters that have appeared on the show in-person can become companions. In order to make someone your companion you must convince them to come with you willingly.

Locations

Either roll 1d8 or pay 100cp to determine where you begin.

[1-2] Jeeha Village: A somewhat large and prosperous village that's home to Simon and his brother Kamina. There isn't really much to do here except dig and farm pig-moles, but maybe if you explore a bit you'll find something interesting...

[3-4] Littner Village: A technologically advanced village built into a weapons cache, the people here were forced to flee above ground after poison somehow flooded into their original settlement. Since these people have been living on the surface for awhile they know quite a lot about fighting beastmen.

[5-6] Adai Village: An extremely poor village that can only support a population of 50. It's leader, a priest who's built up a religion around an old Gunmen, manages to keep order by exiling people to the surface. (Those exiled believe that they're going to a paradise and are unaware of the beastmen threat above.)

[7-8] Free choice: You may choose to start in any of the above locations for fee.

Skills and abilities

Spiral Energy [Free For Everyone]: A mysterious but incredibly powerful evolutionary force that can be harnessed and manipulated by living beings. Spiral Energy can allow an individual to achieve virtually anything imaginable, but in order to keep things from getting too crazy you'll have to slowly unlock your Spiral powers over time. Initially you'll only have enough power to pilot a Gunmen but with enough time and the right circumstances you can figure out how to generate large powerful drill weapons from your mech that are capable of easily destroying other Gunmen and can cause massive explosions. After a few years of continued use you could potentially learn how to increase your physical abilities, Intelligence, and natural lifespan to superhuman levels. Once you've fully unlocked your Spiral power you'll be able to live for over a thousand years, punch apart small Gunmen with your bare hands, discover and forge incredible technological wonders, and generate drills and other constructs from Spiral Energy without the assistance of a mech.

Get yer Head on Straight! [100cp]: Whenever someone has lost sight of their goals and become consumed with panic or despair a simple smack on the face from you will put them back to normal and inspire a new wave of confidence. **(Discount: Drop-In)**

I'll Repay That, Ten Times Over. [200cp]: Your incredible charisma allows you to easily attract the romantic attention of members of the opposite sex. (Or same sex, or both.) Whether you're looking for true love or a one night stand this perk will help in all matters of affection. **(Discount: Drop-In)**

Punch Through the Heavens! [400cp]: You're crazy determined and almost stupidly fearless. You'll go after the impossible to accomplish your goals and you wont back down from anyone or anything that gets in your way. This ability won't interfere with your sanity or logical thinking process, and your self preservation instinct still holds ultimate authority when it comes to threats that could actually kill you. **(Discount: Drop-In)**

Believe in the Me that Believes in You! [600cp]: Your capacity to inspire others is legendary, people will naturally flock to you for leadership, children will see you as their champion and your lovers will hold you in their hearts for all time. Even if you die your followers would just make you a martyr and carry on your cause. Aside from being inspirational you also gain the ability to appear in your followers dreams/hallucinations whenever they're in danger. You can use this ability to guide them out of illusionary prisons or give them the advice they need to survive on their own. **(Discount: Drop-In)**

I Just Want to Help [100cp]: You're a master at several different miscellaneous skills that can help people out in their daily lives. You can cook, clean, sew and even give haircuts. Your skills are so great that you could potentially serve an entire ship's crew worth of people. **(Free: Servant)**

Cute & Innocent [200cp]: People see you as a complete non-threat and will happily return your offers of friendship or aid. This ability works regardless of whether or not your innocence or kindness is genuine, but cruel, paranoid or very intelligent individuals will be able to see through your facade. **(Discount: Servant)**

Everybody Stop Fighting Please [400cp]: You know how to end conflicts peacefully and help people resolve disputes. You can keep your allies together and help people get over their trust issues. **(Discount: Servant)**

