

Metal Wolf Chaos Jump

Version 1.0 (Burkess & Tri-Sevon Edition)

Welcome to a very turbulent time, thanks to the actions going to unfold in due time in 20XX. A descendent of a former president, Michael Wilson, is going to be overthrown by his own Vice President.

And with Richard Hawk playing his part in the massive nation-wide state of chaos, things will be grim. However, Micheal will be taking matters into his own hands, even if it means he has to pilot the Mobile Armor (or Mini-Mech) known as Metal Wolf to do it.

Of course, you are an outside factor that will be arriving around the same time. You have a choice in either picking sides in the ensuing chaos, getting involved with neither side and sticking to your own side, or perhaps you'll ride it out elsewhere outside of the United States…

Either way, here are **1000 Chaos Points**. And if you do stick around…Get ready for plenty of hot-blooded action and plenty of guns to be firing…

Flight Path Destinations (Starting Location)

These are a selection of various locations around this setting you find yourself in. And in case you wish, you can roll some dice to determine where you start instead. Take your time to pick where you wish to arrive.

White House, Washington DC, USA
The starting point for things to go bad, at least until Micheal escapes from here via the secret path to the hidden hanger with Air Force One. Do be aware that not just anywhere can show up here without any issues, if you aren't part of the staff or personnel meant to be there…

Oh, and be careful…Lest you be around when it becomes the **Fight House**…

San Francisco, CA
One of the many areas around the country that got taken over by the Coup, leading to people being imprisoned and captured. However, the amount of forces in this chunk of the city seems to be on the lower end

Oh, and the giant tank called the **Dorsey** is roaming the area as well…

Beverly Hills, CA

Part of Los Angeles City, this place is guarded by plenty of Coup Forces…Especially those in the air. And they do seem to be setting up bombs to destory the place down the line in time…

Alcatraz Island, CA
This former island prison is now the home to the **Alcatrz Cannon**, which is aimed inland to destroy the city and other parts of the West Coast if it is even 'needed'. And given that Metal Wolf would be out there in due time…

…This place is going to be dangerous, especially with the forces protecting it.

Old West Town, Phoenix Region, AZ
No, this ain't the capital or one of the big cities in Arizona. However, what is here is an old wild-west ghost town that will be the dueling zone for several **Mobile Armors**…

…And even then, this place may have some other things in there, for the observant eye.

Grand Canyon, AZ Region
An area seeping with Coup Forces and plenty of bridges over the deepest pits of the canyon, acting as a nest for all of their aerial forces to harass and stop any signs of rebellion…

…Especially with the **Castina** Helicopter out on patrol in the area.

Houston Region, TX
A remote military outpost near Houston, that holds resources that were extracted and transported from space. And do be aware of the **Olajiwon**, hovering in the airways above this protected installation…

Chicago, IL

The windy city itself. However, do be aware that poison may be filling in the air at sometime, courtesy of Richard Hawk when Micheal shows up. Otherwise, expect a lot of Coup Forces to also exist in the area as well when they set up the emitters.

Miami Beach, FL
Nothing like the coastal beach…Well, if one was here as a tourist. In short time, this stretch of sand will become a warzone and also home to one of the major navy ships putting its ironclad control in the region…

New York City, NY
Ah, nothing like being in one of the biggest cities. But even then, this is one of the worst places to be, especially in the Times Square portion

…Thanks to the main threat patrolling around the city, the **Casparaitis**. The worst result of a mix between a Praying Mantis, Spider, and weapons of destruction.

Near Liberty Island, NY
Perhaps to most, the island and the landmark on it is perhaps the greatest symbol of the country. And as such, time will give way to chaos…

…And some people may be held hostage on the statue itself, alongside an attempted visit from the **Warner** tank to destroy it.

Las Vegas, NV
A strange place to hold a battle, but perhaps at this point…It would be fitting to say to take a gamble on stopping things once and for all…

…This large resort has a great exterior entrance and fountain area, alongside equally large interiors full of the various slot machines for patrons to enjoy… …if there were any, of course.

