Infinite Stratos

By Alice. Then Valeria took over. Then Alice tried again. Then Valeria actually finished it.

A few years ago, a new kind of weapon rocked the world. The Infinite Stratos, a hyper mobile robotic armour that could only be worn by female human beings, was created by the genius inventor Tabane Shinonono and released into the world. Originally this invention was ignored and believed impractical, until a cyber-warfare attack sent thousands of nuclear missiles at Japan, along with a fleet of warships. A single IS and its user destroyed both the missiles and the entire fleet, without a single human life being lost. With this show of power, the world would be radically altered.

War briefly threatened to break out as Tabane began to sell and hand out IS mecha to every country on earth but quickly formed deals and treaties prevented a conflict coming into being, becoming known as the Alaska Treaty. This forbid the use of IS in any form of military conflict and relegated them to mostly security and athletics purposes. Despite being limited, the existence of IS managed to change the social power structure of the world, swapping the dominant role in society to women. Until now, that has remained the same.

However, recently a single teenage boy named Orimura Ichika managed to awaken an IS machine on accident, becoming the first male to be able to use one. He, along with all other IS users, study at the IS Academy in Japan, the single institute of learning focused on the control of the Infinite Stratos mecha. It also just happens to be one of the most famous and prestigious schools in the world and students from across the globe travel to study here.

You have entered into this world with a gift of 1000 Choice Points. What you do is now up to you. It is only asked that you don’t waste your potential.

Origins

Drop In

You've got no memories of this place nor any one that remembers you from here either. All you'll find yourself with once you open your eyes is an enrolment form for the IS Academy, along with a freshly cleaned uniform. Maybe you'll meet some nice girls if you go there.

IS Academy Student

You put in all those long hours of study and the fruits of your labours have finally been delivered. You got accepted to the Infinite Stratos Academy in Japan, one of the most prestigious schools in the world. Whatever your upbringing was like before, I'm sure you're excited to learn how to pilot your very own death machine. If you're lucky, you might even become your country's Representative Candidate.

Teacher

You scored a job at the IS Academy, not something to be passed up lightly. You've already graduated from there yourself, years ago, and you're ready to pass on your knowledge to the next generation. Or just enjoy the very generous pay check and the chance to legally smack around a bunch of smug upstart brats and be praised for it. Really, it's all up to you.

Super Genius

Infinite Stratos? Yeah, they're pretty good. But anyone who says they're the peak of technology's a fool. If someone made the IS, then someone can make something better and you've got a gut feeling that's going to be you. Whether you're enrolled in the IS Academy as a student or you're an independent party, you've got more smarts then most anyone and the ambition to make something that'll shake the world.

Phantom

There's no denying that the IS are powerful. Nor that abusing them could lead to great chaos or great rewards. The great nations of the world might piss themselves at the thought but you're part of a group that really knows how to use these weapons of war for what they were meant for. It could be Phantom Task itself that you joined or just another of the many terror groups across the world. Whichever you hail from, you're sure to cause a mess once you get going.

Age/Gender

Drop In and Student origin takers are 15 years of age. Teacher and Phantom origin takers may roll 20+1d8 to find their age. Super Genius origin takers may choose either. You may pay 50cp to change this to whatever you wish.

You keep your gender from your previous jump or setting, though you may change to the female gender at no cost. You may pay 50cp to change this to whatever you wish. Even if you are Male, you'll still be invited to the Academy and be able to pilot your personal IS you gain for free, though no others without a certain perk.

Location and Nation

All origins begin in Japan, at a location of their choosing. Drop In, Student and Teacher origin takers may choose to start at the gates of the IS Academy.

You will also roll on the below chart to decide your nation of origin. If you become a Representative Candidate, it will be of the country you roll below.

Nation Roll

1- Japan
2- Britain
3- Germany
4- Russia
5- France
6- China
7- America
8- Free Choice

Perks

Simply Gorgeous- Free.

Is it just me or does everyone around here seem…excessively attractive? What are the odds of every student in a school of thousands being a high tier beauty? Pretty high it seems, because that's exactly what happened. You're not about to be left out. Whatever you might have been before, now you're gorgeous/handsome. You might not be able to stop a street of people in their tracks by walking by but you can be sure you're no less than an 8 at the lowest.

