Muteki Shinki Atlas Jump

Version 1.0.0

In 2012 the world came to an end. Not in a literal, physical sense, but the discovery of Atlantis brought an end to one age and the birth of another. Since then 19 years have passed, and the wonders of Atlantis are beginning to reshape the science and technology of the world.

This reshaping is based around the wonder metal orichalcum which is able to provide great power due to its psycho-reactive properties. It can use this power to generate artificial gravity, to negate gravity, to create energy projections, and more. But there was more found in Atlantis than fantastic metals and flying machines. Even as the Ares-01 mission uses this technology to perform the first manned mission to Mars carrying a 6 person crew, on Earth the World Self-Defense Force works out of its headquarters in Tokyo to build the Godmachine - or Shinki - Atlas. A great mechanical god built from the crystalized remains of Atlantis's guardian deity, the Atlas is mankind's best hope for the apocalypse foretold on the sunken continent.

For it was not gods who destroyed Atlantis. Oh, the Atlantean's descendants would forget the true nature of the demons which had destroyed their homeland and come to worship them under the names of Ares, Aphrodites, Hera, and most of all Zeus, but they were not gods. They were great, artificially made biological weapons which descended from space sent by the alien race known as the Maseijin.

And the Maseijin would return. Atlantis was not the first human civilization they had destroyed. Humanity had only two hopes. Escape Earth and spread out before the Maseijin returned to wipe them out once more. Or create their own defenders capable of destroying the daeva used by the Maseijin.

For this reason the World Self-Defense Force was formed, and in the homeland of Professor Nakamura – the discover of Atlantis and the foremost expert on orichalcum – they built the Shinki Project. With Professor Nakamura's death, his daughter Ai Nakamura is taking over his position, just as both projects reach the end of their first phase. The Ares-01 travels to Mars, and the Atlas's construction is completed with the training and selection of its pilots finally beginning.

The Ares-01 mission however will become a failure as the Maseijin spy onboard kills the crew and sends a message to the Empire: Humanity has ripened. They have

successfully set foot on another planet, and it is time to harvest them before they become more dangerous.

About 1 year later the Maseijin fleet will arrive, and the Girl in the Crystal – Cleito last priestess of the Atlanteans – will awaken and give her warning. Arashi will fail to make it into the elite Atlas squad but be assigned to be one of her Gigantes piloting bodyguards and the series will begin in earnest. If you do nothing the war with the Maseijin will take somewhere over 2 years, perhaps 3 years, and it will see most of the named cast, as well as humanity in general die in the process. The Maseijin fleet will be destroyed even despite two waves of reinforcements, and both the Maou and his only son and heir will die in the process. Humanity will win, but even 2 years into the future will not know if the Maseijin will be returning in greater force to avenge their fallen rulers.

+1000 CP

Good luck and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Atlantean (Drop-In): Perhaps you were an Atlantean like Cleito. Or maybe you just appeared without any memories or history in this world. Either way you're not from the modern world and age, and you'll have to make your own place here. If you took Kaiju Priestess and Priestess of the Flame you may insert as Cleito (this is incompatible with choosing to actually drop-in).

You begin the jump when Cleito breaks free of the crystalized flame of Prometheus, having either been sealed in it alongside her, or just appearing somewhere near the WSDF headquarters in Tokyo.

Pilot: You are a trained mecha pilot working for the WSDF. You are familiar with the use of a gigantes, and understand the mechanisms of piloting it. If you took Uranos, Natural Born Badass, and Shinki (Atlas) you may insert as Arashi. If you took the upgraded version of Mecha Pilot you may choose to be part of the Atlas Squad.

You begin the jump when Cleito breaks free of the crystalized flame of Prometheus, in or near the WSDF headquarters in Tokyo, and are currently living in its barracks.

Engineer: You are an engineer and researcher for the WSDF working on Orichalcum technology under Ai Nakamura. If you took Young Genius, Orichalcum Researcher, and Theotekhnētēs you may insert as Ai Nakamura.

You begin the jump when Cleito breaks free of the crystalized flame of Prometheus, in or near the WSDF headquarters in Tokyo, and are currently employed in its labs.

Maseijin: You are one of the Maseijin, alien invaders from beyond the edge of the galaxy. You are one of their serfs, a goblin, with the appearance that comes with that unless you take Vampiric Nobility in which case you may be one of their pale skinned, red-eyed, anime-haired noble class. Either way it becomes an alt-form post jump. If you take Vampiric Nobility and Devilish Biotech you may choose to be a child of the Maou. This will make Dew both your brother and sworn enemy given the tradition of fratricide in the royal family.

You begin the jump when Cleito breaks free of the crystalized flame of Prometheus, in the Maseijin invasion craft that has just arrived in the solar system, or else somewhere at the demon star they dwell at, perhaps in the royal palace or whatever place the royal court rules from.

Titan (200): You are a titan, a kaiju birthed from the Earth by its spirit Gaia. You have been charged with a mission. The daeva and their masters must be slain. Humanity must be protected. And the world must be kept pure. You may choose to replace Mitra if you desire or be a second titan born to fight alongside him. Apparently Gaia had more power than was thought.

You begin the jump when Atlantis rises and Mitra awakens, somewhere upon Atlantis.

Daeva (200): You are a daeva, a kaiju created by the Maseijin. You are a creature of destruction and corruption, made to bring death and destruction to the people of the Earth. If you take as your Kaiju Species that of any canon daeva you may replace that daeva.

You begin the jump being dropped onto Earth from the Maseijin invasion craft, at a time appropriate to the general power level of your kaiju species (if it cost 500 CP or more it will be either once Atlas gets its Evolutionary Core or shortly before, if you're 800 CP you'll be near the very end of the series, with 1000 CP or more putting you at when Ahriman is released).

Age and Gender:

Your age and gender are your own to choose from those appropriate to your origin. So if you're a Daeva or a Titan you're a newly born who may or may not have a gender. Otherwise pick something appropriate for a human, though most of the cast is 18 to 22.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

OST Collection (50 CP): It'd be a shame to deny you the music of the series. With this you have the complete soundtrack of songs from the series, including both opening and ending themes. You may have the music play either in your own head, or where other people can hear it, starting and ending when you please and letting you either choose the track or randomize it. In addition, similar to Atlas, Mitra, and Ahriman, you get your own distinct theme song in the style of the songs used in the show.

Ownership Reskin (100 CP): Like how Arashi was able to reshape the Aegis to fit him and change its color and style to better match him, when you take first claim of a major item you may re-skin it cosmetically, and even resize it within reason to fit you; armor for a woman half a foot shorter than you could be refit to fit you, but you won't be turning armor made for a human into something kaiju sized with just this.

While normally a one time effect, you can do this cosmetic redesign on any item gained directly from a jump document at the beginning of each jump.

Werewolf (200 CP): You're what the series called a werewolf. You don't particularly have lupine features, instead seeming to have twisted, leathery skin, but you do have at least the general shape of a wolf's head and ears. You're substantially larger than as a human, your muscles bulging and intensified, with hands ending in terrible claws. You're also stronger and faster than a human, capable of matching Arashi's showings of strength and agility (at least when he's not in his Augment Suit or Cleito's Aegis), though while you're tough you won't be taking blows from even the daevas' attendants; you can still survive multiple rounds from assault rifles, and require a hail of bullets to bring down. Also you have a long, thick 'tail' capable of stretching out to a limited extent and being used as a combat tentacle or restraining people. Like those of the werewolves it ends in a blood sucking lamprey-like mouth capable of biting through military body armor.

If taken with Natural Born Badass you'll be comparable to Tokugawa when he was turned into a werewolf. Strong enough to tear through tanks, and even Gigantes units, fast enough to give Arashi in his Augment Suit a one-sided beat down, and durable enough to shrug blows from him in it; though be careful, once Arashi put on the Aegis he was able to make quick work of even Tokugawa as a werewolf. Like Tokugawa you will possess an additional 4 combat tentacles extending from your back, each ending in mouths

capable of, due to your enhanced strength, tearing chunks out of metal walls. You are also capable of demonstrating a low end energy blast from your mouth. This takes a few moments to charge up, but is strong enough to punch through the armor of a tank or badly burn Arashi.

Either way since you're paying CP for this you'll be able to shift between your normal and werewolf forms at will – and not just when you are dying – and this won't come with a feralization of your mind that forces you to serve the Masei Empire.

Atlantean Perks

Awakened in a New Age (100): Cleito awoke in a new and changed world. 14,000 years had passed, customs, culture, and civilization had changed. Within a month she was fitting right in and quoting Japanese pop culture. You adapt similarly well to sudden changes of culture and civilization, able to quickly assimilate into a new society without great anguish or homesickness.

Timeless Beauty (200): Your beauty has a timeless quality to it. Whether it's ancient Atlantis or modern Japan you have the looks to be mistaken for a model, or be instantly given a contract as one.

And like Cleito, while people might notice your striking and exotic features, they don't seem to find them more than mildly curious, and often attractive. They might comment on your impossibly golden eyes, or cerulean hair, but they won't judge you inhuman for them, and only seem to notice these odd phenotypes in ways that are beneficial to you. This only carries to cosmetic differences – things like impossible hair, eye, or even skin color, maybe even animal ears and tail but being a hulking giant or a werewolf won't be covered.

Finally like Cleito you may choose to possess some exotic features. This could be her orichalcum colored eyes and cerulean hair, or something else. The Atlanteans showed a full rainbow of hair colors after all.

Titan Priestess (400): Like Cleito you possess a special bond with the titans. They will naturally see you as a friend and ally, and take special action to protect and defend you. They even seem to be able to sense when you are in danger and come to your aid and protection. Of course Mitra is the only titan in the modern era so this might not be too useful. If you're on the side of the Maseijin this will apply to their daeva creations instead. In future jumps this will instead simply make it so that you seem to possess the ability to quickly befriend kaiju and similar creatures, causing them to accept you as a friend, and even protect you. This will work better on friendly and protective kaiju – think Mothra from Godzilla – and will be less effective on actively sadistic and murderous kaiju, but even more neutral ones will be affected and maybe you could bond with someone like Ghidorah or Gyaos over a shared love of human suffering.

This extends as far as to allow you some low level telepathic communication with them. Don't expect proper words or conversations, but you could get an idea for their motives and maybe pick up their name this way.

Keeper of the Flame (600): The true power of Cleito's bloodline wasn't that they were beloved by the guardian titans spawned from the Earth. It was their connection to the Flame, and ability to channel it into technology. While we mainly see this used on Atlas, Cleito did use it on her axe and aegis, and supposedly it could be used on any technology she held a personal bond to.

Like Cleito, you can channel the powers of the Flame through you into technological creations which you possess a strong enough bond to. This allows you to provide them with increases in their capabilities. An energy gun might grow to possess stronger blasts, a robot could grow faster and stronger, and just generally it will improve them. Even all new capabilities can be developed this way, like how Atlas developed its Infinite Heat Beam from this power. This is a permanent change to the technology in question with no clearly shown limit to how strong it can make something grow. You could even consider this an uncapper on your technology, allowing you to improve it without limit. Except there are a few limits.

The power draws on your personal power and energy. While you won't run the risk of accidentally turning yourself into a crystalized piece of technology like the Evolutionary Core Cleito became, you won't be able to overcharge this ability to the levels that risk it, so expect smaller changes, and not the big leaps shown in Cleito's orichalcum axe and the Atlas when she was pushed to her limit. It also runs on immediate need. It isn't something that can be done just through time, or training, but which requires direct and active dangers and threats that require pushing something beyond its limits.

Like Cleito, you don't need to be directly wielding the item in question to evolve it – she evolved Atlas from miles away at least once – though you do need to have a strong bond, need to directly be perceiving what's happening, the need still has to be there, and there probably is an upper limit to range.

Pilot Perks

Mecha Pilot (100): You have been trained to pilot a gigantes either through mechanical controls, or the neural interface provided by an Augment Suit. This makes you a comparable pilot to Arashi at the start of the series; you're a qualified pilot, but near the bottom of the top 30 pilots who tested to be part of the Atlas Squad.

For additional 200 CP (not discounted) you possess skills similar to those of Tokugawa. Even with the lowest compatibility with Atlas of the Atlas Squad you could pilot it in battle against full fledged daevas, and – while Atlas would eventually kill you – outperform Arashi at the start of the series in Atlas.

What's Discipline (200): Military discipline is a thing. Dress codes, saluting, obeying orders, all of these things are expected. Of the Atlas Squad the only one who shows that they recognize this fact is Tokugawa, and all of them get away with it. While to some extent this can be explained with the fact that they are special, not particularly replaceable assets – especially after they get their own Shinki – they were getting away with a lot before that. And you can too.