Space Station, Space

Home of the Final Weapon and the last-ditch plan of Richard Hawk to score the last laugh against Micheal. Hope you don't mind the forces onboard and have a means to escape into space safely if you aren't aligned with them…

All-Access Travel Pass (Other)
In case any of the options do not suit what you want, you can use this to designate where you wish to end up elsewhere in the United States. Or if you want, anywhere else in the world that ain't the United States…

(In other words, in case any of the above are not what you are looking for as a choice or you wish to go somewhere very specific in general, this is for you.)

Public Spotlight Stories (Backgrounds)

While you are initially given a challenge to achieve if you wish, we can also easily allow you to determine the background of who you are in your final starting choice. This does include age and other personal details, if you wish to influence what exactly they may be.

(You can also use dice to roll up whatever age you end up at as well.)

Background Roots (Species/Origin)

You can retain what form of life you wish to be, but we do also offer a chance to gain an alternative form for you to start as in your venture.

(The options below can also be picked by rolling dice if you wish to opt for that method of choice.)

Human
Given the big and small players involved, this is perhaps the most expected option. And as such, will be an option for you to use if you wish.

Mechanical Lifeform
Well, normally they don't have these. Unless there are actually, but got to wait and see on that. In the meantime, you can use this to become an autonomous mechanical lifeform. Or in other words, a robot if you wish. Or perhaps a sentient Mobile Armor. Whatever works.

Other
In case you wish to be something else that isn't offered above with their odd choices and conditions.

(In essence, this is the Free Choice option to use whatever you want in case the options above aren't exactly what you want or don't fit any of them somehow.)

Unique Talents (Perks)

*You gain **5 Metal Tokens** as Freebies for any of your purchases here. And in case you wish to go for an alternative option, forgoing the freebies will allow you to get a stipend of 900 CP to use.*

Live Commentary [Free]
Got something to say in case you are on the sidelines? You can now project your voice to your allies or foes like if you were talking to them on a nearby TV Screen or right next to them on communication lines. And sure they can respond back, but you can also cut them out at will if you wish to go that route.

Exact Timing [Free]
You could look at any situation and gain an exact amount of time for things to unfold. Giant Cannon Recharging? 5 Mins. Poison Gas? 5 Mins on the dot.

And what is even better about this, is that any major changes or factors that can impact the timing are accounted for as well in.

Dual Wielder [100]
Given that the Mobile Armor has two hands, why not make sure each of them has a weapon? Regardless of your form or if you are piloting a Mech at the time, you can now easily dual wield weapons of any kind. Yes, even ones that may need two hands to carry.

And as a bonus, you find that you also will be able to easily reload them and inflict a semi-larger amount of damage using them like this.

The Stat Report [100]
Provides detailed statistics on any metric you'd ever care to track about your life, your equipment, missions, and so on. You could bring up how many enemies you destroyed, the exact number as far as property damage is concerned, how long the battle was, and more. If it's something you were in some way involved in, then it'll be recorded.

Armor Stomp [100]
Even if you aren't in a Mobile Armor, you can use your mass/weight to make a powerful stomp/slam attack with your feet or equivalent. And if you do happen to be in any bipedal vehicle or various forms of mechanized armors/mechs, you find that this is enhanced even more strongly…

Anti-Air Expert [100]
All of your attacks, even the ones that are melee-ranged instead of projectile/ranged based, will now inflict vastly more damage to aerial foes. And this includes methods of flying used by Jets, Helicopters, and Planes.

And in future worlds and settings, this will also extend to any form of winged, levitating, hovering, gravity-defying foes, and so on.

Anti-Missile Autofire [200]
You find that you can easily use any high-fire rate weapons like Machine Guns, Assault Rifles, and so on to effectively fire down any multiple sets of missiles sent your way…

…And you will find that you can replicate these feats against other tangible projectiles, such as magical spells, blasts, waves, and so on.

I'll Be Back [200]
Regardless of how hammy your dialogue is and how over the top you act, people will interpret the emotion and meaning behind your actions. You'll have people take you seriously even if you frequently pepper movie references into your dialogue.

Convenient Placement [200]
You and your forces have exceptional luck in tracking and cornering opponents. Circumstances will all line up to make it easier to lay an ambush, and continuously attack even if they attempt to retreat.