Perceptual Teleportation [600cp]: By focusing on the people you care about you can instantly teleport to their location, you'll be able to appear in front of friends, family and loved ones by traveling through a wormhole made from Spiral Energy.
(Discount: Servant)

Stylish Mechanic [100cp]: In addition to knowing how to repair and create mechanical devices you also have quite a knack at making anything you work on look good. Any time you fix something it'll end up clean and pleasant to look at, and you can easily come up with humorous or awe-inspiring designs for vehicles and devices. **(Free: Engineer)**

What do Those Symbols Mean? [200cp]: You can operate computers, design software and fix hardware issues like a pro. Your talents could help you analyze enemy computer systems or design simulations of natural disasters. Aside from knowing about computers you're also an expert mathematician and you could easily calculate things like weapons trajectory or vehicle speeds during combat. **(Discount: Engineer)**

Imperfect Beings [400cp]: You're a brilliant geneticist and you know how to create beastmen. You can engineer you hybrid creations to appear as human or as animalistic as you desire and you're able to both accelerate their growth to turn them into functional adults or have them be born as children to give them a proper upbringing. Your beastmen servants will be fervently loyal to you and can be gifted with physical abilities greater than those of regular humans. **(Discount: Engineer)**

Always a Bigger Robot [600cp]: The design and maintenance of epic machines is your specialty. You can figure out how to build starships measuring several kilometers long or devise a way to make a mountain sized mecha. You'll also have no problems getting past all the laws of physics that should make such creations impossible, perhaps Spiral Energy has something to do with it? **(Discount: Engineer)**

Fighting Skills [100cp]: You're disciplined and hardened by battle, and are adept at engaging opponents with fists, gun or sword; you may be an expert at all three or choose to specialize in one, incidentally greatly increasing your capacity with your chosen combat style. **(Free: Soldier)**

First Among Comrades [200cp]: You're no Sun Tzu, but you're adept at improvising and adapting to your opponents' battle plans. Where others charge in blindly you can read the ebb and flow of battle, coming up with unorthodox but highly effective ways to engage and defeat the enemy. Moreover, you find it easy to explain your plans thoroughly to the greenest fighting forces. **(Discount: Soldier)**

Giant Robot Piloting License [400cp]: You actually have a good grasp of how to pilot, maneuver, strafe and do other complicated things when you're in the controls of a giant fighting robot. Be it shooting, flying or melee you're a force to be reckoned with.
Not only that, physics seems to soften to let you pull off feats of acrobatics, firepower and strength you normally wouldn't think would be possible for such a heavy unit when you really hit your groove in mecha based combat. **(Discount: Soldier)**

Good Old Fisticuffs [600cp]: Maybe you've given everything you have, nothing else is working or you're just sick of this whole "weapons" bullshit that detracts from the purity of man-to-man combat. Either way, should you choose to engage a single opponent with your only your bare fists, you'll have an almost preternatural awareness of your opponent's incoming strikes, your willpower will skyrocket for the duration of the fight, your fists WILL hurt your opponents on some level no matter protections they've stacked and you'll deal greatly increased damage to intervening obstacles barring the two of you from a manly fistfight. **(Discount: Soldier)**

Items and Equipment

Badass Glasses [25cp]: Your own custom visor, goggles or pair of sunglasses. These things will make you look undeniably cool and help boost your confidence. **(Free: Drop-In)**

Badass Cape [25cp]: Personalized to your specifications, this fashionable cape will give you a moral boost when worn and is large enough to be used as a flag. **(Free: Drop-In)**

Hand Drill [50cp]: A small crank-lever drill can be used to tunnel through hard packed dirt and rock.