IS Education and Training- Free

The Infinite Stratos are terribly complicated things. It takes a lot of knowledge on mathematics and various sciences to operate one and even more to maintain the machines. That's not even getting into the trained reflexes and coordination you need to be able to use an IS for effective combat. Usually you'd learn this over time in school but as a special consideration, you'll have all that knowledge and skill popped into your head, free of charge. You won't be matching an Ace but you can be assured of being proficient.

Drop In

Why Is Everyone Blushing?- 100

You'd think if someone was blushing, spending all their time with you, asking you out on dates or even outright confessing to you, you'd be able to tell they liked you, right? Sadly, not everyone's mastered the…subtleties of all that. You have though, in fact, you don't even need any indicators at all. You always know whether someone you're looking at has romantic feelings towards you, as well as how strong. Don't leave em hanging lover boy.

Please, be reasonable!- 200

Teenagers aren't the most focused types at the best of times and when they're the main stars in some brand new anime, you're not exactly looking at the best of times. Girls neglecting their study and training to do nothing but chase after some fool who never realises they like him and guys relying only on random power ups instead of genuine training and tactics. You've got a special skill for these sorts and that's talking them into more reasonable courses of action with little trouble. You could easily convince those girls to knuckle down and study for their future, only pursuing their love interest in their free time. Or get that guy to put some formal training in so he's not just relying on chance.

The Last Man-400

Ichika Orimura was the first man to pilot an IS but he's no longer the last. You're able to access and use the IS and any other similarly restricted thing as if you were the suitable gender. If a magical artefact could only be wielded by a man or woman, you'd count as the one who could wield it for those purposes. If a prophecy dictated that the dark lord would only lose to a woman, guess what you count as. Why, you could even get into a boys or girls-only school as the opposite gender if you asked. You'd look rather out of place but you wouldn't be turned down.

The Orimura Charm-600

Like some sort of human fly lure, you bring in attractive men and women in the droves. Even without doing anything on your own, you'll again and again find yourself meeting people you would find attractive and who gain an instant attraction towards you as well. These people always seem to fit into classic stereotypes such as the Tsundere or Ojou-chan, though there is nothing limiting them from being more or deeper than their stereotype. When you're around these people, you'll also keep getting into situations that would push the two (or more) of you into more intimate areas.

IS Academy Student

Privacy, please!-100
With all the accidental and 'accidental' bursting through closed doors that goes on in this world, you'd be forgiven if you came to came to value actual privacy above a lot of other things. You'll never have to worry about someone bursting in on you in a compromising state again. While it won't prevent those intent on actual harm or some form of serious espionage, you'll never find yourself being peeked on, putting up with harem hijinks or seen in half-dressed state by those you'd rather not again. Unless you want to of course.

Mechanised Martial Arts-200
A lot of people might think that putting years of your life into learning martial arts is pointless when you only fight in a mecha suit anyway. You're here to prove that yes, wrestling is indeed a viable form of mecha on mecha combat, regardless of what the haters say. You've got a great enough mastery over one style of martial arts, armed or unarmed, to be able to win national competitions with ease and better yet, you can perfectly translate this martial art to any giant robot you pilot. If you know other forms of fighting, you can still learn to translate them this way, but it'll take a lot more time.

Love Will Conquer All-400
You've got an itching for romance and you're not the type to let a little competition get in the way. So is fate itself it seems, because it's doing all it can to help you on your romantic endeavours. Things just seem to go *right* for you in pursuit of love. Coincidence makes you bump into your crush over and over, those competing for his attention find themselves being dragged away or kept busy so you can have some uninterrupted time, festivals and events to bring you together just seem to pop up out of nowhere and even the weather itself seems to change to give the most romantic mood it can. Now that the world is on your side, there's no way you'll fail.

Ace of Aces-600
There's the professionals. Then the prodigies. Then you. The IS, and any other mecha, are more like an extension of your own body then a robotic armour. You could easily fight alone a half dozen other pilots at once, each good enough to represent their country as their top pilots, and come out of it smiling and victorious. Even when you've just picked up a new mecha, it'll only take you a couple minutes to get used to the new controls before you're as good as ever. Piloting is just innate to your very being. Give it a few years and you could fight the Brunhilde, Orimura Chifuyu herself to a standstill. Optionally, Students can choose to become their country's Representative Candidate with this.