Ambush Proof [200]
Sneak attacks are far less effective against you since you'll always know a fight is about to happen. You'll get a precognitive sense to prepare yourself for battle because a fight is imminent. If the enemies are at your door, you'll already be equipped to take them on.

Destructive Mayhem [200]
In case you need to destroy any form of Reinforced Buildings, Vehicles, Defense Structures, or Super Weapons… …You now gain a large boost in inflicting more damage to them all, even with the most mee of weapons like Handguns and Grenades.

Oh, and you find that when they are destroyed…They become more difficult for your foes and enemies to even try repairing or restoring them to a usable state.

Chaos Minimizer [200]
In case you are waging a one-man mission to stop the enemy, you now have this to minimize any and all of your chaotic damage on anyone or anything not intended as the main target…

…And in case you can't avoid causing collateral splash damage, this can be used to disable and break the offensive and defensive weapons used by the enemies, in case you wish to avoid taking as many lives as you can.

Propaganda Masterstrokes [200]
Grants a mastery of propaganda. You know what lies to tell and how to frame people who act against you. This enables you to control the narrative and justify egregious behavior, pacifying the people. This is more effective the more control you have over the media.

Boost Gauge [300]
A series of back thrusters and leg ones (for any form/body) that you can now summon at will. Allows you to 'skate' across any surface or allows you to hover in the air to defy gravity for a brief time in relation to the visual gauge granted with this.

You can drain this gauge and use other forms of energy to act as substitution for the *Boost* Energy…Though do be aware, that this will hurt you if you drain all of your energies…

…That said, this *Boost* Energy will quickly recharge overtime, especially if you are active in moving around and fighting due to taking in whatever bits of kinetic energy it can absorb.

Backpack Master [300]
You can now summon two large mechanical backpack extensions to your form that will never weigh you down or impede your movements in any way. And each of them can carry 4 weapons inside each of them.

However, to note…These Backpacks will scale alongside your form. Meaning that if you are the size of a Mech, these special backpacks will scale up with you and will easily carry any Mech-Scaled Weapons.

And yes, you can in fact modify and upgrade them to allow them to carry more and more…And other things besides weapons as well.

Who Needs Strategy? [300]
When you attack directly and announce your intentions, your enemies will send waves of foes after you to confront you. They'll commit major amounts of firepower towards taking you down, and every foe in the area will be alerted to your presence and know exactly where you are. If you're strong enough, you need no strategy other than defeating your enemies. And this ability will pull them all to you.

To Steal A Nation [300]
You're a genius insurrectionist. You're able to build up and orchestrate a coup that can take over a country in complete secrecy. This includes knowing who to bribe, who can't be bought and has to be eliminated, and what the tipping point will be for your coup to be successful. You'll also be aware of which citizens will stand in the way of your takeover and who needs to be imprisoned to ensure the rest don't rebel.

Die For Your Country [300]
You and the people you command are filled with an overpowering courage and calculated disregard for personal injury. If you commanded them to, your soldiers would charge a giant robot in the hopes of taking it down. The people under the effects of this ability hit noticeably harder and are more effective at human wave tactics.

They're Going To Betray You [300]
You'll receive tips about people conspiring against you. Someone loyal to you will overhear something, or you'll notice a discrepancy. Either way, if someone is plotting against you, then you'll quickly learn of it before they can put their plans in action.

Believe In Your Own Justice [400]
Become greater and more determined the more difficult a task is. Anything you devote yourself to will rapidly have you rise to the occasion, becoming the type of person who could succeed in this task. By surviving difficult trials and applying yourself, your strength and skill will grow to eclipse the challenges you face. Assuming you can survive that long.

Born In The Cockpit [400]

Any machine you operate becomes an extension of your body, and you'll be able to manipulate it like you would any of your limbs. The longer you spend with a machine, the more attuned to it you get. This enables you to push extra performance out of it, letting it hit harder, take more damage, and allowing it to go even faster.

Persistance Reporter [400]
You will not be silenced. The more people push against you and try to hide the truth, the easier it'll be to find out what they're hiding. You've also been gifted with the ability to create a physical clone of yourself, identical in all the ways that matter. You can control this copy of yourself and share its senses, without taking any attention away from your main body. When/if the clone is destroyed, you'll be able to create another one.