Camping supplies [50cp]: Food, rope, tents, bed rolls, flashlights, etc.Everything you'd need to survive in the wasteland for a few weeks. **(Free: Servant)**

Repair Kit [100cp]: A set of tools that you can use to repair mechanical devices like vehicles or robots. Anytime you lose something from this kit a replacement will appear within two days. **(Free: Engineer)**

Pistol [100cp]: It's small, and doesn't deal a lot of damage, but this gun can still be useful for hunting or picking off weak enemies. **(Discount: Soldier)**

Console [100cp]: A portable computer that useful for a variety of tasks. It can make simulations, run complex software, establish a wireless network, and perform numerous other feats. **(Discount: Engineer)**

BFS [100cp]: Your choice of any really big sword or other bladed melee weapon. This thing may not be fancy but it'll definitely help save you in an emergency. **(Free: Soldier)**

Spiral Shells [150cp]: These specially designed ammo casings can harness ambient Spiral Energy to increase their damage and effective range, it also causes them to release an explosive burst of energy when they impact their target. Although mainly designed to destroy synthetics they can also work against organic targets.

Repair Drones [200cp]: These small robots can quickly repair damaged vehicles outside of combat. They're perfect helpers for when you're doing repairs and the drones themselves require very little maintenance. **(Discount: Engineer)**

Spiral Gun [200cp]: A portable version of the Anti-Mugann rifle that will be developed later on in he timeline. This weapon harnesses Spiral Energy to fire extremely powerful beams of energy that can easily destroy synthetic creatures.

BFG [200cp]: Your choice of any really big gun. This weapon is able to fire many different types of ammo, even arrows, and it's powerful enough to take down Basic Gunmen after a few good hits. **(Discount: Soldier)**

Gunmen

Basic Gunmen [200cp]: A large mech with a strange face in the center. Gunmen are powered by Spiral Energy, they can seat a single pilot and despite their stout design they're still very quick and agile.

Features: Pick 50 Spiral Points worth of features.

--Custom paint job [Free]: Choose the colors and body for your mech.

--Melee Weapon [10sp]: Any bladed or blunt weapon.

--Physical Shield [10sp]: A traditional shield that blocks bullets, missiles and other forms of incoming damage.

--Ranged Weapon (Kinetic) [20sp]: A light or medium weapon that fires solid projectiles.

--Enhanced Armor (1.5x defense) [20sp]: Gives your mech thicker armor greatly improving defense.

--Mounted Weapon (Kinetic/Explosive) [30sp]: A conventional heavy weapon such as a gathling gun, cannon or RPG.

Advanced Gunmen [300cp]: This mech is about twice the size of the basic Gunmen and has a fully humanoid appearance. Advanced Gunmen are much stronger than their basic counterparts and come equipped with better weapons, they also have an actual head giving them two faces instead of just one.

Features: Pick 100 Spiral Points worth of features.

--Custom paint job [Free]: Choose the colors and body for your mech.

--Melee Weapon [10sp]: Any bladed or blunt weapon.

--Physical Shield [10sp]: A traditional shield that blocks bullets, missiles and other forms of incoming damage.

--Ranged Weapon (Kinetic/Energy) [20sp]: A light or medium projectile weapon.

--Enhanced armor (1.5x defense) [20sp]: Gives your mech thicker armor greatly improving defense.

--Mounted Weapon (Kinetic/Explosive/Energy) [30sp]: Any conventional or non-conventional heavy weapon.

--Reinforced Armor (3x defense) [30sp]: Nearly unbreakable defenses.

--Beast Form [30sp]: Your mech can transform into a robotic animal.

--Extra Limbs [30sp]: Either wings or an additional set of arms.

--Guided Missile Launchers [40cp]: Fires a cluster of missiles that can target, track and hit moving enemies.

--Natural Element Generation (Water/Earth/Fire/Air/) [40sp]: Summon a huge wave of your chosen element at the beginning of a battle.

--Flight Capabilities [40sp]: Soar through the air on jets. Speed and range increase with your Spiral Energy levels.

Lagann-type Gunmen [400cp]: Despite only standing about as tall as the average human adult, the Lagann mechs have the potential to be the most powerful Gunmen in the galaxy.

Features: See below.

--Custom paint job [Free]: Choose the colors and body for your mech.