Things like dress codes just don't exist for you. Breaches of expected discipline or company policy just don't particularly matter when it's coming from you as long as it's not a major dereliction of duty, ignoring orders, or directly putting people in danger. Even those things start to get ignored if you're useful or irreplaceable enough. As a top ace pilot you could get away with a lot. As the only person able to bring out more than 70% of the super robot's full power, and to be able to survive piloting it without hospitalization you could thumb your nose to your superior officer, get a whole squad of your fellow pilots killed by ignoring orders, and get the super robot substantially damaged and still get off with just a guilt tripping lecture.

Natural Born Badass (400): One has to question Arashi's humanity. Most people stand no chance against a biosuited Maseijin soldiers. Even the elite soldiers of the Atlas Squad were hard pressed to take one down four on one before getting their Augment Suits. Arashi and Tokugawa managed to take them down with relative ease, however. You possess a similar level of situational awareness, reflexes, and natural brawling skills that you could beat up someone in body augmenting bio-armor. Your physical fitness is enough to casually break high jump records, and probably the same with weight lifting, though we're not given as good evidence of this except that Tokugawa considers benching 300 kg a light workout, and he and Arashi went higher than that when competing.

This also gives you Arashi's quite frankly absurd durability. As in got hit by a 28 meter monster that can tear through mass produced mecha and tanks, and knocked through a building and only had a few broken ribs, and was up and piloting a giant robot within a week. Or taking 3 bullet-like wounds and continuing to fight without any meaningful impact to your fighting ability because 'they didn't hit anywhere important.' Though you'd probably eventually need your gut wound checked on to stop the blood loss and prevent infection.

Uranos (600): You might not be reincarnated from the founder of Atlantis like Arashi is, but the Shinki don't seem to know that. Like Arashi you possess total compatibility with Atlantean technology and the Gigantes and Shinki derived from it in the modern era. You are able to use every piece of Atlantean technology as if you were its proper user, and have 100% compatibility with any and every Shinki and Gigantes. With time and use you can even increase this compatibility to over 100% like how Arashi reached 110% compatibility with Atlas, and was able to increase it beyond that level with immense emotion. This compatibility drops instead to levels incapable of utilizing Atlantean technology when you are suffering from the effects of mind control and being forced to use this technology against your will.

In future jumps you can apply this to any sort of item or technology that requires a certain bloodline or chosen one status to wield. Draw Excalibur, lift Mjolnir, or the like. And like with Shinki you're able to use them as a fully compatible user, and even, with time, bring out more than 100% of their power, though this is just an improvement in base functionality and won't see it developing new special functions on its own, and will reach a cap of 110% baseline with anything else being dependent upon your emotions and feelings. Similarly should your mind not be your own, you may find this special worthiness disappearing if you would use the object in ways against your normal purposes; this won't stop you from using (traditional versions of) Excalibur as anyone can use Excalibur and you merely need to be the rightful king to draw it, but something like Marvel's Mjolnir would read you as unworthy and unable to lift it.

Engineer Perks

Young Genius (100): Ai is young. But because she's the heir to all of her father's research, they defer to her despite this. You'll find that you similarly have little trouble getting respect from your subordinates and those around you based on your age, or other factors like ethnicity or gender, as long as you can demonstrate the skills and knowledge necessary for your position. So what if you're a 19 year old woman, or even a 12 year old brat, as long as you can build giant robots better than anyone else out there?

Emergency Repairs (200): You are a master at repairing technology quickly under pressure and in dangerous situations. Repairs you perform seem to go faster than they normally would, and repairing a giant robot as it fights a kaiju is something you could do. This won't protect you from the risk of being collateral, nor will you be completely replacing its arm or welding new orichalcum armor over it, but you could manage to perform the fine repairs necessary to seal up its energy conduits, patch control cables, and get the arm and its Infinite Heat Cannon functional again while the entire robot was flying and shaking from fighting the same kaiju that just nearly disarmed it entirely. This won't get you onto the giant robot, though.

Orichalcum Researcher (400): Like Ai, or her father the revered Professor Nakamura, you are a master at reverse engineering advanced, possibly spiritual, technology. Whether it's taking orichalcum and figuring out how to synthesize more of it, replicating Atlantean space travel, or capturing a Maseijin soldier and using it to gain a basic theory of how soul-manipulating biotechnology works, you are able to take advanced and/or spiritual technology apart and figure out how it works. This takes time, it took more than a year from the start of the series until Ai had properly analyzed and understood Maseijin technology, but it only took a year to dissect alien biotechnology that manipulated souls, and less than 2 years to construct non-biotechnology based on it.

You won't necessarily be able to recreate Atlantean technology in future jumps, but you will be able to replicate this reverse engineering, quickly dissecting and coming to understand new technology and magitech that you encounter and being skilled in replicating principles used in them. Though some technology may be beyond your abilities – Ai couldn't replicate the Promethean Flame, Evolutionary Core, or even fully replicate an Aegis for mass production.

Theotekhnētēs (600): What's a scientist to do when they have the crystalized remains of a dead 'god?' Well if the Nakamura family shows us anything the answer is to build a giant robot out of it. And if you're taking this maybe you agree with them.

You are a master of giant robot construction. You could build them whole cloth, like the Gigantes, improve upon them like the Gigantes Mk 2, or construct them from around the fossilized remains of dead gods like the Shinki. And you're not limited to dead 'gods' like the titans spawned by the Earth to guide and protect humanity, any sufficiently large and powerful beings could be used as the core of these giant robots. When building a robot from such an entity, you'll find it strangely easy to replicate at least some of its powers through technological means. Ai wasn't able to make the shinki purify things like the titans did, but she was able to replicate Hyperion's Solid Solar Blade in an unmelting blade of orichalcum, and create a cannon that produced torrents of water that melted through daevas seemingly from Oceanus's ability to control the ocean and utilize it similarly.

Maseijin Perks

Without Conscience (100): The Maseijin pride themselves on their complete lack of conscience, describing it as proof of the inferiority of lesser races. They are all in all a group of highly functional sociopaths who somehow avoid backstabbing through presumably rational self-interest. And now you're one of these as well. Or you can be. You are capable of turning off your conscience entirely and generally muting your emotions, making it easier for you to act out of pure concern for what is best for you in the long term. Unlike the Maseijin you can actually turn your conscience on again too.

Infiltration Agent (200): The Maseijin are nearly emotionless soul-drinking horrors who are able to walk among humanity in disguise for entire lifetimes without people realizing it. Even their goblin-like lower castes can pretend to be humans for years with a skin suit and not show it in their behavior. You have the same sort of acting skill, capable of convincingly faking emotions and behavior. Even as something fundamentally lacking in human emotions and feelings, along with the creative spark of a fully developed soul, you could convincingly play at being human well enough to be married to one and have her never suspect you were anything other than a somewhat stoic businessman, or pass through extensive psychological screening and background checks to be part of the first manned Mars mission.

Vampiric Nobility (400): You're not one of the goblin-like lower castes of the Maseijin. You're one of the nobles with all the powers that come with being one. You possess the ability to hypnotize humans with your gaze, making them suggestible to your commands and even leaving post-hypnotic commands, though the strong of will can resist this completely. You are also capable of turning into a mist-like form where you are insubstantial and cannot be harmed by physical weapons, though a bright enough light, such as the sun or even a well lit room, will force you back into solid flesh and blood. You can even shift quickly back and forth between solid and mist form to land blows on others, and turn your clothes and carried gear into mist along with yourself. Cementing that you're inspired by a vampire, you possess a pair of fangs capable of piercing human flesh to drink their blood. From the sounds of it, this is rather more pleasurable than you'd expect, and provides you with nutrients needed to sustain your life and can replenish your stamina as if you rested. By draining someone's blood to the point that they die you can take this further, consuming their soul and prolonging your own life by years, maybe decades, potentially even de-aging yourself back towards your physical prime. Drinking souls will also provide you with a temporary boost to your strength, speed, and durability; a single soul will leave you only mildly superhuman, about

comparable to the strength and speed of Natural Born Badass, but with sufficiently high numbers of souls you can obtain the strength to overcome an Atlantean Aegis, hit attendant daevas and cyclopodes hard enough to make them explode, and even destroy a weaker Shinki. You are capable of drinking vast amounts of souls, or blood; Dew drank a whole swimming pool worth when he decided to kill the Maou and release Ahriman.

Devilish Biotech (600): You possess a mastery of Maseijin biotechnology to rival Dew or the Maou. Their technology was capable of making armoring bio-suits which pushed unskilled combatants to levels where they were matches for whole squads of soldiers (though 2 'normal human beings' were able to beat them by being just that badass), create living spaceships capable of crossing from 'just beyond the edge of the galaxy' to Earth in at most a year, create an entire techbase capable of maintaining interstellar spies out of biotechnology, creating human-like species with nearly no souls and therefore being little more than obedient bioautomata with little free will and creativity, and of course made all the daevas shown, including Zeus and Ahriman. This technology can also interact with souls, extracting them along with the blood of sapient beings – which seems to cause dementia, cognitive impairment, and general brain damage – and using them as a terrifyingly effective fuel and energy source. In fact most of this technology seems to run on souls as a general rule.

Titan Perks

Watch Your Step (100): When you're a 40 meter plus kaiju it can be rather easy to do some serious damage to the area around you, even just by moving through it. Except for you it's easy not to. Your presence seems to harm the world around you less than it ought to. Rising up out of the ocean, or diving back into it, won't create city destroying waves, your footsteps won't bring down nearby buildings, and you generally find it easier not to step on anything important when you're moving through a city even by accident. This won't completely negate damage from say attacks or fighting in a city, but you could run down two parallel streets without destroying the houses to either side of your feet while rushing to one.

Source of Hope (200): Like Mitra when you arrive, those you seek to help and protect instinctively feel a wave of hope and reassurance. You could be a massive golden kaiju, with biological armor, and energy crackling from your eyes, arriving in the middle of a kaiju invasion and if you were there to protect humanity against the other kaiju mankind would look at you and for some reason they cannot articulate feel that your presence means all will be well. You have to actually be on their side, though; the maseijin never felt hope at Mitra's arrival only fear.

Asha (400): Where the more powerful daevas corrupt the world with their presence, the titans seem to be capable of reversing and undoing that corruption by remaining in a location and allowing their energy to flow out from them. This is unfortunately nowhere near as passive or quick, so you still sort of need to deal with the daevas quickly, but simply by remaining in an area and allowing your energy to bleed out through it you may reverse and undo the effects of corruptive energies and effects. This can get rid of spiritual taint and corruption, as well as undo physical effects and even simply clean up pollution in the area. The more power you put in the more quickly this effect works and the further outwards it will spread. Assuming your power is similar to Mitra's your rate will be similar as well, allowing you to do something like purify the East Coast of North America in a matter of months after it had been thoroughly tainted by Maseijin occupation, though this would leave you drained of power for a time even with the normal passive regeneration from Autochthonous.

Autochthonous (600): Even a kaiju has to eat, probably. The daevas definitely seem to enjoy doing it. But the titans born of the Earth to protect it don't seem to. At least Mitra never did, able to draw all the power he needed from the Earth itself. And like Mitra you are sustained by your world of origin. As long as you're on your home world for a jump (or the world you started the jump on if you're a drop-in) you are able to draw sustenance

from it. You won't need to eat, drink, or even breathe, and your stamina and internal energy reserves will constantly regenerate so that you could perform moderate exertion continuously; fighting will still tire you out eventually, but you could walk or even jog forever without needing to sleep.

In times of need, you will be able to draw additional energy from your world. The amount it will give you will depend upon circumstances – expect more power from it to defend against threats to the planet and its native species than for personal reasons – but no matter how powerful you become you will be able to see a substantial increase in your personal power when your world agrees that you are fighting for it. You aren't limited in using this power for yourself, however, as you can transfer it to others, beaming it to them and adding your energies to theirs.

Daeva Perks

Cruelty (100): The Maseijin may pride themselves on their lack of a conscience, but their creations take it to a whole other level. Even the least intelligent daevas are quick to figure out when people are being protected and to target them as if just to twist the knife. And now you have the same sense for understanding when there's someone around that your enemy is trying to protect, and how to target them to force your enemy to throw themselves in the way to protect them.

Collateral Maximization (200): Mitra can run through Tokyo without damaging a single house, but when a daeva makes its way through the ground shakes, buildings collapse as if through earthquakes, and even when Akoman floated over the city buildings were crushed underneath its shadow. The daevas were designed from the ground up to cause mass destruction, and whether you're a daeva or not it seems so are you. Your every action has its ability to damage the world around you increased. If you were a giant kaiju, you'd find that your footsteps would shake the earth and could bring down buildings, or the flapping of your wings could create terrible winds. This will be more minimal if you're a normal human, but even then you seem to be adept at making a wreck of a place. While this won't increase the damage of your attacks against individuals, it does seem to increase the collateral damage inflicted by them. When you battle buildings crumple, cities fall, and lives are lost.