Hostage Helper [500]
Grants supernatural precision with your attacks to not hurt things you aren't intending to. You could fire a light machine gun to break a cage that prisoners of war are locked up in, and they'd be no worse for wear.

People you rescue will have retroactively found or can point you towards useful things nearby as a gift for saving them. Rarely, they'll offer you upgrades for your equipment and power ups, such as healing items. They'll also have the luck to find moments of distraction to escape if you aren't personally going to escort them to safety.

Hidden Collectibles [500]
In every setting you visit, you'll have the chance to find hidden collectibles. They'll be scattered across the world and need a bit of effort to suss out. These collectibles can include special variant weapons that are unique to that world, upgrades that'll power up an existing perk or item, bits of hidden lore you'd find it difficult to locate otherwise, joke items and more.

(And in case any of those collectables you find that don't have any special effects, they will be easily to disemblem in a multitude of ways to have extra useful materials for repairs, modifications or constructing other things you wish to make…)

Burst Meter [500]
A special meter that builds up with the level of destruction you inflict on your enemies, but also builds up from any damage you take. Normally, this would be useful for the Blaze Attacks used by Metal Wolf and Metal Hawk…

…But for you, this can be used for any of your more powerful attacks, spells, moves, and abilities instead of whatever they may run on using/having. And to sweeten the deal, this Burst Meter can be increased by a fair degree with each usage and a small incremental power/efficiency boost as well each time it is used.

Blaze Attack [600]
The Blaze Attack allows for your Mobile Armor to use all of its weapons at one time, while also increasing their fire rate and synchronizing them to fire at said time as well.

Except this is special, because you can now use this by yourself without even having to be in a Mobile Armor. In short, you can now summon up to 10 of whatever weapons you have to use at one time…

…And regardless if they are melee or ranged weapons, you can control each one as if it was an extension of yourself and easily coordinate each extension with each other. That said, this will last for a limited amount of time till it stops, but you'll always know when it ends and when you can use it again at will.

*(If you do also happen to have **Burst Meter,** you also get the benefits of using this Meter to extend your usage of the Blaze Attack…But you also add more weapons to act as extensions of yourself past the limit as you keep using and developing this power over time.)*

Synergetic Compatibility [700, Can't Use Metal Token.]
In case you wish to use the various designs and machines seen in this world, but want to also use other designs and exotic techniques from elsewhere…

…This is for you. In essence, this allows you to make any form of machinery to easily be able to be converted via modification to perform feats used by other forms of advanced technology, magical energies, magitek, mystical energies, or other esoteric things out there.

But the key additional point is that this will allow for complete synergetic merging between the original design and any additional ones added. And this will be made automatic, while allowing for the merging of the greatest strengths with miniscule to no of any downsides of all synergized components.

Supply Equipment (Gear & Equipment)

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Chaotic EX Collection [Free]
A collection of the entire games series with all forms of console hardware, controllers, and the actual different versions of the games. Oh, and it also comes with all of the OSTs in any audio format you wish to play them in.

Spear Mint Gum [Free]
A free unlimited supply of a special Spearmint flavor gum. Its main purpose is to always provide you with the freshest of breaths for days on end with a single stick.

And even better, it even makes any vehicles, mobile armors, or Mechs emit this same refreshing breath as well instead of any of their noxious exhausts as long as you pilot them when chewing on this gum.

Coordinator's Gear [200]

Gives you everything you need to advise someone from the background and act as their support. You've got a satellite you can launch that will send you a video feed and take pictures of things, a hidden bunker filled with monitoring equipment and supplies for people to live there long term, with medical facilities and tools for repairing weapons and equipment. And wireless equipment that lets you project your voice to someone in the field.

This comes with an experienced coordinator who will advise you during your own missions.

Live/Energy Round Maker [200]

A portable device that can easily generate both Live and Energy Rounds for the various weapons seen around this world. And it is easily modifiable, to allow itself to make other ammo types from other worlds no matter what level of technological process they are at…

Energy Pods [200]

Normally, these would be useful in upgrading or improving the energy system of a machine (especially a Mech)...But these ones are compatible for use with things beyond metallic machines and bodies…

…Like organic bodies, magical bodies, or anything else that ain't metallic. You get 5 of these, with getting a new batch every week to keep you restocked.