--Drill Generation [Free]: You can create drills of different sizes on any part of the mech. These drills can be used as weapons, tools, or shields. The potential of this power is only as great as your Spiral Energy.

--Lagann Impact [Free]: You're able to combine with other mechs and vehicles by drilling into them and then using the physic defying power of Spiral energy to force a transformation that assimilates your target into your mech. The potential of this power is only as great as your Spiral Energy.

--Flight Capabilities [Free]: Soar through the air on jets. Speed and range increase with your Spiral Energy levels.

Mecha Import [300cp – 400cp]: For 300cp you may upgrade any one of your own mechs with Spiral Energy. This will allow you to power your mech with your own naturally generated Spiral Energy and increase it's capabilities as your Spiral powers grow. For an extra 100cp you can give your mech the Lagann-type's ability to combine with other machines and vehicles.

Complications

You may select up to +600cp worth of complications.

OPEN FIRE! [+100cp]: You believe that the best way to solve a problem is by blowing it up. Whenever you're confronted with an enemy or physical obstacle, the first thing you reach for is the nearest weapon or tool that can tear it down. Your negotiation and advanced problem solving skills go right out the window.

It's For Agility! [+100cp]: Wherever you go you'll always wear the most revealing clothing possible. You'll walk outside in stripperiffic outfits and charge straight into battle without any protective gear. Your sexy attire is also likely to attract a lot of attention, but not the good kind.

Hey it's... that guy [+100cp]: Somehow you've pissed somebody off big time and now they're stalking you for revenge. This individual won't quit fighting you until you're down on your knees and groveling at their feet. Your rival will go to extreme lengths to defeat you and it would take a miracle to get them to even consider making peace.

Bad Luck [+200cp]: You suffer terrible misfortunes on a daily basis. The tragedies that plague you will be both major and minor, they could be anything from missing the last slice of pizza at lunch to losing the person that you care most about. Fatal incidents will be extremely rare but they can happen.

Mute [+200cp]: You can't talk. You'll still be able to laugh, yell or make noises, but you have no way of forming actual words. Sign language or some other form of non-vocal communication will definitely be needed.

Big Forehead [+200cp]: You're a very calm and collected individual, unfortunately, this means that you have trouble generating Spiral Energy and you're very susceptible to falling into absolute despair. This cold attitude may also become annoying to a few people.

Spiral Nemesis [+300cp]: Due to some sort of flaw in your biology Spiral Energy is extremely harmful to you. Attempting to generate it yourself will cause crippling pain and simply being near someone using Spiral Energy, even if it's for something as simple as powering a Gunmen, will induce severe headaches. Prolonged exposure to Spiral Energy is fatal and there's nothing you can do to cure your condition.

Who the hell am I [+300cp]: You have amnesia! All of your memories prior to arriving in this world have become foggy, you've forgotten who you really are and you've lost all recollection of anything or anyone from outside this world that you may have brought with you. You're still able to use all your extra abilities and resources, but good luck figuring them out by yourself. You'll need to find some way to jog your memories if you ever wish to regain your true identity.

Beastman [+300cp]: You become one of the human/animal hybrids that serve Lordgenome. Instead of starting at your normal location you'll arrive in the massive spiraling city of Teppelin. Beastmen are unable to generate Spiral Energy so their Gunmen have to be outfitted with solar batteries, limiting the time they can be active to daylight hours only. Beastmen also have a built-in genetic flaw that forces them to routinely go into hibernation in-order to stay alive. As a beastman you gain an innate sense of superiority over humans and you'll eagerly serve in the Human Extermination Army under the command of one of the four supreme generals.