Teacher

Got My Qualifications Right Here- 100

Teaching isn't as simple as just talking about robots for a few hours and then getting drunk after school. You're a good teacher, in that you know how to make a lesson plan, organise the subject and get across the information in an easy to understand way. If your students aren't interested, that's another problem entirely, but at least you can be sure it's not you that's the problem.

BIG Sister-200

You can cow a class of rowdy teens with a glance and force a squad of armed men to back down for a while with a nasty glare. You're scary, no doubt about it, but strangely, that scariness seems to just add to your popularity. Sure they might be scared at the time but later on, instead of lingering fear, the subjects of your anger will only be able to think about how cool and awe inspiring you were then. I wouldn't be surprised if you found yourself with a fan club made of the easily frightened or past foes.

Merry Christmas Cake-400

It's a sad fact of life but no less true. You get old. But who says getting old means getting weak or ugly? Certainly not you. Your skills and body will never deteriorate from old age or misuse, always remaining as they were in your prime of life and you'll always retain your beauty in some way as you age, though it might take on different aspects as you grow older.

Brunhilde- 600

You were born with a perfect body. Far beyond any human in physical capabilities, your strength, speed and reflexes are superb. With a good enough weapon, you could expect to be able to go toe to toe with an IS with nothing but your weapon and your body. Against ordinary humans, you're like a walking blender of blood and body parts, even unarmed. And when you do hop in an IS, only a true ace could hope to keep up with your reaction speeds. If you also bought Ace of Aces, then only one other woman in the world could give you a good fight.

Super Genius

Shamefully Shameless- 100

Shame. You have none. Zip, nada, nil. You could walk out onto a worldwide stage, stark naked, with a grin on your face and be every bit as confident on the inside as you look on the outside. You're not immune to fear, save the fear of embarrassment, nerves, butterflies in the belly and shyness. You'll never find yourself unable to confess to that girl you like, chickening out of a dare from embarrassment or unwilling to be every bit of the over the top nutbag you really want to be deep inside.

Bunny Eared Genius- 200

It's pretty amazing at what some people put up with when you're giving them ultimate robotic power. You wouldn't normally find people willing to give you their even consideration when you're prancing about in a bunny suit but somehow, you make it work. You could be the most annoying, whimsical girl in the world and as long as you're bringing the goods, people will treat you completely seriously and fairly. With the right skills, you can get away with any sort of behaviour short of an actual crime without being thought worse of. Wearing bunny ears while you do it might be a bit too on the nose though.

Pulling Good Karma Out of a Hat- 400

When you're a burgeoning mad scientist, you get up to a lot of rather dramatic and showy stuff. Quite often, this stuff also causes a lot of chaos and destruction and upset people. Three things that are never good to have in a combination, given upset people are generally the sort to seek retribution or at least treat you worse for it. But that just seems to slide right off your back. Oh, you have no particular protection against legitimate authorities seeking to punish you for your crimes but when it comes to the individual, almost nothing you do can make them hate you. Dine and dash or steal a bit of nice jewellery and that's just you being you, people won't trust you less or come after you with a personal grudge. Kill a person's friend or family member and you'll have crossed a line but anything less will be forgiven almost before you finish. Why, even launching thousands of nuclear missiles at a nation would be all in the past, long as no one got really hurt in the end. You didn't mean any harm.

One in a Trillion-600

Only one other person in the world possesses the grand level of intelligence you now find yourself in possession of, Tabane Shinonono. Comparing you to any sort of normal human mind would be a joke, because you're decades ahead of the rest of the world. You think faster, better and so far outside the box they'd need to measure in miles. You don't know anything more than you do right now but with a mind like this, it'll be a matter of weeks before you're zooming past the experts and making the beginnings of something special. Mighty robots, dimensional pockets, space flight and true artificial intelligence are all just the beginning.

Phantom

Undercover Capers-100
You've got one of those faces, the ones people seem to have trouble recognising when they really, really should be able to. Put on a mask or a visor that covers only part of your face and watch as close friends wonder who you are. Why, even just putting on a new suit and ruffling your hair could throw someone off for a little while. It won't hold up to close inspection or for more than a few minutes, but it makes for a great getaway.