Retroactive Escape Route [300]

Once a year, you can declare that you have a means of escaping out of a location. And then it will become true. This could give you a vehicle, build a large tunnel for you to escape through, and many more things. It's dependent on the location you're escaping from and the circumstances when you choose to evoke it.

Occupied Installations [300]

When you conquer an area, these installations will automatically install themselves if you wish them to. It includes concrete blockades, watch towers with turrets installed, barricades, cages for prisoners, and other helpful additions for occupying an area.

Privately Funded Projects [300]

A state-of-the-art science lab develops projects for you in complete secret. They're impossibly discreet and simply need you to give them funding. You can pay money to teach the scientists the technology of any setting you're in. This works retroactively, letting you give them cash to learn the secrets of worlds you've previously visited. As long as you have the cash, you can hire more experts in any field and pay for them to gain the education to create or modify technology and inventions.

Chaos Ammo Fabricator [300]

Different from the Live/Energy Ammo Maker, this can convert any existing ammo into ones carrying special properties. Some of the conversions allow the gun loaded with these to inflict burning fire damage, freezing damage, stunning capability, or inflict the damage of hazardous radiation onto targets…

…And what makes this device even more special, is that you can easily modify and add in new forms of special properties no matter the origin. Meaning yes, you could add in magical, mystical, or exotic energies as well.

Standard Mobile Armor [300]

This is the Mobile Armor used by the Coup Forces, that any soldier can be reasonably trained and operate. However, your version is special because it lacks any signs of allegiance to anyone, while also strangely being able to easily train anyone to become a very effective Mobile Armor Pilot when they use it over time.

And for note, this version is also granted additional armor to protect against the heaviest of infantry arms and even some protection against the heavy weapons used by the most common tanks and helicopters around here.

If you do end up losing it, stolen, or destroyed…You will get a new one in fresh mint condition and retain any modifications you made on it, inside your Warehouse in about 5 day's worth of time.

(However, this does not carry any of the special capabilities of Metal Wolf or Metal Hawk…Though you could modify this to be able to perform such feats if you got the skill and resources to make it happen.)

Paintball Gun [400]
Well, at least you don't have to blow up a statue to get this thing. This unassuming gun fires paintballs as its ammo, which this version will actually do a small amount of damage no matter what the target it is…

…Of course, besides wishing to cherry tap something to death with this, these paintballs have a secondary hidden effect. Namely, that anyone hit by those special paintballs will take double damage from a Blaze Attack.

However, you find that any ultimate attacks of your own will also now do double damage as well…

Taihou (Bazooka) [400]
A special converted Pirate Cannon converted into a Bazooka. It has two firing modes, one that fires it like a traditional bazooka with its primary ammo…

…And one that fires it in a lob ark that allows the large cannonball ammunition to do impact damage on hitting the impact zone before then exploding in a few seconds after landing.

As a special bonus, this will also do large amounts of bonus damage to any aquatic creature or craft and any space-bound creature or craft as well. Perhaps due to it ignoring the vast differences between the oceans of water and the ocean of the voids in space.

(You will find that the impact damage will also apply with the 'normal' firing mode as well, just to note. And yes, this one does have unlimited ammo and will self-repair itself over time as well.)

AFB Grenade Launcher [400]
A patriotic and sporty tribute wrapped up in a special weapon. This is a Grenade Launcher that will fire explosive (American) footballs that act like grenades. However, thanks to their bizarre shape…

…These explosive sport equipment munitions will explode with every bounce they take till their final blast. And for note, this does far more damage against any organic targets of any kind as well.

Of course, there is an alt-fire mode you can use on this so that it will never harm any allies or companions that may get caught in the explosive blasts. As if the footballs know they are on your team…as to say.

Hanabl (Multi-Missiles) [400]
A special crafted weapon that was originally made by a fireworks manufacturer. With every shot from this launcher, this will fire off 32 firework-exploding missiles to devastate the initial impact zone, before then chaining together 32 secondary explosions…

…And despite the appearance of the explosions, they do additional amounts of large damage to vehicles and aircraft hit by these projectiles and explosives.

(And yes, this version comes with infinite ammo and a self-repairing feature in case you wish to make sure this stays in tip-top shape.)