Man of the Spiral [+300cp]: Powers? Who the hell needs those, you can take on this entire world with nothing but the perks and equipment you've gained right here. Any powers, skills, abilities or perks you've gained from other jumps are blocked and your warehouse along with any other items and equipment you've purchased has been locked away. You still have all your memories and Bodymod body, but you'll only be able to take advantage of the perks and equipment you've purchased from this cyoa.
Any companions you may have with you (Imported or not.) are also affected by this drawback. **(Cannot be taken if you lack any skills, abilities or powers from other jumps.)**

Outro

Congratulations, you've managed to survive for ten years and now you get to decide what happens next. Regardless of what you pick any complications you may have chosen will be removed.

As the sunsets on your final day in this world you may choose to to either **Go Home**, while also keeping everything you've purchased or gained, **Stay Here** in this world for the rest of your life, or **Move On** to another adventure in a different world.

Optional Endgame Scenario

As you prepare to make your final decision, something very strange occurs. A mysterious individual appears where none stood before. The figure analyzes you with dark soulless eyes as glowing red circuits pulse along it's body. Only after scanning your every detail does it finally speak. "You are not from here. You may be useful." The strange cybernetic being explains that it is a messenger of the Anti-Spirals, a group dedicated to defending this universe against the threat of the Spiral Nemesis, the unchecked use of Spiral Energy that will result in the destruction of all reality. The messenger was sent to investigate you after the Anti-Spirals detected the same anomaly that led to your arrival in this universe. Now that it knows exactly who and what you are it has an offer for you. Help the Anti-Spirals reassert their control over humanity and they will share their vast technological knowledge with you. Will you obey this strange intelligence and destroy humanity or will you stand beside the Spirals and fight this evil alien threat? Choose one of the endgame scenarios below.

In case you don't understand what's going on, picking this option means you've decided to end your chain and obtain your Spark. The endgame scenario takes place in an alternate version of Gurren Lagann's 2nd story arc, the Anti-Spiral Invasion arc. The Anti-Spirals are ridiculously powerful cybernetic aliens and their leader, the unified consciousness of their entire species, wields the power of a god. In the original story Simon and his friends were only just barely able to defeat the Anti-Spirals and save Nia, who had been converted into a bio-synthetic puppet by the aliens to serve as their messenger to humanity, but now you have the opportunity to change things, either for better or worse. Destroy has you recreate the events that led to the state humanity was in at the beginning of the series, Defend makes events play out similarly to how they did originally but with much stronger foes trying to destroy the earth, and Redeem presents you with the monumental task of creating peace between the Spirals and Anti-Spirals.

You DO NOT have to go through the endgame scenario immediately after you finish the main jump, you can leave, finish the rest of your chain, and then return to do Gurren Lagann as your Final jump.

Additionally, you're not bound by the 8 companion limit during the endgame scenario and you can grant any companion the ability to produce their own Spiral Energy completely free of charge. Also, if your companions have their own mechs then they may be imported to run on Spiral Energy.

One more thing, just in case you weren't aware, if you decide to embark on one of the endgame scenarios your potential Spiral Energy abilities will MASSIVLY increased. In the second half of the story both humans and Anti-Spirals are able to use their Spiral power to perform reality destroying feats such as punching holes into other dimensions, firing in infinite directions, generating enough mass and energy to create mechs bigger than galaxies, and performing attacks with power equal to the big bang.

O Tell Me the Secrets of This World: *The messenger does not react in any noticeable way after you accept it's offer, instead it simply explains how you will complete your mission. Whether out of sincere generosity or fear of your true power, the Anti-Spirals have decided to show mercy and give humanity a second chance at survival. You will repeat the actions of Lordgenome, you will wipe away all traces of civilization from the face of the earth and force humanity back underground. Once this is done you will watch over desolate surface for one thousand years and ensure that the human population never rises above one million individuals. To accomplish this goal you will need both the means to destroy an entire civilization and the emotional detachment required to kill countless innocents. However even if you do posses the necessary resources and apathy, humans are resilient creatures and it is almost guaranteed that you will be challenged many times as you attempt to carry out our mission.*

OO Bonus Reward: As promised, for pacifying humanity the Anti-Spirals will teach you how to recreate their technology. This will allow you to build entire new universes, instantly teleport vast distances, manipulate probability, materialize attack drones made out of a unique form of matter that can only be harmed by Spiral Energy, and perform countless other reality warping feats. Additionally you've discovered how to access and trap people within an infinitely expanding multidimensional labyrinth that's impossible to escape.