Silent as the Wind-200
Working from the shadows often entails actually staying in those shadows and if all you're good at is blowing off people's heads that might be a bit of a problem. But you don't panic when you get told it's a stealth mission, because that's your forte. You excel at sneaking unseen past guards, human or mechanical, and you're just as good at finding ways into heavily fortified locations without setting off alarms or using the front gate. If you're careful, you could be in and out before anyone realises you were there. Just make sure the rest of your team won't cause chaos as you try to be stealthy.

Grudge Match-400
Hate and anger can be a powerful boost in a fight but all too often they'll leave you reckless, unfocused and that boost will leave quickly too. It's rare that one can manage to control that angry energy and focus it into a razor sharp edge but you managed it. When you feel anger, hatred or some other harsh, negative emotion towards your opponent, your skills sharpen and your body becomes stronger and faster but you'll retain full control over your actions, no matter how pissed you get. These increases will increase as you get more intense and while they won't ever put you past the limit of humanity, it'll come damn close.

From the Shadows-600
Killing and blowing up bases is useful but it doesn't fund the organisation on its own. Without management to supply and direct them, groups like Phantom Task would be left floundering as little more than a gaggle of mecha pilots with unworking machines. You know how best to use terrorist cells like this for maximum effect and you're damn good with the dark side of politics and business, able to squeeze and sneak money and favours out from just about anything, with enough time. You've also got an uncanny ability to separate yourself from any evidence that might link you to more criminal ventures you undertake, such that unless you're found with the smoking gun in your hand, over a dead body, you can be assured that you'll get little more than a reprimand from any official authority.

Gear

Uniform- Free
Whether it's an IS Academy uniform, a sharp suit, a skin tight combat suit or a lab coat, you've got an outfit that will serve you day in and day out for whatever origin you chose. It'll also come with an extra dozen copies already stored away.

Personal IS- Free
All players get a free Infinite Stratos Mecha personalised to them. See the Infinite Stratos section after the Item section for details on how to create this mecha.

Canon IS- All SP, cannot gain more.
If you don't want to go through the trouble of crafting your own IS mecha, you can choose to give up all SP in return for one canonical IS of your choice. This will be an exact copy and no one will question its existence as a copy, though taking a highly advanced model may gain some questions as to how you got a hold of it before that generation of tech even existed.

Crepes-50
A tasty treat. Comes wrapped up in a box of a half dozen crepes, which will refill once you've eaten all 6 of the stored treats. They'll be different flavours each time but you can be assured they'll always be tasty.

Drop In

'Blank' for Dummies-100
With its iconic yellow and black colour scheme, this series of books has helped many an idiot, or normal person, understand the basics of countless concepts and mechanisms. You've got your hands on the deluxe edition, somehow containing a For Dummies book on just about any ordinary subject. From how to fix your car to how to woo that special lady, you can be sure you won't be making any basic mistakes here.

Date Pass- 300
A night out on the town can be expensive, more so if you're taking a partner with you. That's not even getting into the hassle of getting tickets to some events or places in the first place. But with this one of a kind Date Pass, you'll always be sure to have a reservation. Whether it's a ticket to a concert, a window side seat at an expensive restaurant or just all the free rides you two could want at the local theme park, this pass will get you in and get you the fun stuff, at no cost to yourself. Why don't you use the money you save to buy that friend something nice?

Private Vacation Island-600
The perfect romantic getaway, your very own private island. It's located a little ways out from the nearest shore to your starting location. It's not terribly large but it's got more than enough room for a good sized and fancy resort, complete with skilled staff, to be located on it, along with a small forested area further in from the lovely beach shore. Even beyond the naturally excellent experience of the island, any romantic activity is heightened whilst here. Lovers will feel like they understand each other better than ever after a stay here and nights spent together will be far more enjoyable while on the island.

IS Academy Student

'Practice' Weapons-100
It always pays to be insured, though most people don't find carefully sharpened blades of varying kinds to be the sort of insurance they go for. You've got a collection of razor sharp knives and swords, all somehow legal for you to own, and all quite easy to hide on your person. They also come in handy for cooking in an emergency.