Unruly Shadow (400): Evil cannot be controlled. Not truly. Oh, the maseijin managed to control most of the daevas, but it was far from perfect. It broke during Dahak's battle with Mitra, Indar they barely managed to point in the right direction, and Ahriman proved completely immune to their control, not that Dew tried too hard before feeding himself to the monster to add his hatred to Ahriman's own. Like these most powerful daevas, you possess a great resistance to control, able to break free of attempts to control your mind, your soul, or your thoughts, rendering you incapable of being held for more than moments by mind control or mental programming. Your will is yours and yours alone.

Druj (600): Ahriman, Indar, Dahak, and many of the other more powerful daevas, even the first encounters with some which were later mass produced (and only the first encounters), demonstrated a terrifying ability. The daevas bring corruption and contamination of the world. While this includes chemical contamination and pollution, it goes far deeper as well. Even after the WSDF cleaned up the area contaminated by Niyaz nothing would grow, and people felt ill in the area because the soul of the world was blighted there, and only by purifying the spirit of the land could it be cleansed.

Like the daevas you possess the ability to release corruption into the area around you. This spreads out from you as an oil-like substance which pollutes the land and renders it uninhabitable. It works on both a chemical and physical level as well as a spiritual level as you imbue the area with a spiritual contagion which renders it incapable of long supporting life especially human life, and causing depression and mental illness to spike even if the area is physically cleaned.

Should you possess other forms of energy than the destructive aspect of anti-life used by the daevas, you could corrupt the area with them, infusing it with that energy to flavor the local the area. The daevas are beings of pure destruction and created to end life, their energy is thus antithetical to life so this ability defaults to that, but what tainting an area with other energies would do will require some experimentation.

The stronger you are the faster this energy spreads by default, though should you have the Nasu or Ahriman species it will spread the destructive energy of the daevas at a speed at least an order of magnitude faster than expected from your power. Nasu was nowhere near Indar's raw might, but managed to corrupt entire American states in hours, while Indar merely rendered Tokyo inhospitable across his fight there; and Ahriman was of course in a class all his own. Other energies won't be affected by this species and you can expect them to take a good deal longer to fully dye an area, especially if they have beneficial effects instead of simply blighting it; it's easier to destroy life than augment it after all.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Bags of Dorados (50 CP): This is a bag of totally-not-doritos brand chips like those enjoyed by Ai. And like Ai, you seem to always have another bag when you need it.

Oricycle (50 CP): This is a motorcycle built of an orichalcum alloy. Like most purchasable vehicles it is self-maintaining and self-repairing, though given it is fueled by the psycho-reactive nature of orichalcum it isn't self-refueling. It does handle very well, and has better acceleration and speed than normal motorcycles.

Katana (100 CP): This is a katana, the soul of a true Japanese man. It is extremely sharp, and well made, able to cut through maseijin bio-suits and other similar armor which can stop bullets with ease, and even capable of cutting into lesser daeva – with sufficient strength like that from **Natural Born Badass** you could penetrate a cyclops's core though it might break the sword. Still it's a lot sturdier and better at cutting than a katana really should be.

Ares-J (200 CP): This is a copy of the Ares-1 spaceship which was intended to carry the first manned mission to Mars, and whose success served as the signal for the invasion fleet. It's simply a space ship, built with a mix of homegrown JAXA technology and orichalcum, capable of taking a crew of 7 to Mars, landing, and returning to Earth, all while carrying enough supplies to keep them alive for the multiyear round trip.

Headquarters (300 CP): This is a copy of the WSDF Headquarters. A large military complex complete with underground hangars for both aircraft and giant robots, a massive repair bay geared up for the construction and repair of giant robots – capable of working on 5 40 to 50 meter tall robots at once – housing to staff an entire military base including scores of mecha pilots, and an orichalcum reinforced wall stated to be harder to damage than the Atlas (before the Atlas began evolving) and (like the mid series version of the headquarters) possessing several ori-cannon turrets mounted about the walls of the base capable of destroying weaker daeva (they killed a lycaeon once). Oh, it's also got a room

set up for military command and communications to act as a full command post and coordinate combined arms maneuvers, or space fighters fighting by the moon. While its communications range is not unlimited, there wasn't time lag when communicating with fighters at the moon so the communications are apparently FTL.

Sea Floor Research Base (300 CP): Built upon the ocean floor, this base was designed for deep sea research and possesses orichalcum based technology which helps maintain its (lack of) pressure without being crushed by the sea, as well as extract breathable air and drinkable water from the sea. Its hydroponics allow it to be effectively self-sufficient, and its fusion reactor provides for all its energy needs. The only problem is it's a bit small, as it was too expensive to expand it to a size capable of constructing shinki within, or mass producing gigantes. Yours can be built upon Atlantis if you desire, or it can be somewhere else in the ocean that isn't going to rise out of the sea a few episodes into the series.

Atlantean Items

Orichalcum Pendant (100): This is an amulet worn around the neck made of a mixture of orichalcum and crystal. This pendant begins to glow when a daeva approaches, or in the presence of a Maseijin noble who has recently fed. In future jumps it will glow similarly in the presence of forces of spiritual evil and corruption; it won't glow for something minor like an orc or goblin, but demons, and major forces.

Orichalcum Axe (200): The original weapon that the Gigantes', and even Shinki's, ori-cannons are based on. This is a significantly smaller weapon than either, taking the form of an orichalcum tube, vaguely rifle-like in shape. It is capable of projecting energy around one end to take the form of either a rifle-butt or an oversized axe head. In this later form it is capable of cutting through the flesh of daeva like cyclopodes, and even the more powerful olympians. In the rifle butt configuration it won't cut, but it can be used to point the other end at your enemies and fired like a rifle, only projecting a large beam of offensive energy. This beam was powerful enough to one shot a cyclopodes without hitting its core, and shot a hole through one of the olympians, though it was unable to so much as hurt Zeus.

Your axe is like that used by Cleito's mother after its evolution in the fight in response to Apollo no-selling it with his hand.

Aegis (400): Consisting of a pair of bracers, a pair of sandals, a girdle, and set of pauldrons all composed of orichalcum when worn as a set you can cause them to replace your clothes with a dress or jumpsuit of glowing energy or maybe some form of hard-light construct. When in this active form it acts as powered armor, increasing the wearer's strength to compare to a Lycaeon, or allowing them to resist blows from such a beast – though the mouth beam was treated as a potentially deadly threat – even blows from stronger daeva can be survived when wearing this suit. And because this was the basis of the Augmentation Suit's physical augmentation technology, it will make you stronger, faster, and generally tougher and physically better no matter how physically powerful you become; it's not providing you with motors that lift that much it's improving your body (though it also is covering you in protective armor separate from making your body tougher).

It is also capable of energy projection and blasts. While not as powerful as the Orichalcum Axe, they're still at least as strong as the ori-cannons of the Shinki as they were capable of killing a Lycaeon by burning through to its core, hurt several other daeva, and managed to mortally wound Dew in his empowered state though he had been

weakened by battling Tethys and might no longer have been able to manage to block even a half-dodged blast from a shinki.

Promethean Flame (600): The great oracle of Atlantis. This is an eternal flame that needs no source or fuel, but will burn forever. It is also a communication console of sorts with Gaia, or well the spirit of whatever world it inserts onto at the start of a jump. Through this flame you, and your bloodline, can talk to the guiding spirit of the world, assuming it has one, directly communing with it even if normally it would be incapable of directly hearing the words of humans or replying to them in kind; the flame seems to translate human words and thoughts into something comprehensible by Gaia and Gaia's will into words a human can understand.

Of course, that isn't its only function. The flame was created by Kronos to guide Atlantis after his father's passing. And it still has this function, being a form of AI designed to administer and rule over a sprawling nation almost the size of Australia, and lead them into an unending golden age of prosperity. It ought to be pretty useful for any nation ruling you decide to do in the future, so it won't be completely useless in settings where planets don't have wills of their own.

Pilot Items

Gigantes (100): Professor Nakamura's lesser hope for mankind, and proof of concept. This is a Gigantes, a 21 meter tall mecha designed to fight the gods of destruction that came from space. This is only a mass produced mech mainly useful for fighting attendant daeva, and maybe dealing with a cyclops, or in numbers handling a lycaeon. Still it compares favorably to a tank in durability, able to survive attacks that would destroy a tank with only minimal damage, capable of outrunning a tank, lifting and tossing smaller attendant daeva, and generally fighting against them. It comes equipped with a beam saber capable of being used to wound daeva, and cut down attendant daeva, and an ori-cannon, an orichalcum energy weapon capable of firing energy blasts that can tear a hole through an attendant daeva, or destroy a cyclops in a single shot if it hits their core, though it'd take a few shots to expose even a lycaeon's core.

This will begin as a Gigantes Mk 1, but will be replaced with a Gigantes Mk 2 when they are designed, and a Gigantes Mk 3 when they are designed or at the end of the jump whichever comes first. The differences are slight. While officially the Mk 2 and Mk 3 are faster, stronger, have better range and penetrative power, that's not well demonstrated with the Mk 2 and the Mk 3 is only shown briefly on screen. The Mk 2 and Mk 3 do come with neural-interface cockpits designed to allow them to be piloted via an augment suit and easier replication of pilot movements, though if you didn't buy an augment suit or would prefer to pilot with an actual control system you may retain the Mk 1 cockpit.

Augment Suit (200): Your very own plugsuit. I mean it's totally not a plugsuit. It's just a mecha piloting suit. That looks suspiciously like a plugsuit with some glowing lines that are apparently orichalcum.

First off this suit is designed to be used to pilot a shinki or gigantes via a direct neural interface. It'll work with other mechs designed to be piloted by either translation of your movement impulses or your physical movements to movements of the mecha – such as Jaegers, Evas, or Mobile Fighters from G Gundam – though it won't give this functionality to mechs that lack it already.

Second and perhaps more importantly, this suit augments the user's physical capabilities. When in its active combat mode, a normal human wearing this suit could leap 10+ meters straight up, survive blows from attendant daeva (though we see an extra get casually killed by a cyclops), and punch hard enough to ram a fist through a tank. Tokugawa managed to kill a cyclops with a katana wearing one of these suits, though he broke the sword in the process, but was still casually leaping 20+ meters straight up, and managed

to hurt it with punches and kicks. It still won't put you equal to a normal person in an Atlantean Aegis but you'll definitely be superhuman. And since this isn't the suit providing power but augmenting your body it'll always make you at least somewhat stronger than you were when not wearing it. Unfortunately this also means that the strain from its combat mode scales to you as well, so the stronger and more powerful you are the more exhausting it will become to use and it will never stop putting an unhealthy amount of strain on your body.

Zone Defender (400): This is a copy of the Zone Defender. A fighter jet designed using a large amount of orichalcum technology, it uses anti-gravity to negate the g-force of acceleration allowing it to accelerate much quicker without damaging its pilot, and is capable of at least hypersonic flight in atmosphere and of reaching even greater speeds outside of it where air friction is no longer slowing it down. Designed for battle in both the atmosphere and space, it possess ori-cannons similar to but more powerful than even the shinki, capable of dealing with lycaeon and even some stronger daeva, as well as engaging in ship to ship battle with the ships of the Maseijin fleet. Unfortunately its weapons are not powerful enough to damage Indar in the least, putting them below the custom weapons of the shinki, and while it was capable of damaging the Invasion Craft even a whole wing of Zone Defenders did not manage to bring it down before it released Indar upon them.

Shinki (600): You gain a copy of one of the 5 shinki. At first it will only be a rough match for Atlas in its initial state, but it will gradually gain upgrades to bring it in line with the other shinki (or Atlas's continued evolutions from Cleito) until they are introduced. It will not gain Atlas's evolutionary core, or any evolutions provided by it.

You will, by default, be as compatible with this Shinki as Haruki was with the Themis (92%), meaning you're able to draw out most of the machine's true power, and more importantly that while it still drains your life force when you pilot it, you do not risk long term damage to your soul, and the hallucinations and psychological collapse that struck Tokugawa after he tried to pilot the evolved Atlas. This should mean you can pilot it regularly in battle without any long term effects other than that it is tiring and leaves you feeling exhausted and drained. With the **Uranos** perk you will of course have at least 100% compatibility and therefore experience no significant drain from piloting, no more strain than simply controlling a vehicle in a hectic situation at least, though some systems (such as the evolved Atlas's spaceflight system, rapid firing its ori-cannons, or firing the Solar Bang Shot) have a noticeable drain even then, but they are significantly reduced compared to even Haruki (who could only safely fire the Solar Bang Shot once a fight).