O We Will Survive by Any Means Necessary: *Upon hearing your refusal the messenger disappears and a moment later a strange glowing machine appears in the sky. It turns in your direction then begins laying waste to everything around it. By refusing their offer you've caused the Anti-Spirals to initiate their original plan to destroy humanity. Endless waves of powerful alien drones will assault mankind and after three weeks the entire earth will be destroyed by a planet shattering super weapon. You must help protect the earth and defeat the Anti-Spirals. Many events in this scenario will play out as they did originally but now the Anti-Spirals will make a dedicated effort to destroy you and everyone else who poses a threat to them. Expect their forces to target you almost excursively during battles and prepare to face some of their deadliest units and tactics. If you manage to defeat the alien menace you'll have to survive here for an additional fifty years.*

OO Bonus Reward: By defeating the Anti-Spirals and keeping reality intact you've proved that Spiral Energy can be used without causing the apocalypse. From now on you will be able to spread Spiral Energy to other universes, granting countless beings the power of evolution. In addition to being able to grant whole universes Spiral Power, you also received your own version of Cathedral Terra, a massively powerful moon sized starship capable of transforming into a similarly powerful Gunmen.

O You Are Someone Who Ought to Survive: *Subjugate one species or completely exterminate another. Neither of those options sound appealing to you, but if the Anti-Spirals just want to prevent the apocalypse why not work with humanity and so that they can figure out a way to overcome the dangers of Spiral Energy? You explain your idea to the messenger but it only regards you with confusion and disdain. "Cooperating with the Spiral races is impossible. They cannot resist their primal instincts nor the power that Spiral Energy offers them. They must be either contained or destroyed and if you will not help us control humanity you will be wiped out along with them." At that the messenger disappears and in it's place appear two large Anti-Spiral mechs. The machines power up their weapons and begin their attack. You must peacefully resolve the conflict between the Anti-Spirals and humanity then convince the Anti-Spirals that what they're doing is wrong and that they should work with the Spiral races to avert the Spiral Nemesis instead of trying to destroy or subjugate other lifeforms. Aside from the obvious difficulty of trying to persuade an ancient, super intelligent, reality-warping alien to your point to view you'll also have to deal with all the humans who just want to destroy the Anti-spirals. You may take as much time as you wish to achieve your goal, but you will fail if either humanity or the Anti-Spirals are destroyed.*

OO Bonus Reward: For doing the impossible you've received rewards from both the Spirals and Anti-Spirals. With the technology to forge whole new universes and the full evolutionary power of Spiral Energy there is little you can't do if you have the right amount of imagination and willpower. All of your rewards are as powerful as they were in their respective scenarios, also keep in mind that after everything you've done both the Spirals and Anti-Spirals are certain to see you as a close friend and valuable ally. Congratulations.

I Want To Head Towards Tomorrow

(A.K.A. Endgame Cancellation)

What do you mean you want to keep jumping!? We just had such a nice, beautiful, epic, emotional conclusion and now you want to ruin it? 'Sigh', well, I guess we can keep this going little while longer. But, in exchange for being able to continue jumping, you have to forfeit your spark and the bonus rewards from your scenario. I'll replace the scenario rewards with some lesser secondary prizes, but you're going to have to do a whole new endgame or end jump in order to get your spark again.

Tell Me The Secrets of This World

O Pre-Spark Reward: At some point during your time here fate conspired to ensure that both a Beastmen breeding facility and a Gunmen factory would fall into your possession. Whether you had these places built yourself, discovered them in the wasteland, or captured them from a group of rebels, it doesn't matter. What matters is that both these facilities are in full working order and can be attached to your Warehouse so that you may produce armies of Beastmen and legions of infantry Gunmen in any future jumps you go to. Both of these facilities come with an automatically replenishing supply of resources, and together they are capable of producing an army large enough to occupy an entire planet after just a few years of constant production.