Rabbit Raid- 300
You've got some very close connections to the Schwarze Hase Corp, the premier German IS military force. Perhaps you're a member or maybe you were close friends with all of them. End result is that you can call in a favour, once a year, to have a squadron of 3rd generation IS frames arrive and assist you in combat. These dozen or so mecha will help you utterly destroy any target you face before returning to their world. It is impossible for them to be made to stay longer than a few hours at most but if any die, they will return fixed up the next time.

Heiress- 600
Your momma and/or poppa just happens to be a very, very wealthy and powerful person. They've got more money than god and enough influence to influence whole countries. Shame that you're just their child. That said, you are certainly a favourite child of theirs and you'll find that you can get quite the hefty allowance, more than enough to never need work again, and probably a few significant favours once in a while. That said, they're not going to bow to every whim of yours and if you try to abuse their trust, you could find yourself cut off to teach you a lesson.

Teacher

Portable Projector-100
A small, easily portable case that will quickly fold out and project a holographic screen around the size of a standard school blackboard. This handy tool is connected to your thoughts and can display any image or video you can picture in your mind, perfect for writing down problems and instructions without all the hassle of needing to prepare beforehand or fuss about with physical writing.

Infinite Grade Weaponry-300
The weapons of the IS mecha are undeniably powerful, yet they are also unusable by all but the strongest of humans outside of the robotic armour frames. Whilst rare, several solutions to this issue have been developed and you've gained a pair of them. One melee weapon designed to slice through the shields of an IS frame and one ranged weapon made to smash apart even a mecha's shields. Both are no bigger than an ordinary weapon of that type for a human.

Infinite Jumper Academy-600
The IS Academy is a shining jewel of technology and education and until now, it was alone in its splendour. But now a second academy, as sprawling and technologically advanced as the original, has appeared. You serve as the owner and headmaster of this new academy, which can be either a general school or focused on any subject that you are able to teach, including the supernatural arts. This academy will carry over into future jumps, placed in a location of your choice, and will always draw students from across the globe to apply for learning.

Super Genius

Bunny Ears-100
A pair of flexible, robotic bunny ears that will always fit snugly on your head, no matter how big you are. While mainly for the sheer adorability they confer, each ear also works as a wireless connection and greatly boosts the broadcast range of any device you might happen to have. Never need worry about not having cell reception with these babies on your head.

Digital Storage System-300
A small remote control that links to a storage of digitised matter, this allows one to store and instantly summon with a click of a button a great array of materials or objects. The remote is able to store up to several IS frames at a time at maximum, though there is no particular limit on it only storing IS frames. If you want to pack it full of missiles or bombs, it could make a deadly surprise weapon.

IS Lab-600
A state of the art and top secret laboratory cross manufactorum of your very own. While this can certainly accomplish a wide variety of uses as either a lab or a customisable factory to mass produce machines, it's true worth lies in the detailed Infinite Stratos blueprints and instructions that come already inserted into the computers and machines within the lab. This makes this possibly the only place outside of Tabane's personal lab capable of producing IS, as well as one of the very few places that can effectively alter or customise them.

Phantom

Bomb Kit-100
A staple of the job by any measure, this small briefcase contains an array of highly powerful explosives of various types, each impossible to detect whilst in the briefcase. It also holds tools for disarming explosives as well, just in case the bomber needs to fix a mistake they've made.

Call book-300
A well-worn notebook containing a very large and very valuable list of names and contact information. Ways to contact almost any of the powerful, knowledgeable or wealthy people on the planet are stored within, even those who have gone to great extents to hide themselves from the world. Just keep in mind that whilst this could be a great boon in allowing you to find isolated people or powerful benefactors, it gives no guarantee of how they will react to you once you meet.

Jumper Task-600
Your very own elite task force. Comprised of a handful of elite agents, several hundred less well trained staff and a fortified but secret base, this organisation is utterly loyal to you. Your will is their own but they all have a habit of getting overzealous in their work, often to dangerous extents to those around them. In each jump they will have access to fairly powerful technology, enough that they will always be able to serve as an effective strike force against much of what he world could throw at them, but they will not survive head on wars on their own. Take care of your own Jumper.