Each shinki is somewhat over 40 meters tall, with Crius being the tallest at 49 meters. They each resemble an armored humanoid figure, looking more like Hyperion than the titans they were made from, with Atlas looking like a metal version of Hyperion though somewhat bulkier and blockier. Each shinki is equipped with a pair of head mounted ori-cannons of very low power – potentially weaker than those of a Gigantes – as well as an arm mounted ori-cannon of significantly greater power, though this remains a mostly ineffectual weapon. They are each also equipped with an energy sword which typically proves more effective against the daeva. Their construction also makes them provide protection from spiritual corruption and mental assault while inside of them, their orichalcum cockpits serve as armor against such attacks; though Akoman proved capable of overcoming this. And of course each of the shinki have their own additional equipment and unique abilities.

Atlas: Atlas begins equipped with the Solid Flame Blade, a replication of Hyperion's Solid Solar Blade. Its energy sword hardens into a blade of white hot orichalcum which is said to be capable of cutting through anything, but we all know that's a lie given how many times the sword evolved because it couldn't cut the daeva of the week. It also has the Emergency Heat Shield, capable of releasing heat from across its body to burn anything stupid enough to be grappling it or touching its body, and capable of gravely wounding a lycaeon in its first fight, and generally a useful weapon against daeva up to the battle with Aeshma. Finally it has the Solar Bang Shot which was used to finish off weakened daeva and listed as its most powerful attack until it began its evolutions, and even then became the basis of the Cleansing Solar Flare used to destroy Ahriman. It does, however, take several moments to charge, possessing a notable build up time, a heavy drain on the pilot enough that it was considered a risk to his life for Tokugawa to fire it and it knocked him out when he did so and while the other Atlas squad members were more compatible it was stated none of them could fire it more than once in a fight except Arashi where it was just a very drain despite his 100% compatibility, and is noted as draining the Atlas's power supply so maybe they hold off for a finishing attack to make sure it's not dodged. There are daeva strong enough to survive the Solar Bang Shot, depending upon its evolutionary state, but it did major damage to Aeshma even before the evolutionary core was created, and killed every daeva it hit before that point; admittedly sometimes their cores were exposed before that point.

Koius: Koius possesses an array of Seeking Light Rays. Weaker than the Ori-Cannon, these beams possess a faster rate of fire, and the ability to lock onto a target and follow them if the initial beam is dodged arcing and changing direction to hit the target and even specifically where they are aimed making them useful for destroying cores once they are

exposed. It also possesses the Mirrored Reflective Shield where it can turn its entire body into a reflective surface and reflect energy attacks back at the attacker. There seems to be some energy drain or activation limit on this as it doesn't keep it active constantly and even seems to move slower while it is active. Some attacks, such as Indar's lightning shot can prove too powerful to reflect, though given Indar's lightning shot merely critically damaged the Koius and didn't destroy it like the Kreios even then it seems to massively reduce the damage inflicted by an attack too powerful to reflect.

Kreios: Kreios possesses heavier armor and defenses than the other shinki, except for Atlas after the evolutionary core transformed it, and greater raw, physical power, though it is slower than them. It also lacks special weapons or techniques, though it does possess additional ori-cannons, and generally stronger ones, with its full array of 9 (3 weak ones on the head, one on each breast, one on each shoulder, and one stronger one on each arm) being able to be focused and fired on a single spot serving as its 'finishing move' similar to the Solar Bang Shot with similar limitations.

Tethys: Relatively streamlined compared to the other shinki, the Tethys is designed for underwater activity, capable of moving freely on land or in the water, propelling itself at high speeds underwater. In addition to increased underwater utility, the Tethys possesses the Holy Water Cannon which apparently is capable of creating high pressurized sprays of purifying water. This water can melt dark forces – such as Maseijin, daeva, and their other biotechnological constructions – similar to a high powered acid, while cleansing the area of their pollution both physical and spiritual. This isn't nearly as fast or easy as cleansing an area through the Purification perk (at least for a titan) but is similarly capable of ridding a place of corrupt or unholy energies. Just expect to have to spend a long time hosing it down and for the Tethys (and you) to grow rather exhausted in the process.

Themis: The Themis is faster, but relatively frailer and apparently easier to knock around, than the other shinki. The Themis comes equipped with the Lash of Judgment an officially electrified whip that at other times cuts straight through daeva like an energy weapon. It also possesses the Light of Judgment, a powerful energy cannon mounted on its right arm capable of firing blasts of pure white light stated to be more powerful than the Solar Bang Shot in its current state before the battle with Aeshma. It's also significantly harder to dodge given how large of an area it strikes and its ability to completely wipe out multiple city blocks. We didn't get to see it against Aeshma because the Lycaeon swarm damaged the cannon and it wasn't repaired until after the battle, but it did manage to destroy the majority of Indar's attendant kaijus in a single shot, while one had survived a Solar Bang Shot. Of course it's a one-shot attack as after using it the

Themis shuts down from the power drain, and Haruki blacked out 4 out of the 6 times it was used (including when it was being shown in a systems test). Given the evolved Solar Bang Shot which incorporated elements of it knocked out Arashi, 100+% compatibility won't necessarily stop this from being a heavy drain on the pilot.

Alternatively if you have encountered a kaiju in another jump, you may have a shinki based on it, however no matter how powerful the kaiju was the shinki will not be any stronger than those listed here with similar scope and scale of abilities, though with ones inspired by the original kaiju.

If you want the Evolutionary Core you can have one in your Shinki, even if it is not the Atlas. It will cost you an **additional 900 CP (no discounts)** however. Still the Evolutionary Core immediately provided the Atlas with a massive boost to all abilities, and allowed it to start, well, evolving. Besides 2 more massive all around boosts, the Atlas's sword changed from a meltingly hot sword, to something able to hose out plasma beams that burned from Tokyo bay to the ocean on the other side of Honshu, its ori-cannons eventually were taking out multiples of what had once been solo daeva in a single shot, and we saw its Solar Bang Shot go from destroying skyscrapers to destroying city blocks, to jumping all the way to destroying a giant slime monster stated to be the size of Fuji. Besides these upgrades, it developed several new weapons, a forcefield, self-repair systems, spaceflight, seemingly developing powers based on Arashi's need at that point.

That is to say there are very, very few established limits on it, and what it can do. Though it was incapable of – at least during the span of the fight with Ahriman – evolving to evolve defenses capable of resisting Ahriman, and the only battle where it had 2 evolutions was against Ahriman. It also never negated the energy toll on the user; in fact its evolved state made it significantly worse on those with low compatibility, and while basic operations never seemingly increased in their (non-existent) drain on Arashi, it developed multiple systems which did drain him such as space flight, rapid fire on the ori-cannons, and the full power of the Solid Flame Sword and the Cleansing Solar Flame (which caused him to briefly black out). As such while there is no direct limit to how powerful your Shinki can evolve with this evolutionary core, in practice as its orichalcum technology draws on your vitality to pilot it while it will never evolve to the point where it become directly dangerous to you to pilot, you will find that it may be capped at how powerful it can evolve by the limit before it does so, and that the stronger you become the more powerful your Shinki can become.

As a reminder the Atlas's evolutionary core is not the same as the Ormaz's divine core which was made from it in the sequel, and there is no good reason to believe that the Atlas would be capable of any of the things that the Ormaz became capable of.

Engineer Items

PhD(s) (100): Ai has 3, how many do you have? Well this is legal documentation and a legal papertrail for every degree, high school diploma through doctorates, you have earned. Somehow they will stand up to background checks, though they won't ensure that someone doesn't decide that the 10 year old having 25 PhDs has forged the trail somehow even though there's no evidence of that.

Transport Vehicle (200): How do you get a 50 meter robot from Japan to New York City fast? This. This is a large, high speed, military jet. Designed to fly high enough to almost exit the atmosphere, fly fast enough to outpace any civilian cargo jet, and armed with defensive ori-cannon turrets capable of shooting down the fighter 'wasps' of the Maseijin Empire and fight its way through a swarm of these fighter 'wasps' which managed to easily take out Earth's traditional fighter jets with ease.

Repair Crew (400): This is a large squad of 20-30 mechanics. They don't seem to exist until you need them and call them. They are highly skilled mechanics and repairmen for pretty much any human technology from this world or future ones. They can even repair things such as magitech. They'll work a good 8 hours a day, helping to repair and maintain anything you need repaired.

Orichalcum Supply (600): Orichalcum is the miraculous metal upon which Atlantean civilization was based. This metal produces energy via psycho-reactive means, creating energy from the force of emotions and souls. This may be magic, Cleito claimed it was a divine blessing from Gaia unto Uranos who was granted the magical power to create the magical metal, Ai is very staunchly opposed to the idea that it is magic. Either way it is a super light, super durable, super metal which can produce energy in apparent defiance of entropy (though Ai suggests it's just transferring energy from higher dimensional space). It has been used to create artificial gravity, anti-gravity, energy cannons, giant robots, and more and as it is activated and triggered by souls it can in some way interact with them though we didn't see it used to the extent of the Maseijin's biotechnology. It does mean that you need a soul to use orichalcum based technology, leaving it hard to make remote drones, and meaning that soulless beings, or the Maseijin's goblins with their extremely weak souls, can't even open doors with orichalcum locking mechanisms. This psycho-reactive nature makes it prime material for mind-machine interfaces, though.

This is a 20 ton supply, and any that has been used or sold off is replaced at the start of each year.

Maseijin Items

Skinsuit (100): A common tool of Maseijin infiltrators whether goblins or nobles. This is a suit of synthetic humanoid skin which can hide non-human features when worn. It won't substantially change your size, but things like large pointy ears, oddly colored eyes, or even horns and small tails can be disguise and shrunken away as needed. A werewolf wearing one could be disguised as an abnormally large person. It does, unfortunately prevent using any claws, or terrible canine jaws, that are hidden by this suit until it is removed. When you inevitably tear it off in a rush, or it is otherwise destroyed or lost, it will be replaced within 24 hours.

Biosuit (200): The armor of Maseijin soldiers both goblins and nobles, though mainly goblins. This is chitinous biological powered armor is capable of casually stopping bullets – but not Arashi's fist or Tokugawa's katana – such that a whole sustained hail of assault rifles might get one or two lucky penetrations. Things built for penetrating tank armor have a better chance against it, but it's still very tough by human standards and even then they were advised to aim for weak points in the armor. This armor also provides increased strength and speed and physical capabilities, though not quite to the level of an Augment Suit. The suit possesses a built in 'vibrational sword' a blade of an alien organic material stated to be nearly as hard as orichalcum and capable of cutting through steel with ease, and a 'hellrifle' which seems to functionally be a high powered rifle capable of shooting through the armor of tanks, and damaging Gigantes though only lightly and demonstrably incapable of harming Atlantean Aegis armor.

Soul Extraction Facility (400): This is a large facility, looking somewhat like a warehouse or a factory from the outside. On the inside it is a Maseijin soul extraction facility, full of terrible fleshy growths and machines in which people can be placed and it will begin the process of extracting their soul from them. This involves the removal of their blood and is fatal. Even if stopped part way it causes dementia, cognitive decline, and severe damage to the functioning of the brain. Their soul seems to stay in their blood, or else the bright blue-green liquid which looks identical to the censorship color used for blood in the anime, where it can be stored indefinitely until it is consumed or used as a surprisingly effective power source – harvesting the Earth is supposed to provide the Maseijin with power for millennia. This facility is capable of extracting and storing the liquified souls in an automated manner, but it does need someone to round up and feed the sapient sacrifices to it.

Invasion Craft (600): This is a copy of the Maou's flagship. This is a massive interstellar biological carrier ship capable of traveling from beyond the outer edge of the galaxy to Earth in a matter of a year or so. It comes equipped with living quarters for a staff to command the invasion of a planet, though it won't hold the entire soldiery involved. In part this is because a large portion of the ship is dedicated to bio-technological research and development labs, as well as its massive daeva producing 'womb.' This large holding bay is designed for the creation of daeva, from collected souls and the ability to modify and manipulate it in the process. It takes no small amount of skill to oversee this, and it's not an automated process, but it should be possible to create more daeva in the future.

The ship possesses energy cannons similar to the mouth beams of daeva, capable of being used to obliterate gigantes, destroy Zone Defenders, or fail to hurt an end of series Atlas. They're definitely stronger than lycaeons' energy blasts, but weaker than the top tiers of daeva such as Indar's thunderbolts even when all of them are brought to bear on a single opponent. To supplement these defense cannons it possesses a fleet of 100 of the maseijin's 'wasp' fighters with similar energy weapons and able to fight and overcome what passes for modern aircraft and dodge anti-air missiles.

Titan Items

Kaiju Collectibles (100): This is a collection of kaiju, and mecha, toys and stuffed animals, ranging from small 3" figurines up to human sized stuffed kaiju and even a stuffed Ahriman the size of a room. You get these toys for each kaiju and mecha from the series, and will get additional toys and stuffed animals whenever you encounter a kaiju or a super robot.