We Will Survive By Any Means Necessary

O Pre-Spark Reward: People around you can awaken their own Spiral Power but they will be bound by the same restrictions as you are. While people who possess Spiral Energy can become incredibly powerful, keep in mind that not everyone can reach their full potential and even if they can they're typically only capable of doing so under extreme circumstances. Animals and artificial organisms can also potentially develop their own Spiral power, but this is extremely rare and difficult and typically only happens if they possess a great amount of willpower and stay in the presence of a strong Spiral user for extended periods of time. Anyone with Spiral Energy could potentially trigger the Spiral Nemesis but they would have to generate universe levels of matter and energy in order to do so.

You Are Someone Who Ought To Survive

O Pre-Spark Reward: Because of your incredible achievement you may **choose one of the above pre-spark rewards.** With either the ability to produce armies equal to those of Lordgenome, or the potential to see your followers empowered with Spiral Energy, you're certain have a much easier time winning any future conflicts you may find yourself in.

Notes

O All complications are removed after ten years regardless of what option you pick at the end of the jump.

O Without going through any of the endgame scenarios you'll only be able achieve first arc levels of Spiral power (The feats mentioned in the description for Spiral Energy and displayed by Simon and Lordgenome during their battle at the end of the Beastmen War story arc.) until after you get your Spark and stop jumping.

However if you do accept any of endgame scenarios you'll be able to unlock the true potential of Spiral Energy both in the endgame and in any future jumps you visit, allowing you to create mechs and perform attacks capable of affecting whole cities at their weakest and entire galaxies at their strongest. However there are a few stipulations to this.

First, it is incredibly unlikely you'll be able to achieve any of the feats Simon and his allies displayed during their fight against the Anti-Spirals on a regular basis, or at all, without significant enough motivation. Simon was only able to do what he did because he had a great amount of innate willpower, the support of all his friends and allies, and the motivation to save both his true love and all of humanity. Additionally he was only able to form Tengen Toppa Gurren Lagann and it's super form by combining with his entire similarly powerful team. Second, keep in mind that Spiral Energy is based entirely around progress, evolution, and willpower. Which means it typically only increases in potency whenever it has to match what you're using it against. So trying to use a galaxy or planet destroying attack against a threat that doesn't warrant that type of response is likely to fail.

O Regardless of whether or not you decide to go through one of the endgame scenarios, you'll gain the ability to grant one individual in each world you go to a fraction of your Spiral Energy. The person you gift this power to can only improve if your directly train them yourself and the upper limits of their Spiral Powers cannot exceed your own. However, if you decide to go through the Anti-Spiral scenario (Tell Me the Secrets of This World) you will lose the ability to grant others Spiral Energy.

O Until you get your spark using Spiral Energy will always carry the risk of triggering the Spiral Nemesis, however doing so would probably require generating the same amount of matter and energy as the entire observable universe.

O I shouldn’t have to say this but you will need the proper resources to create beastmen of your own. You can't just whip one up in a cave using a bunch of scraps, you'll need sufficiently advanced genetic engineering and medical technology as well as a good environment to work in.

O “Good Old Fisticuffs” does NOT allow you to instantly punch out Gods. It's meant to help you fight people with B.S magical defenses or stupidly fast attack speeds.

O You're free to decide weather this jump follows the events of the anime or the movies.

O You're returned to your human form if you picked the Beastman complication and decide to either Move On, Go Home or complete the Endgame Scenario. You also gain the ability to change into your Beastman form anytime you wish. All the flaws of your Beastman body (Hibernation, inability to generate spiral energy, loyalty, etc.) are removed as well, even if you decide to stay.