Infinite Stratos

The star of the land, the Infinite Stratos mecha frames. The hyper advanced mechanised armour suit that surpassed all other modern weaponry in power, speed and adaptability, almost threatening a worldwide war with nothing more than its creation. The secret of IS, the Core, has never been uncovered by anyone other than its original creator, and thus the power source and artificial intelligence remain locked away from the hands of most.

IS come in two variations. Mass produced frames, such as the Uchigane or Rafael Revive Basic, are made in the dozens for the majority of IS users to make use of. These are powerful weapons still but they are not the pinnacle of technically that is the Personal IS Frame. These personalised machines are held by very few users, only those representing powerful countries or corporations, or those favoured by Tabane herself, can expect to get their hands on one.

Whatever the reason for it, you have gained one of these Personal IS frames, customised to fit you. You have 1000 Stratos Points (SP) to buy a base frame and customise it with the options below, though you may convert CP to SP on a 1:1 basis if you want more points.

Basic Characteristics
All IS frames share certain characteristics as described below, each of which is applied to any imported mecha free of charge as an innate trait of the type of mecha.

Shielding-
All IS possess powerful energy shielding over their entire frames. This is powerful enough to withstand all but the heaviest of conventional modern weaponry, so IS scale weaponry is usually the only thing able to stand a chance of piercing it. For this reason, IS are typically light on physical armour, as there is no material in this world that serves as a practical defence against the firepower IS can put out. Energy shields are linked to the total power of the IS and when they run out or are destroyed, the Absolute Defence is activated, diverting all resources towards defence of the pilot and only defence of them. While this mode can be deactivated, both after it activated and in advance, it's useful for ensuring the pilot's safety.

PIC (Passive Inertia Control)-
A device within each IS that allows limited control over personal gravity, kinetic energy and inertia. It is this that allows the IS suits to fly and levitate as they will, as well as to perform absurd feats of agility and evasion, with the limitations of being affected by gravity or air resistance largely removed. It also helps to greatly reduce any shocks or impacts delivered to the pilot through attacks on the frame itself.

Hyper Sensor-
The Hyper Sensor grants 360 degree vision to pilots, as well as greatly enhancing each of their 5 senses with the apparatus of the IS itself, feeding sensory information that the machine gains

directly to the pilot's mind. This can be disorienting and is one of the chief reasons piloting an IS is a complex task.

Closed form-
IS are not usually ported around in their full, bulky frames. Each frame is capable of sealing itself into a smaller, much more portable form. This usually takes the place of some sort of jewellery. Earrings, bracelets, garters or necklaces are all common forms. The IS can be instantly summoned around the wearers body, so long as they are wearing the Closed Form of the IS, and they can even partially summon it to only gain parts of the IS that they need at the time, such as a metal fist or the hyper sensor.

Base Frame

The basic frame will decide the quality of your IS' capabilities and stats. It's overall strength, speed, firepower and defence will all have their base levels decided by what generation of IS you choose to have be the base for your personal model. Pick one of the following 3 options to decide the base frame generation of your IS.

2nd Generation-Free
The current standard generation. First moved into with the introduction of the Equalizer tech, digital storage technology, the vast majority of modern IS are within this category, including all mass produced models and several personal IS of less wealthy organisations.

3rd Generation-300SP
The 3rd generation marked a significant leap forward in the power of the weaponry that the IS frames had at their disposal, along with an overall increase in speed and defence, enough that a competition between equally skilled pilots of the 2nd and 3rd generations would often end in an easy victory for the 3rd gen mecha. While not an unbeatable gap, for a 2nd Gen IS to defeat one of the 3rd Gen, it would need either a truly exceptional pilot or for a particularly unfavourable match up.

4th Generation-600SP (Foldout Armour Free)
Only a single 4th Generation frame exists as of now, hand crafted by Tabane for her own little sister, the Akatsubaki. A monstrously powerful machine in strength and speed, the main addition that marked this as a new gen was the Fold Out Armour, that allowed it to not only have a much higher base stat level but to also adapt to almost any situation on the fly by shifting it's specialisations. Unless it had a reckless or stupid pilot, a 4th gen IS would be expected to crush any older IS. To give an idea of the sheer gap, the 3rd generation is still only in experimental stages for the rest of the world.