Valley of Naptime (200): This is a secluded valley, or other area of untouched nature. It is a peaceful place which seems to be relaxing for you, and when you are here it becomes harder for others to find you. Even a 50 meter kaiju could simply disappear off of satellite images and sensors while resting here, though if you did something like release purifying energy out from the valley it could eventually be traced back to you.

Atlantis (400): Not the full civilization but a copy of the land mass from before it sank. A great central plains surrounds a massive, towering volcano. Beyond the plains there are more mountains, plains, and forests leading up to the coast. Overall the 'island' is stated to be "nearly the size of Australia" and "over 7 million km^2" meaning it might be better defined as a continent. Yours is empty, without any of the ruins of Atlantean society, or even any animals or plants, though the ground is exceptionally fertile, and the climate and weather are mild and pleasant so plants will generally grow there very well. It is also tied tightly into the world's leylines.

There is, however, no massive veins of orichalcum unless you also bought **Orichalcum Supply**. This continent will insert into future jumps and will retain modifications, though if you'd prefer you may choose to reset it to its initial, default state at the start of any jump.

Replacement Core (600 CP): This is a kaiju's energy core. Once per jump if you die after a period of weeks to months it will move itself to your body and enter into your form (shrinking as necessary) to revive you at your full power, completely healed of damage; if your body was destroyed it will just go to where you died. Alternatively, you may use this core to revive another individual who has died, even if in dying they transformed into another object such as Atlas's evolutionary core, and will not even destroy that object.

Daeva Items

Orbital Entry Pod (100): This is a Maseijin drop-pod. It's an insectoid structure large enough to carry a kaiju, making it a rather large structure, and is designed to provide a controlled descent into orbit. Chemical rockets and massive set of parachutes control the rate of descent to keep it landing too fast, though given it's meant to get kaiju to the surface this is still fast enough to be potentially lethal to humans inside even if properly secured. The rockets can also provide minimal control of where it lands. Doesn't come with a means of getting it back into orbit, though if you give it a week it'll be back in orbit when you need it on its own.

Liquid Souls (200): This is a large container of liquified souls/blood. Can be vivid blue-green like how they censored blood in the show. Regardless of the color, this is a large vat of blood and souls which can be used to feed creatures that consume either, or used as a power source. 9 out of 10 daeva swear by the flavor, and this should be sufficient to feed one for a month easily.

This container refills monthly.

Attendant Kaiju (400): Cheshma, Nasu, Aeshma, and Zauri all had their own miniature versions that accompanied them into battle, and we saw armies of them along with cyclopodes and lycaeons as well. Here is your own set of 20 mini-kaiju. They have your Kaiju Species but with vastly reduced abilities and size, being about 1/3rd the scale, and significantly weaker. Still even as cyclopodes they are a potent force capable of fighting tanks and the defenses of mankind, and for more powerful kaiju they can easily match up against Gigantes; as Ahriman or Indar you might even see them taking on Shinki directly. If you don't have a Kaiju Species (or want one other than yours) you can buy one at a discount for your attendant kaiju without applying it to yourself.

Daeva Womb (600): This is similar to the one built into the **Invasion Craft** except it possesses certain advantages. Namely while the Invasion Craft's requires careful engineering, this one works autonomously. Oh, you might need to work for something rather special, but it can make cyclopodes, lycaeon, and the weaker daeva found here completely on its own, and if you feed it samples from a kaiju it will be able to recreate them in the future all on its own. Unfortunately it does require you to feed it souls – or sacrifice sapient beings into it to feed it their souls – to use to produce kaiju. The more powerful the kaiju the more souls it will require to produce, and it won't give you a means to control things like Ahriman.

Finally if you possess a large enough alt-form, such as Ahriman's own, you can incorporate this womb into your body like Ahriman did. This will allow you to produce kaiju with your own power, simply feeding your energy into the womb to produce more kaiju at a far greater speed. Of course you need to be truly huge at that point, given the womb is over 100 meters on its own, and you won't be able to create kaiju more than a fraction of your size.

Kaiju Species

Kaiju species is locked unless you have unlocked access to this section.

The Titan and Daeva backgrounds both unlock access to the Kaiju Species section.

If you have the Werewolf perk you may purchase a Kaiju Species other than Lycaeon. This will change your capabilities as a Werewolf to reflect the selected Kaiju Species similar to how Werewolf reflects Lycaeon. Like how werewolves do not have all of Lycaeon's traits and have much reduced versions of their abilities, you will not have all of their beneficial traits and abilities will be greatly reduced. If you have Natural Born Badass you will be closer to the original kaiju (like how Tokugawa had the Lycaeon's combat tentacles where other werewolves only had the tail).

If you took Attendant Kaiju and do not have a Kaiju Species of your own (either as a Werewolf or as a Titan/Daeva) you may purchase a species for these Attendant Kaiju at a discount.

You may purchase multiple kaiju species, but species after the first have their price increased by 200 CP. If you purchase multiple species their traits will combine into a single new kaiju species. How does this work? Fanwank it.

All kaiju species come with the basic traits of kaiju. That is all of them possess the ability to generate an energy blast from their mouth capable of obliterating tanks, or destroying gigantes, and possess some greater than human healing ability, though typically this isn't enough to heal in battle. All kaiju species, except Ahriman and Aeshma, also possess a core which stores their life force. This core is armored to a varying degree, with the stronger kaiju typically having a more resilient core, and if destroyed means death for the kaiju with daevas melting away into giant pools of liquified souls, and titans crystalizing.

Even if you do not have Autochthonous, you will be able to recover energy by rest and survive on non-sapient food even as a daeva. We do hear about cyclopodes still lurking in the Rockies and eating bears even 2 years after the invasion, and Dahak lived off of fish (and the occasional fisherman) for at least a year.

For the stronger daeva which corrupted the land with their presence, including Nasu, take the Druj.

Cyclops (Free/300 CP): Or Vizaresh if you go by what their creators called them. By far the most common variety of daeva. You stand at only about 28 meters tall, somewhere between the other daevas and their attendants. You possess a single eye and a generally

humanoid form, though with bulky, bony growths along your back, visible hardened armored plates across your body, a mouth full of fangs, and sharp, heavy claws. You don't particularly have any special abilities, except those shared by all daevas.

You are strong enough to tear through buildings, destroy tanks, and tear apart gigantes units, or send a human crashing through an entire building. However as the weakest daevas you're the only type shown to lose to gigantes one on one and not shown to be able to meaningfully threaten Atlas even in its initial state, neither your blows or energy blasts actually managing to damage his armor and merely serving as a threat to the WSDF mundane forces or to constrain and restrict Atlas's movements in battles with other daevas.

Your core is in your head.

For 400 CP you are like Daibarman. You are capable of splitting your body up into dozens of humanoid bodies, and even of shaping these bodies when you split them away. They possess only normal human capabilities, save for the body that forms from your core which will possess all your capabilities as a jumper. However you can control them all, and they do share senses and awareness, and you can shape them to appear like other specific individuals. These bodies melt away if killed, and you are able to recall their essence to you to transform back into your kaiju form, though you will be injured based on how many bodies are lost.

Lycaeon (100 CP): Or Siju if you go by what their creators called them. The first daeva that was used as a major enemy for Atlas, and replacing the Cyclops as the basic daevas used by the Maseijin Empire shortly after Cleito's death. Standing only 24 meters tall, but 41 meters long excluding your long, tentacle-like tail ending in a massive, lamprey-like mouth, you're a six-eyed, hairless, quadrupedal wolf-like kaiju. While you don't have visible armored growths like the cyclopodes, you are every bit as tough as them, and noticeably tougher, though Gigantes can still hurt you with their Oricannons. You're much faster, though, able to almost overwhelm the start of series Atlas (piloted by Tokugawa so rather slower than normal) with your great speed, and are powerful enough to damage it with your jaws, or the 4 combat tentacles which sprout from your back. Each of your five mouth-bearing tentacles is able to focus and release destructive kaiju energy blasts capable of destroying civilian structures, tanks, or gigantes, though these beams were incapable of harming the Atlas. Your wolf-like mouth was, however, capable of projecting a beam which blew off Atlas's facial armor and revealed the crystalline structure beneath, but was not capable of damaging Hyperion's fossilized remains.

Your core is in your chest, approximately in the place of your heart.

Buht (100 CP): Standing 25 meters tall at the shoulders and 43 meters long, you are a kaiju resembling a giant boar. There's a certain chitinous aesthetic to you with armored plates, and segmented legs, but you are still mostly a boar even if you have 4 eyes. You are stronger than a lycaeon but slower as well. You lack as overt a weapon as lycaeon's jaws or tentacles, relying more on goring tusks and raw strength that lets you knock around early series Atlas, though later shinki were able to deal with buhts more easily. You are able to roll up into a ball, taking a few moments to do so, and then launch yourself forward at high speeds, rolling through buildings, though the reinforced WSDF HQ was able to rebound Buht and so was Atlas. Not that it didn't hit these things hard, damaging both noticeably.

Your core is unfortunately in your head making it an easy target for solar bang shot, though Tokugawa's was not quite strong enough to destroy it through Buht's skull.

Araska (200 CP): Standing 44 meters tall, you appear sort of like a cyclopean gorilla with disproportionately massive arms, a single eye, and tusked fangs. You possess greater raw strength than a start of the series Atlas, even when Arashi was piloting it, though later Shinki were able to overpower (mass produced) araskas with relative ease. Still you're significantly stronger than a Cyclops, and tougher as well as Atlas's ori-cannon could not harm the original araska. Still you don't possess much in the way of special abilities, simply being a bigger, stronger foe than a Cyclops and possessing stronger energy blasts. You're stronger than a Lycaeon, though, even if you're slower.

Like a Cyclops your core is in the center of your head.

Cheshma (200 CP): Looking like a cross between a stealth bomber, a crocodile, and a four legged eagle, while Cheshma possesses decent flight capabilities, otherwise its physical stats are barely above a Cyclops, and its size is comparable to a lycaeon. It does, however, possess a pair of special abilities of note. It was capable of generating hurricane force winds, and even creating a pouring rain storm to accompany it. Reaching full power took it hours, but afterwards it was capable of being mistaken for a full fledged hurricane. That was until it touched ground, releasing a seismic pulse that measured 5.4 on the Richter scale. It was capable of continuing to increase the magnitude of this earthquake pulse with each landing though the further away from the initial landing site the weaker the build up. Still it was believed it would be able to reach 14.0 magnitude if not stopped.

Your core was not shown, but is roughly in the center of your body.

Uta (200 CP): Rising from the ground a full 67 meters, this kaiju is surprisingly large. It possesses a mass of tentacles each ending in a massive eye. These tentacles are strong enough to restrain an early series Atlas, though Atlas was able to burn them off, and to destroy a gigantes, though it took effort. Overall your strength is merely comparable to a Lycaeon, capable of crushing civilian structures and the likes of tanks, but not being fully outside of the reach of Gigantes and even early series Atlas. You're not even able to move, existing as a sort of tentacle tree. However you possess two fantastic abilities which make you a menace to fight. First you are an anti-human daeva, able to produce a thick mass of poisonous gas which can kill humans if absorbed through the skin, much less breathed, making you a threat to the populations of entire cities. Secondly you are capable of moving your core. This is limited, as it remained in the base of the body except during movement up the stem and then one of the tentacles. This causes a visible bulging of the tentacle, making it dangerous to perform against enemies who know to strike your core, but you can launch your core, allowing it to root into the ground and then transform your body into shadows which flow across the ground to reform around your core at high speeds.

Apaush (300 CP): You are built very similarly to a Lycaeon. 24 meters tall. 41 meters long without your tail. Unlike a Lycaeon, however, your feet end in bird-like talons instead of wolf-like claws, and instead of tentacles on your mouth you possess wings giving you a 90 meter wingspan. You are also a fair deal faster in your movements not in combat but overland, capable of flying about to avoid battle. Which wouldn't seem like much except you bring with you a terrible sweltering heat. This can envelop a city, and in an area of about a hundred meters around you this heat is enough to quickly boil water, melt pavement, cause wood to spontaneously ignite if you remain in one place long enough, and to threaten Arashi in the Atlas with heatstroke. This heat can be further focused with your wings into a devastating heat ray capable of melting quickly through a gigantes, though it proved incapable of harming Mitra in his first battle.

Your core is your heart.

Do-Roy (300 CP): A kaiju possessing the combination of speed, strength, and durability to truly rival a shinki, proving powerful enough to defeat Tokugawa in the Atlas though not without being wounded, and forcing Arashi to finally become the primary pilot proving his emergency bootcamp had worked. Standing 43 meters tall, you possess two faces giving you literal eyes in the back of your head. Moving on eight crab-like legs, and possessing four arms ending in devastating piercing spikes that can be brought down on enemies, you are able to coordinate these arms with surprising ease, fighting foes from in

front and behind simultaneously even as your eight legged base allows for rapid changes in direction of movement.