Moonlight Sword [500]
A otherworldly weapon finely adjusted to transform it into an explosive launcher. This converted energy sword fires spinning blasts of raw destructive energy that makes a massive spherical explosion on the impact zone.

And as this explodes, various shocking energies will also spread out in the area while producing a trio of smaller shockwaves to further damage the targets inside. This also does incredible damage to any organic or artificial targets, but does vastly improved damage to any form of supernatural or eldritch entities and defenses.

(And if you wish, you can easily convert this sword launcher back into its sword-form to use it as a melee weapon. Or if you wish, allow it to easily switch between sword and launcher form. Oh, and yes, this will fire an unlimited amount of times while also having a self-repairing effect on itself to fix any damage that may arise over time.)

Ultimate Weapon [600]

This super mech requires you to pilot it from inside a mech. It's a spider-like enormous robot of incredible power. Notably, it's completely immune to all energy weapons of any kind. It has access to lasers, missiles, and a final super attack that can shred mechs of a similar quality to the Ultimate Weapon in a single hit. It has access to a second transformation that enables it to stand taller and fire more missiles. In addition, it has a devastating nuclear missile you can launch from it.

Nation Of Soldiers [600]

An enormous group of soldiers, numbering at 1.5 million. This includes the logistics and background support needed to maintain a modern army of this size. As well as the equipment they need, such as vehicles, weapons, uniforms, rations, and so on. Any of your soldiers who die respawn again after 30 days. Damaged, stolen, or destroyed equipment reappears in the same way. You gain extra soldiers equal to 5% of the total population of areas you control.

The Declaration Of Independence [600]

Reading this document will teach you how to form your own independent democratic nation, as well as everything that's involved with running it. Reading it again will cause the technological secrets of this world to spread to the setting. This will provide rapid advances in technology and cause people to develop advanced military hardware and giant robots. Furthermore, if America does not already exist, someone will attempt to form it and become the first President of the United States.

Compatriots and Associates (Companions)

Companions can purchase more companions.

Import [200-300]

You can bring along 8 companions for 200 CP. They will each individually get 600 CP to spend for themselves or instead receive 3 Metal Tokens for Perks.

If you wish to bring in more than just 8, you can spend an additional 100 CP to bring in as many as you want.

Recruit [100]
If there is anyone you meet on your travels, this allows you to bring them along as long as you can convince them to join you. If they end up saying no at the end, you will be refunded for the CP you spent.

Metal Wolf [200]
While this is based on the Mobile Armor used by Michael Wilson, this alternative version of Metal Wolf is very different…

…Namely, that its design may or may not resemble the aesthetics/styles of the original and that it is actually being controlled by a fully aware AI. The AI's personality, mindset, and further personal details are not fully set in stone as well.

All of that said, whatever they end up being…Perhaps they will emulate after you, your companions, or someone else altogether that resonates with them like Micheal Wilson…If you don't mind the AI acting like anything like him.

(You will also find that it can shift between two forms, one being a more human-sized humanoid form and the other as its larger Mini-Mech like form as well.)

Metal Hawk [200]
This version of the Metal Hawk Mobile Armor…is not actually being used by Richard Hawk. In fact, the man doesn't even know this exists…nor does anyone else besides you.

The Mobile Armor's design and style can resemble the original or not (if you wish), but one other big factor is that the presence in there is an advanced/self-aware AI. That said, the AI is not totally a blank slate…

…Meaning, you could help them become what they want to be or help guide them to let them figure it out. And unlike Richard, they will remain loyal to you and your companions if the AI happens to develop to be like him or others similar to the man in question.

(You will also find that it can shift between two forms, one being a more human-sized humanoid form and the other as its larger Mini-Mech like form as well.)

Chaotic Hazards (Drawbacks)

You can take up as many Drawbacks as you want, just don't make it impossible for yourself…

Extended Chaos Time [+100]
You can use this to extend the time in this strange setting here by 10 years each, but any further time extensions past 7 will not give you any additional CP.