Your core is in your head.

Jeh (300 CP): From the name one might expect you to be one of the more humanoid kaiju, but it would seem you are in fact a swarm of 13 2 meter spheres. These 13 spheres are each a kaiju core, and each your core, but unlike most cores they are able to fly and move on their own. They are capable of absorbing living organisms, though we only see them doing so to humans to feed and recover. They are also capable of producing energy blasts. Each individual blast is fairly weak – it took more than half a dozen simultaneously aimed at the same location to damage a shinki and even a gigantes survived shots from a single orb with minimal damage – but each core can generate its own attacks.

As long as one core remains, you are able to regenerate your cores by mitosis. This does take energy, but is substantially quicker than most kaiju regeneration, and you don't have to spend a year resting like Dahak did when regenerating its cores. In fact Jeh was able to respawn dozens of cores in the first battle before running out of energy. The second fight saw Koius destroy them all simultaneously.

Your cores do have to remain within about 3 kilometers of each other, with a detached core becoming separated from your soul and dying.

Nasu (300 CP): This kaiju takes the form of a giant creature of sludge and darkness. Unfortunately it's a lot more put together than Ahriman, taking on only 3 forms and shifting between them. The first of those forms are an amorphous ball of slime built around its core, approximately 35 meters across but only 15 meters tall, used for quick overland travel and swimming. The second form is a semi-humanoid form, rising on a single central pillar, stretching out a pair of arms, and developing a head, in this form you are 48 meters tall. This form is rather immobile, but possesses substantial strength edging out Do-Roy. As Nasu's combat form this was the only one able to use its special weapon, a spray of corruptive acid which was capable of 'infecting' shinki with corruption that functioned like a disease. This can be fought off with general spiritual energy - Arashi will-powered through it and it went away - while purifying effects can also cleanse it, but it was enough to sicken and nearly destroy Atlas, and did shut down other shinki. The third form is only shown by the true nasus and not their lesser attendants, but is a high speed, flying, winged form capable of crossing the USA east-to-west at nearly the speed of sound, and with a 56 meter wingspan.

Your core remains in the center of your body in all three forms.

Akatash (400 CP): You are relatively small, a 5 meter 'head' possessing a mass of tentacles which can stretch out up to 20 meters away from you making you something like an octopus with extra arms in appearance. These tentacles aren't strong enough to be used to crush or damage a shinki, but can be used to pull your body about and for mobility. By biting down into a kaiju or mecha, you are able to attach to it, and send tendrils spreading through it. Through doing so you are able to hijack control of them, and even prevent such things as Atlas heating its body to burn you off. You may take control of the body in question, overriding their normal conscious control, though unconscious activities are still performed as normal. However your body remains on the outside where you are theoretically vulnerable, though as a kaiju you are fairly sturdy. It does take you a few moments to take control, they must have a discernable anatomy (Ahriman's slime body won't be hijacked this way), and it takes you several moments to extricate yourself again. You are also relatively fragile; Mitra's solid sun sword was able to destroy Akatash in a single strike, not even some special finishing attack, and it had to use stealth and surprise to attach to Atlas while Arashi was distracted.

Your core is in the center of your head.

Menog (400 CP): Only mentioned in the anime and detailed in side materials. You are a rather unique kaiju for the series however. Menog is only 2 meters in size, being nothing more than a floating core. However this core may not only fly, moving at speeds up to several hundred miles per hour when pressed, but produce a field of darkness capable of blanketing an American city such as San Francisco. This darkness can wipe out light in its area, though powerful enough lights – such as flood lights – can hold it back at least until you could get too close, as this field is stronger the closer you are. Other lights, such as the sun or an airbursted nuclear bomb, can be powerful enough to wipe out this field completely, bearing your core. This field doesn't only wipe out light, however, as it also drains energy from everything within it. Given Menog never encountered another kaiju or a shinki we don't know how well it matches up there, but we do know it can shut down gigantes, shut down San Francisco, and quickly kill people caught within this darkness. This power drain is stronger the closer to your core it is. Do be careful of things like nuclear bombs, though, the flash of one wiped out Menog's darkness and exposed its core and the shock wave was enough to kill Menog making it the only major daeva (not counting cyclopodes and lycaeons) to be destroyed without the help of a shinki or titan.

You have no body other than your core.

Oceanus (400 CP): The only fully aquatic kaiju shown, Oceanus was something like a 61 meters long killer whale, a massive underwater predator with many sharp fangs and able to swim at great speeds. Underwater you're a beast; it took multiple Olympians to drag Oceanus to the shore. Oceanus didn't last long after being dragged onto land, though, being a beached whale. Oceanus did possess the ability to control water and turn it into a devastating blast with enough force to be useful to battle other kaiju.

Your core's location was not shown and is presumed to be at your 'heart.'

Olympian (400 CP): We really see little of these kaiju. The ones we see are different colored and have some cosmetic differences, but are all vaguely reptilian bipeds standing 42-47 meters tall. They don't show any special abilities, though they are implied to be somewhat amphibious as they attacked out of the sea. Mostly they're strong. They killed the titans of Atlantis, which were theoretically slightly stronger than the shinki, though they did outnumber them by the point we see. Still they are supposed to be stronger than any of the titans other than Hyperion and Mitra.

Your core was not shown, but is presumed to be in your chest where your heart would be.

Rhea (400 CP): A great, 9 headed serpent looking more like a hydra than a classical greek titan stretching 204 meters in total length. No hydra-like regeneration is shown, but each head does possess a kaiju mouth cannon. We don't see too much of Rhea, but as one of Atlantis's titans it is theoretically stronger and tougher than its Shinki equivalent; in this case Kreios with its higher than normal base toughness and defenses.

Your core is in your 'chest' just below where your 9 necks join together.

Zarich (400 CP): Your core is now a seed. Planting into the ground it is able to begin to grow. A great 200 meter tower will grow from this seed, capped with a rotating eye which can fire a beam like other kaiju do from their mouths. Additionally many vines will begin to grow, some of these ending in maws which can likewise fire off these kaiju beams. The central beam is powerful, but these others are weaker than those of cyclopodes. These vines can continue to grow further and further from you as you feed and consume with your growth speed based on the amount consumed. Consuming people in Washington D.C. Zarich was able to grow to cover the city in a matter of hours, though its growth slowed as it ran out of easy victims. Even without feeding it was still growing slowly, however.

Zarich was resistant to modern military weapons, and capable of firing down jets and missiles with its watching eye. However its lesser vines were incapable of hurting Mitra,

who managed to burn through them and cut a path to its core. Even its main eye beam was casually cut by Mitra's solid sun sword.

Your core remains where you initially planted it upon assuming this form, and growth is lost when you change forms once more. Even so if you have a proper way of acquiring food you could become a world wide threat.

Aeshma (500 CP): Looking like a terrible six limbed, bipedal reptile you stand 49 meters, making you large enough to somewhat dwarf Atlas. You are strong enough to defeat Atlas until the Evolutionary Core is installed into him, even fighting other Shinki alongside him. Only after battling all five of them was he able to form the core and defeat you, a battle that likely had left you weakened and tired given how often you demonstrated your regeneration during it.

You possess several abilities. Besides simply being physically strong enough to edge out and then dominate any of the shinki until Atlas develops its Evolutionary Core and becomes faster and stronger than you, you possess a stronger kaiju mouth beam. You are also capable of releasing waves of destructive energy capable of cutting through buildings or the ground, leaving great gashes in the terrain all around you, or focus this energy through your four palms to send corrosion and corruption spreading through a shinki, 'rusting' the normally imperishable orichalcum. This was able to disable Koius and threatened to disable Atlas though with the evolutionary core it was able to completely reverse this corrosion. Finally there's your regeneration. The Shinki were capable of destroying your head, arms, and blasting through you, but you are capable of regenerating the majority your body several times over the course of a single battle, and your lack of a core makes this a very possible thing; however if you lose about 80% of your body at once you will die as if you lost your core and the regeneration requires energy which you can eventually run out of.

Hyperion (500 CP): The great big shining golden man, the previous incarnation of Mitra, and the original around which Atlas was built. Standing a meter shorter than Atlas at 42 meters tall, Hyperion looks like Atlas sans his armor, which is not surprising given Atlas's crystal skeleton is Hyperion's corpse. The powers gained as a copy of Hyperion are similar to those of Atlas as well. You are capable of forming a blade of solidified solar plasma, however that works, fire off beams from your palm similar to Atlas's ori-cannon, and even charge them to greater strength to fire off a solar bang shot, and capable of producing heat from your body sufficient to melt stone, kaiju, and even orichalcum. Your exact strength is unclear; you're stated to be superior to the other titans, making you stronger than the Shinki, but you're also inferior to Mitra. We don't get a good

comparison, but it's believed Mitra could have overpowered Aeshma if he hadn't died the episode prior to Aeshma's appearance. Given Hyperion tore through Olympians, and fought the prototype of Indar and nearly won, we'll assume you're roughly equal to Atlas immediately after the installation of the Evolutionary Core, strong enough to edge out Aeshma in all regards, but lacking his regenerative prowess. Unlike Mitra you are unable to fly, nor do you show his speed mode. You can probably match Mitra's regeneration outside of combat, however.

Your core is in your chest where your heart should be.

Nanghait (500 CP): Standing 46 meters tall, you resemble a human-cricket hybrid. Physically you are comparable to Aeshma (on screen statements say you're equal) though probably a touch below given Kreios was able to tear this daeva limb from limb when it was put in a disadvantaged position. You lack his impressive regeneration, four arms, and other advantages. Instead you possess great speed, similar to Mitra's speed mode, but capable of maintaining it for longer periods and much more easily. This allows you to dance around shinki, though be careful once the pilots figure out basic teamwork.

You possess a few special weapons as well. Each elbow has an oscillation blade capable of extending from them, and cutting through shinki, even Atlas after its post-evolutionary core power up, though it was piloted by Tokugawa and being at less than half overall power may have affected its durability. Unfortunately while this can penetrate them, it was incapable of piercing all the way, or pulling free again forcing Nanghait to break off its own blade to escape after it missed Tethys's cockpit. Your cricket-like legs can also be used to produce a powerful kick, capable of launching a shinki flying through the air. Alternatively they can be used to allow you to leap several times your already impressive height, though while landing foot first on a shinki was damaging it was not critically damaging or even as damaging as a normal kick.

Your core is in your head.

Sarvar (500 CP): You are a vaguely sauropodian kaiju standing 49 meters tall at the highest point on your back, with a body that's 60 meters from nose to rump with an additional 33 meters of tail. Your tail possesses a set of thagomizers, like those of a stegosaurus, and is a powerful whip-like weapon. The trio of horns on your head are similarly powerful goring weapons. Your strength and power are comparable to Aeshma, perhaps even greater. You are however slower, and much easier for a shinki to engage in close combat.

Thankfully you don't have to worry too much about melee combat. You possess a great, biological artillery cannon on your back. This weapon is capable of firing a hardened 'crystal' of biological matter in a parabolic arc able to hit areas beyond the horizon with what amounts to a pointed boulder fired at extremely high speeds up to hundreds of miles away. It's possible to cause these boulders to explode en route and rain down shrapnel over the target area. Alternatively, you may fire a biological slime which rains down over an area. This slime is acidic, capable of melting through walls and ceilings, though it doesn't make its way through multiple stories so can be blocked by traditional matter. The slime contains spores which grow into a spreading, mold-like substance. It crawls out across the surfaces it lands on, moving and spreading along the ground and eating away at structures. This mold is capable of wrapping around the limbs of living creatures and pulling them in, where it will dissolve them and feed on their souls if they have them. It uses these souls that they feed on to grow further, making it a highly dangerous mass, though it is slow growing and even a gigantes can resist its melting corrosion for a time; don't expect it to eat a titan quickly. Still you possess a great deal of long range power compared to many other kaiju.

Your core is your 'heart.'

Dahak (600 CP): A great three headed serpent stretching 194 meters, and capable of rearing up your heads to more than 50 meters tall. You're faster than Aeshma and stronger as well. In addition to your kaiju mouth cannon, you possess the ability to breath out a corrosive gas from each of your heads, capable of eating away at shinki and orichalcum, and immediately reducing buildings and trees in its wake to sludge. Which you can then drink as a slurry of food. Your fangs are capable of easily piercing through shinki, and possess poison which is capable of harming biological kaiju such as Mitra as well as negating his purifying ability. Your kaiju mouth beams are also particularly high power, and your strength is as noted previously greater than Aeshma's being strong enough to threaten to crush Mitra until he burns you off him. Still you are a formidable beast. And you are one fully capable of remaining on the ocean floor for months at a time feeding on fish to sustain yourself.

You possess a core in each of your heads and will not die unless all are destroyed, nor show significant reduction in fighting prowess. Even with all three destroyed you still won't die, merely melting away to a smaller, still serpentine kaiju that measures a mere 101 meters. In this form you're somewhat more reminiscent of a slug, what with the twin eyestalks, and possess the Core Crusher, an extendable mouth which is designed to launch outwards at high speed, pierce through the body of other kaiju (or mecha), and tear out their core to crush it. It is possible in this form to slowly regrow your remaining

three cores, though it took Dahak around a year to do so and it seems to have been mostly resting during this period.

You do not possess Dahak's Daeva Womb unless you take it separately as an Item in which case like Dahak you can turn people into sludge to drink their souls to fuel it.

Mitra (600 CP): The reincarnation of Hyperion, Mitra stands at 46 meters tall, and looks similar to his 'brother' Atlas, but his armoring plates have an organic quality to them, and his palette is a little different though since you're allowed to change that you don't have to be gold and white and could be red and gold like Atlas.

You are similar to the Hyperion above except better in every way. You're at least somewhat stronger, and more durable, but you seem to be similar in those regards just slightly better. Your energy attacks are similarly somewhat better, and more based on light as opposed to heat. Still similar if technically superior. You possess several significant advantages, however. You are capable of bursts of great speed, briefly speed blitzing enemies that are on the scale of lesser daeva and shinki. You are capable of high speed flight, able to leave Earth's atmosphere and fight there. You are capable of regenerating limbs in a matter of minutes, including your head, though this takes focus and concentration so you won't be likely to do it during a battle where you lost your limb unless they get distracted by other opponents while you lay there headless. All of these abilities, however, are very draining and require a great deal of power. Even on Earth which supplied him with power constantly, Mitra could not maintain its speed boost for long, and he could only fight very briefly in space before having to return to the Earth because the least draining of these three (the flight) was emptying his reserves. These powers also cannot be used simultaneously.

Your core is of course your heart.

If you want Mitra's purification ability, ability to inspire hope in allies, or status as an autochthonous being powered by the Earth look at the Titan perk tree. His resurrection is of course the Replacement Core item (and direct intervention from Gaia not his own doing anyway).

Zeus (600 CP): The prototype of Indar and destroyer of Atlantis. Looking vaguely like an angry cloud mixed with a sting ray, Zeus was 150 meters long including its long tail, with a wingspan of 120 meters, and no official height listed but was somewhere over 10 meters from the bottom of his body to the top of its cloudhead. It's unclear if Zeus could fly in space like Indar, and he never shows the sudden surges of speed of Indar, though expanded materials do say he was capable of reaching supersonic velocities. Like Indar,

Zeus did not show the normal kaiju mouth beam but instead possessed a powerful beam with a long charge time, but which was capable of cutting its way through the great plain of Atlantis and destroying the central temple as well as gouging the great volcano, giving it not only a range in the tens or even hundreds of miles, but the ability to leave a noticeable fissure in the ground along that entire distance. This was the same weapon which at point blank range blew off Zeus's own face, Hyperion's hands, destroyed Hyperion's core, and destroyed the peak of the great volcano, making it an easy city buster and capable of destroying major pieces of mountains in a single blast. Zeus was also capable of generating electrical fields, electrifying its body, and releasing lightning bolts from its underside and back. None of these were powerful enough to do significant damage to Hyperion but they did seem to hurt it. Still you are large, you are strong, and you pack more raw offensive power than any kaiju until Indar.

Your core is your 'heart.'

Akoman (700 CP): Standing 47 meters tall you appear similar to a spindly, stretched out Cyclops with longer limbs and torso, though you do have a different shape to your head and eyes across your entire torso. Physically you are an unimpressive kaiju, stronger and more capable than a cyclops, but potentially only a little stronger than a lycaeon and without their speed. You're weak enough that conventional missiles were in fact considered as a tactic against you, and even shown to cause damage, though they lacked sufficient punch to hit your core without a larger barrage and they didn't have time to properly gather a large enough force for that before Akoman was destroyed.

Still this doesn't mean you're not dangerous. Akoman's power was to send out waves of psychic corruption which could envelop more than a city. This psychic corruption assaulted the minds of individuals pulling them into their own inner darkness. Self-doubt, guilt, sinful desires, and other such "evil thoughts" would well up, pulling them into a nightmare formed from their own failings as a person. The sufficiently strong of will or pure of heart can resist this. However those who are already traumatized or mentally damaged are easier prey. Even if someone is initially affected it is possible to overcome the dream world, and force yourself back to the surface with time and effort, but until someone does they become a violent, murderous zombie-like berserker, turning on friends and loved ones, and simply attacking any unaffected individuals nearby. You can direct these zombie hordes, singling out a target to drive them towards, or by focusing, even taking direct control of an individual and using them to mock people, and you are at least good enough at multitasking to puppeteer a body in a fight and fight directly yourself. Alternatively by focusing on an individual you can will them to die, though this isn't exactly quick, but once you do you don't need to focus on them anymore and they

will just sit there inert, powerless, and snuff out their own lifeforce through sheer depression and dark thoughts; just expect it to take a few minutes. These zombies are also capable of continuing to pilot giant robots or other military vehicles if they were doing so already, and will use them to attack and slaughter. And as a reminder you can do this in pulses which pass beyond the range of a city, allowing you to psychically attack from tens of miles away in this fashion.

Should someone be able to resist that's not necessarily the end. It just means you have to get closer. You are able to focus your gaze on an individual, and fire a beam from your main eye at them. By bathing a creature in this light – even if they're in the cockpit of a shinki – you can push them further and deeper into this darkness. While Arashi had barely resisted initially even in the Atlas he proved vulnerable to the focused beam; admittedly probably only because people kept dying, or turning into werewolves he had to kill, on him and he was already depressed. It's still possible to resist this, Haruki completely ignored it after all, but it is much harder to do so. So be careful of the mentally stable, pure of heart, and strong of will.

Your core is in your head.

Tawrich (700 CP): With a cross-section of 20 meters you are now a giant floating dodecahedron because somebody watched too much Neon Genesis Evangelion. You are a slowly floating being, with the highest speed of movement shown to you being a mere 50 km/h. You are however rather difficult to stop.

Defensively you are surrounded by a brightly glowing field of disintegrative force. Anything coming within 26.66.. meters of you is immediately disintegrated. Structures, the ground, missiles, gigantes (constructed at least in part of orichalcum), explosions, and so forth. We don't see a shinki or Mitra get this close, but the cast certainly seemed to believe that this would destroy them as well. This can be overpowered. While basic ori-cannons failed, Solar Bang Shot and Tethys's water cannon were both able to make holes in it, though Tethys's water cannon was not able to destroy them through it, and the Solar Bang Shot was mostly blocked leaving merely a hole. The Light of Judgment was able to destroy this field and heavily damage Tawrich through it leaving its core exposed and destroyed by an ori-cannon.

This field is not the only means of destruction you possess. You are capable of focusing your energies through one of the twelve faces of your body to fire out a pentagon shaped beam of destructive energy. This beam simply breaks apart all matter in its path. While it starts out at the full size of one of the 12 faces, it does reduce in size getting smaller

slower the smaller it becomes and with an effective range of only about half a kilometer before it becomes microscopic. This beam cut through everything shown, including Atlas, but it must pass through the defensive shield to have its effect as shown when Atlas's Tethys's water cannon blasted through a gap and into it. Its other weakness is that it takes several seconds to charge up and is very visible, causing the relevant face to glow and flash for the full 13 seconds of its charging time, and only one face can charge its blast at a time. Word of God also has stated that it could not rapid fire them constantly as each shot has a noticeable energy drain. Thankfully unlike the disposable Tawrich you are still able to eat and rest to resupply your energies.

Your core is in the center of your being.

Indar (800 CP): The modern, improved version of Zeus. Only marginally longer at 152 meters, and 122 meters wingspan, you look even more like a stingray than Zeus, though your two, van der waals generator looking horns make you even more like a giant manta ray. You lack the cloudy appearance to your body, instead possessing a series of spines rising up along your back, and two rows of spikes along your underside. These spines and spikes are used in your generation of electricity, and if enough of them are broken it will weaken your electrical attacks, and you really do have electrical attacks. You are capable of generating magnetic forcefields which can deflect ori-cannons and even the plasma ball of the Solar Bang Shot. You can't maintain this field with your strongest other offenses, but you can still create whips of electrified plasma capable of lashing out hundreds of meters and damaging shinki; repeated blows even disabled Atlas's arm until repairs were made. When you shut down your defensive forcefield you can project it out instead as offensive waves of electricity which were capable of damaging pilots in their shinki, and nearly killed an individual inside of a shinki outside of the cockpit. This does seem to do less damage to worthy opponents, it wasn't structurally damaging the shinki though it did cause the resurrected Mitra pain, but it is omnidirectional and longer ranged. Finally you possess your kaiju mouth cannon. While we're assuming you have a normal one still, you are capable of joining it with electrical energy focused from your antennae/horns into a terrifying bolt of electricity/plasma. This takes some charge time, but a few moments is enough to bring down a Zone Defender, and a fully charged blast can destroy a shinki, as well as the WSDF main headquarters in a single blast, as well as several city blocks, some forest north of Tokyo, and then creating a mushroom cloud in the mountains when it finally was finished. This beam is stated to be powerful enough to carve through a mountain and given Dew degraded Zeus in comparison to Indar and that Indar's destructive power was 'far greater' presumably it can out do Zeus's similar beam. Even after losing a noticeable amount of power to damage received to its spine and chest

generators, Mitra and Atlas needed to shelter behind Koius to survive this blast, and Koius's reflective shield merely managed to keep the shinki from being destroyed and its pilot was merely badly burned and put into a coma instead of killed.

You don't merely possess the most powerful weapon shown outside of the Cleansing Solar Flame. You're tough as well. Gigantes and Zone Defenders were flat out stated to be ineffective against you, though might have been able to damage your spinal and chest generators if they targeted them. Even Koius's Seeking Light Rays were flat out ignored till they aimed for many of those, though the generators were destroyed there. Solar Bang Shot at its 2nd strongest merely staggered Indar and wounded it, though it was a substantial wound that slowed its flight and brought it to the ground for several moments – and destroyed enough of its generators it couldn't produce another heavy blast. It took Mitra providing Atlas with power and a Solid Flame Sword which cut across Honshu south to north leaving a several meters wide burn across the country to destroy its Core.

You are also capable of fast flight. While not shown fighting at full speed, Indar engaged the Zone Defenders in battle in space, and flew to Tokyo under its own power, and is stated to be capable of hypersonic flight in the atmosphere. Finally, while relatively fragile the spikes on your underside can be used as a weapon to penetrate the outer armor of a shinki, and your tail ends in a powerful cutting blade capable of slicing through buildings and cutting off limbs from powerful titans such as Mitra.

Your core is your 'heart.'

Ahriman (1000 CP): You are a mass of slime large enough to fill the daeva womb of a maseijin invasion craft and then explode out of it. In this amorphous form you are able to provide a certain amount of motive force as to guide yourself towards a site on Earth, though once in the Earth atmosphere this force was no sufficient to meaningfully control Ahriman's decent much less fly. Not that Ahriman needed to as it was able to survive orbital insertion without a landing pod of any sort. Maybe it was Ahriman's powerful regeneration, because as this form of kaiju you do possess powerful regeneration, able to completely regrow your body from a small piece several times over before running out of energy. That is if you're not feeding. You are a highly corrosive acid, able to liquify stone, plants, animals, gigantes (but not shinki), and people, and it's the last which Ahriman primarily fed upon as it sought their souls to restore its power and grow. And you can grow. By landing in Beijing Ahriman was able to tower over Japan at approximately the size of Mount Fuji as it reached Kyoto. And it made the trip in under three hours. Both the WSDF and Maseijin believed that Ahriman could consume the

Earth – including its soul – and become a threat to the universe as a whole, an ever expanding, indestructible force of destruction.

We don't get many showings in base form and size. We know that Ahriman was able to burst from its container, and strong enough to overcome the artificial shinki Beijing possessed. We don't know how strong these were, other than that they were supposed to be more powerful than Gigantes, were Gigantes sized, and had defended Beijing successfully from attacks from a few early series daeva. Ahriman tore through them early in its growth cycle. By the time it fought the true shinki it was a mountain. By this size you are able to shape massive hands, claws, tentacles, eyestalks, and mouth stalks capable of firing off kaiju energy blasts. These aren't particularly strong on their own, nothing to seriously threaten a shinki one on one, but you can produce myriad numbers, enough to quickly overcome Kyoto's defenses, including 2 shinki and a half dozen Zone Defenders which flew too close to the mountain. Even the resurrected Mitra was quickly forced to flee from them, and Atlas in its fully evolved state can be overcome, its burning protective field being overwhelmed by sheer mass of roiling and rolling slime even after its evolutionary core spurred Atlas's field to greater heights; though with a power boost from Mitra, the Atlas was able to escape and evolve its final super weapon which was capable of destroying even the mountain sized Ahriman in a single blast that targeted its soul as much as its body.