Irrelevant News [+0-100]
If you wish, you can have the setting be made to be as nonsensical as seen in the game. This does include the lackluster naming conventions and/or anything that flies in the face of realism and reality

*(If such a thing doesn't sit right with you for any reason, you can use this as a **100 CP** Drawback if you want.)*

Grade-A Acting [+100-200]
Yes, this makes it where EVERYONE inside the setting is committed to the same level of vocal performance seen in the game. And while this can be amusing or annoying to others…

…You can take a bit more (in the amount of an additional **100 CP)** to have yourself, your companions, and your followers have this same sort of quirky talking and speaking, albeit with control on how it manifests.

Japanese Only [+100-200]
Everything you attempt to read will be written in Japanese. Everything someone says to you is in Japanese. For 100 more points, you're stripped of any ability to read or understand Japanese.

Leaked Dossiers [+200-300]
If someone becomes your enemy, they get a dossier on your general capabilities, powers, and tactics. For 100 more points, in addition, anyone you plan on becoming hostile towards gets a dossier on you when you make the commitment to become their enemy.

Inexact Timing [+100-300]
No one is able to fully accurately gauge how long something will take to accomplish in this world. There's a margin of error where some tasks will take longer than expected and others will be much faster. For 300 points, this instead actively works against you. Everything that could be made harder with you having less time to do it, is.

Only Collateral [+200-400]
For 200 points, any battle you're involved with will escalate to inflict at least 1 million dollars worth of property damage. For 400 points, it becomes 1 billion dollars worth of damage to the surrounding area whenever you fight.

Saving Michael Wilson [+500]
Richard Hawk began his coup by having Michael Wilson arrested and imprisoned in a secure facility. Without Michael to act as the last hope for freedom, Hawk achieved total victory.

His forces never did manage to find the Metal Wolf. Upon entering the jump, you'll be contacted by Jody Crawford. You'll be given Metal Wolf, and tasked with rescuing Wilson and, optionally, saving America. Only the first part is mandatory.

Chaos Veto Lock [+600]

You have no access to any outside Perks, Gear/Equipment, or your Warehouse. Anything you get from here will be all you get, outside of any companions you bring in (if applicable). Good Luck!

Additional Campaigns (Scenarios)

President Of Earth
Well, this is perhaps something that not even Micheal or Richard would have thought of possibly achieving. But you have the chance to do it now, Jumper.

Regardless of your origin, you are fully capable of running for the special election for becoming 'President Of Earth'. Of course, this whole ordeal is also open to any of the world leaders of other countries and continents…

…And you will have to outlast all of them, as you will also have to fight each and every one of them in non-lethal, but destructive duels with their own Mobile Armors till there is only one left.

Also, if Micheal or Richard are still alive at this point…Expect them to be competing in this as well.

Reward
The sheer accomplishment of this task is something to be extremely proud of…Though of course, there also has to be benefits to such a victory.

In recognition (and/or Post-Honors in their name), you will receive two fully top of the line versions of ***Metal Wolf*** and ***Metal Hawk*** respectively, with their capabilities to be improved to be unshackled. Or in other words, *they will always be able to become as strong as you are, on top of being able to be piloted as if you and them are one.*

You will also find that ***these versions*** of the Wolf and Hawk Mobile Armors…aren't actually their normal sizes. In fact, they have become ***True Mecha***. This means they

will start out as *the size range of 1-3 story buildings, but can be extremely easy to scale up to higher and higher heights* with ***no impact*** on their performance.

And as for you being in your current position, you find yourself as perhaps the most powerful being on the Earth (in terms of positions). As such, you will find that your ***powers/skills/abilities*** involving *combat, socialization, diplomacy*, and *anything else influenced by sheer willpower* are **massively boosted** to become the embodiment of the leader you are…

…After all, you are the **President Of Earth.** (Or whatever else you may wish to claim for yourself to reflect the true accuracy of that title and position, of course).

Tour's End (End Results)

So with everything said and done, what do you do next?

Next Stage (Next Jump)

Custom Stage Making (Stay)

EX-HomeTravel (Home)

Notes Section

Richard Hawk's Mini-Mech

-Obviously, we don't have a real name to associate with it, so I took the liberty (pun intended) of calling it the **Metal Hawk** to give it a designation compared to its counterpart, Metal Wolf. And yes, I'm aware that it doesn't resemble a Hawk…

Change Log

-First Released Version 1.0