Your soul is your weakness. While you lack a core, and need not fear destruction due to its loss, and are capable of regenerating from even the smallest piece of yourself, that piece must possess your soul. And your soul follows the largest piece of your body if a piece is cut off or left behind. These pieces that break off can be controlled telepathically, and still act on their own, but they lack the corrosive quality of your main body and cannot grow, regenerate, or feed, merely able to fight, crush, and act until they run out of power. Thankfully you don't have to worry about losing 51+% of your body and having your soul be in it, as unless they bisect you then destroy the part that got your soul as long as your body is intact it is in all of it and will be in the rump after destruction. But you can't just throw a piece of yourself and regrow from it or store a piece somewhere. Still you are an ever expanding, regenerating, slime-horror whose only weakness was a blaze of purifying fire hotter than the core of the sun and sustained as it washed over it. It's possible for you to encounter something stronger than yourself but by the standards of this world you are truly terrifying.

You do not possess Ahriman's daeva womb unless you purchase it separately.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character who is not Cleito, Dew, a shinki pilot, the Maou, or a kaiju.

For 100 CP you can get the named characters. Pilots come with their shinki, though Arashi only gets pre-evolutionary core Atlas. Dew and the Maou just bring their mastery of Maseijin science, and Cleito her special powers as the priestess of Atlantis.

For 200 CP you can get any kaiju, daeva or titan, shown other than Ahriman.

For 300 CP you can get Ahriman. I hope you have some means to control it.

For 400 CP you can get both Arashi and Cleito with the end series Atlas, and it will retain its Evolutionary Core.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump. ***You may only take 6 Drawbacks for additional CP, any beyond 6 will not grant CP.***

Before the Oceans Swallowed Atlantis (Toggle): You want to arrive during the earlier war with Atlantis? Sure, feel free, have fun. If you're something stronger than Zeus you can expect to have more titans, potentially more powerful ones, defending Atlantis if you're against it, and if you're stronger than Hyperion you can expect somewhat stronger Daeva than Zeus.

Short Stay (Toggle): Even with the time skips and the 2 years later epilogue, the entire series is maybe 5 years after Cleito awakens. So if you want to stay for just 5 years you can feel free to leave at the end of them.

Ascetic (+100 CP): No alcohol. No drugs. Only a carefully maintained balance of foods chosen for healthiness and not taking undue pleasure in eating. No bodily pleasures at all. Like the extreme enforced asceticism Tokugawa was raised in you will deny yourself all worldly and bodily pleasures. You're not required to seek the perfection of your spirit like his parents were forcing on him, but you also aren't able to slack off and let yourself live a little like Arashi and the other pilots got him to do briefly.

Collateral Damage (+100 CP): Collateral damage is the goal of the daeva, but not so much for you, right? You will find that when you fight somehow you can't help but cause collateral damage, and damage that seems to actively work to destroy those things you'd rather not destroy. And if you're trying to cause as much damage as possible you'll find this works in reverse, with it being strangely difficult for you to cause large scale damage.

Dead Love (+100 CP): Or maybe it's a friend? Whoever you care about the most will die shortly into this jump. If they're a companion they will not come back, and you will believe they will not come back at the end of the jump either. They will sacrifice their life for you, and you will have to live with the guilt of knowing that happened. That they died so you could live. You'll forget you took this drawback, and they will actually come back at the end of the jump, but you will have to survive it believing they are lost to you forever.

Elitist Pilot (+100 CP): Tokugawa is skilled, but his lack of compatibility with Atlas, and any shinki actually, means that he is ultimately the least effective pilot in the series. That doesn't stop him from looking down his nose at everyone, especially Arashi. And you've got the same superior attitude, being haughty, prideful, and smug to everyone who you consider yourself better than, and doubly so to those who have managed to show you up.

Evil Worlder (+100 CP): You might not actually be a Maseijin, but you sure act like it. You have no conscience. You have no empathy for others. You are a cruel, vile being whose soul is twisted and black. You aren't necessarily as batshit crazy as Dew, but you aren't pragmatic, you are actively cruel and sadistic.

Frozen in the Flame (+100 CP): Ignore your start location. You'll be finding yourself spending 5 years in the Atlantean era. Well assuming you survive it. You'll even find yourself involved in the final battle against Atlantis, though you can expect to have gotten involved in events before this, since you have to live till it, and whichever side you're not on will be trying to end the war before this can happen and won't see final, total defeat until Atlantis normally would sink, and Atlantis will lose here if you manage to keep it intact until then. When Atlantis sinks you will be frozen in crystalized flame like Cleito, not to be awakened till you would normally start the jump and having to live out your normal time here then.

Heroic Hothead (+100 CP): Your blood seems to be running hot. Like Arashi you're something of a hothead, more inclined towards reckless action and just generally disinclined to plan or plot or take your time before rushing into action.

Maid (+100 CP): You seem to have lost a bet, or be suffering some sort of punishment game. You are compelled to wear a maid uniform, the sort popular in certain type of Japanese cafe, and to address others in the manner of a meido. You don't literally have to wear this all the time, but you have to wear it when not sleeping, bathing, etc.

Weeaboo (+100 CP): You are not Japanese. You are very obviously not Japanese. But that does not stop you from being absolutely, and cringe inducingly obsessed with Japanese culture especially fan and nerd culture. You don't truly understand it, but you think you do, and you will dedicate whatever free time you have to it, and talk it and its glories up to no end. You'll be way worse than Cleito after she got introduced to anime.

Alternatively you can be Japanese and this is some other non-Japanese culture that you are not a part of but are really too obsessed with.

Attack Kaiju (+200 CP): The Maou owns you. You will serve the Maou faithfully and loyally throughout your time here. He understands this as well, and you will obey whatever order you are given by him. And no, neither you nor your companions can kill him or arrange his death. If he does die, your loyalty shifts to the new leader of the Maseijin. Hopefully it's not Dew, he might decide to have you destroy the universe. Thankfully your master can't directly order you to commit suicide, or stop your chain, but they can throw you into battles with beings out of your weight class.

Childhood Friend (+200 CP): Ai loves Arashi. And in the first episode it looks like she has a chance until Arashi meets Cleito. After that she never gives up but she never has a chance. And you're going to follow the same trajectory. You will fall in love. And they will fall in love with someone else. And you won't be able to stop loving them, or ever win their love, forced to watch them find happiness with another all while still loving them absolutely and unconditionally, and should their beloved die they will continue to choose their memory over you.

Core Evolution (+200 CP): You know all of those out of jump powers and abilities you possess? Well just like Cleito's powers to evolve machinery due to being the priestess of the Promethean Flame they now all run on your very life force making them painful and tiring to use. And worse if you push them too hard you will transform into an artifact embodying your powers and die. You do gain the ability to turn any passive powers and abilities off for the jump, and to turn them back on when you need them.

Goblin (+200 CP): You are a Maseijin serf. Or at least you look like one. You are formlocked into the form of a Maseijin serf, or as they're called due to their green skin, pointed ears, and generally goblin-like appearance: a goblin. You are unable to alter your form, and disguises have a tendency to fail you at the very worse moments. If you have the Titan or Daeva background, or Werewolf perk, you're instead form-locked into your purchased kaiju species (or Lycaeon version Werewolf if you didn't buy one).

Kaiju Target (+200 CP): The Maseijin have decided you are a highly important target. They will be sending daeva, additional ones above and beyond what they would be able to produce in canon, to attack and destroy you, along with assassination teams, and other attempts to end you. Even if you destroy the Maseijin fleet, you will still find additional daeva coming to attack you. If you're on the side of the Maseijin, this will instead be Gaia, birthing new titans to fight you. And destroying the Earth won't end it. Maybe the Sun wants vengeance. Or the Milky Way.

Damaged Soul (+300 CP): Maybe you pushed yourself too hard when piloting a shinki you weren't compatible enough with, or something because your soul is frayed like Tokugawa's was near the end. What this means is that you've got some serious mental issues, paranoia, and hallucinations which actively goad you to act in ways against your best interest and will gaslight you as to what is real and not. And you won't have any reliable way to tell what is reality and what is your hallucination. Trust nothing.

Kill 'em All (+300 CP): The series really likes killing off people. Most of the named cast dies, with only 5 characters confirmed as surviving in the epilogue, and one of them was dead for half the series. And the world doesn't get off much better; the epilogue confirms that the majority of humanity was destroyed. And now you seem to have been slated by the writers as one of the blood sacrifices. The world wants you dead. Accidents, kaiju, and violence all seems to be seeking you out to kill you, and you can expect new daeva, or shinki/titans, to appear specifically made to challenge and kill you. They won't necessarily scale to you directly, they'll fit the setting, but they will be designed to end you, and you can't rely on luck or fate to protect you as those are stacked so as to bring you certain death. Worse, like some of the characters here, you seem to have a tendency to throw yourself in the way of attacks, and generally sometimes it feels like you're wanting to die.

Soulless (+300 CP): Well you technically have a soul, but like that of one of the maseijin serfs it's stunted and weak. This means you have no access to any spiritual/magical powers, cannot use any orichalcum based technology, and will find your creativity and free will both severely stunted. This also leaves you extremely vulnerable to the charisma of Maseijin nobles, and makes it very, very hard to disobey them. Given humanity begins using orichalcum based technology to test for soullessness to root out and kill goblins they might well kill you. And most kaiju abilities ultimately draw power from their souls.

Sequel Escalation (+500 CP): In *Muteki Shinki Ormuz* things went rather off the rails. Humanity became an interstellar civilization, Dew became one with the fabric of the universe, planets were turned into projectiles in mecha fights, galaxies got destroyed, and Ormuz had to usurp Dew and recreate reality. And now you'll find that this same off the rails escalation is on the side of your enemies. Whoever you don't like expect to see them growing in power in leaps and bounds to make Atlas's evolutionary circuit look slow, and don't think killing a foe will reset this, your next foe will be escalating higher than the last. And don't think that a few esoteric abilities will save you; Ormuz recreated himself as a universe unto himself after Dew erased him from reality retroactively so he never had existed. *Muteki Shinki Ormuz* was dumb.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

If you got this far without realizing it, I will just state it here, the sequel sucked and I'm ignoring it for everything here except the one drawback. I enjoy the fact that its a super robo trope for the mecha to evolve into a reality warping god, but the writing was just bad. And how did Dew become the universe in the first place, especially with the size of his idiot ball in both series?

How do souls work? Souls in the setting are connected to sapience. Animals are confirmed not to have souls. The Maseijin's artificially designed serfs have souls but they are specifically stunted and weak. This is why they are obedient, lack in general free will, and are uncreative. How they managed to imitate people for years I don't know. They did seem to be mostly military or office workers. Damage to the soul causes mental degradation, madness, hallucination, and vulnerability to mind control. Daeva have artificial souls. No we're not told how they're different. Titans have souls. Also planets. At least life bearing ones and the sequel indicates all celestial bodies have souls, including galaxies and the universe itself. But we're not touching the sequel.

What does psycho-reactive mean? Orichalcum reacts to souls to produce energy and effects. Goblins having stunted souls can't use it. Animals can't use it. It doesn't work for drones. Arashi as a reincarnation of Uranos can supercharge it because his soul is special.

There is no option for being as skilled as the rest of the Atlas Squad between Arashi and Tokugawa, because they don't do anything except in Gigantes training (where they do show they're better than Arashi) until they get their own mechs halfway through the series, and we don't really know how much better they are than Arashi, and just know they got the top 5 marks below Tokugawa.

Yes, I realize that the Maseijin on the Ares-01 mission was a noble and thus had hypnotic abilities that might have helped them get through the background checks. Still even the goblins in skin suits were able to go through college as humans, marry, and have childless marriages that lasted years.

From what I can gather expanded materials confirmed all of the Titans could draw additional power from the Earth like Mitra. I don't care that in the sequel a guardian beast was able to draw power from its home world while on another planet, Mitra was unable to draw power from the Earth when inside of lunar orbit. I included Mitra's energy transfer to Atlas in the final battle in Autochthonous because it seemed to fit with 'you

get power from the Earth' and made it fit as a 600 CP perk, even though it's unclear if any of the other Titans could do that, or even if Mitra could have if Atlas wasn't built from the skeleton of a seemingly identical Titan.

Muteki Shinki Atlas does not exist. There is no such anime. I just felt like making a jump based on a non-existent franchise and seeing the responses.

Changelog:

Version 1.0.0: Released.