Import-100SP
If you've already been to some other world and found yourself a mechanised machine of humanoid warfare well, there's a special offer just for you. You can choose to import that single mecha and give it the abilities and general appearance of an IS suit, along with being able to purchase customization options from below for it, without reducing its capabilities at all. If you desire, you can switch between an IS based appearance and the original appearance for your imported machine, but you only gain the basic capabilities of the IS while it is in that mode, outside of it all you'll gain for your mecha is what you buy below.

Customization Options

Now that you've picked the base frame, it's time to decide your weapons and equipped equalizers. Each of the below options is able to be stored in digital space and as a special consideration, they won't count as taking up the maximum amount of storage your IS can handle as to digitally stored equipment. It'll take a few seconds to swap between anything here, or to store/bring things out, but you can be assured you won't have to go through lengthy refittings.

Melee Weapons- 50SP/100SP
Swords, hammers, whips and spears. Cutting and smashing and stabbing your way to victory. For 50SP a pop, you can purchase one of any melee weapon type you can think of. It'll be a high quality model no matter if you're picking a sword or a lance or something weirder, but it won't be winning fights on its own without a lot of skill on your behalf. Optionally, the weapon can be built into your IS rather then something held, which could allow you to technically wield far more blades at once than normal. For an extra 100SP per weapon, you may upgrade any weapon you have chosen to a high frequency model, which will deal far greater damager then the mundane sort. Alternatively, that 100SP may be spent to make energy weapons in the shape of your chosen weapon instead, dealing high heat damage to your targets

Ranged Weapons- 50SP
For each 50SP you spend, you may choose to gain one ranged weapon of choice. Shotguns, snipers, rifles, lasers, rocket launchers and more are all within your purchase with this option. They can be built into your IS for added use, especially concealing them for surprise attacks, and for an extra 50SP, you can have any one weapon be able to transform into a different ranged weapon of a similar type, such as a ballistic rifle becoming a beam rifle. None of these options will surpass a rocket launcher in power or be used to buy other options.

At no additional cost, you may combine any melee and ranged weapons you buy from the above two options, into a single variable weapon of some kind.

Additional Mobility- 50SP per
IS are fast and with the PIC, they don't need any sort of jets or boosters to achieve their speeds. Even 2nd generation IS can easily break the sound barrier on taking off. But for some people, that's not enough. You've gained 2 thrusters per 50SP you spend, significantly increasing your speed in a straight line and allowing you to use them for bursts of speed that let you pull off turns that even other IS users would balk at. Buying more thrusters would certainly increase the speed but your IS is not guaranteed to hold up to the stress if you push it too far.

Brilliant Clearance- 100SP
Thrice as good as the basic Hyper Sensor in its own functions, boosting the user's senses, the Brilliant Clearance model goes further beyond a mere enhancement and looks towards taking care of the problem of the IS moving too fast for the human pilot to comprehend. It greatly eases the burden of calculating the necessary information, doing a lot of the maths for the pilot, so that they get the results they need and can put much more of their focus on fighting their opponents.

Experimental Batteries- 300SP
Most IS can only run for a few hours tops and their shields won't last forever in combat either, under heavy fire. But a certain IS, the Silver Gospel, was able to operate at peak efficiency over several days, encountering multiple large scale fights and using constant high energy attacks. This was accomplished with an experimental new power source, one your IS got a hold of. You'll pretty much never run out of power, as long as you're not making several day long trips at supersonic speeds, and it'll take several minute of unblocked and sustained fire to get your shields anywhere near danger levels. A strong enough weapon could still tear through, so be careful.

Aegis Projectors- 200SP
Like an impregnable castle wall, your IS shields have become a bastion of defence. Unlike the standard fare, which could be battered down by most IS weapons eventually, you're shields are so strong that even some IS weapons fail to meaningfully scratch it. It would take heavy duty IS rail guns or explosives to start doing real damage to your energy shields and even then you could bulrush through a heckuva lot of shots first.

Lots of Slots- 100SP per
You've added around a dozen more Equalizer slots to your IS. These are primarily for additions that you buy or make yourself, rather than buy here, but with the right planning, you could set up quite the armoury within the databanks of your IS system. This can be bought multiple times for more equalizer slots.

Under the Sea/Above the Stars- 100SP
Originally the IS was thought to be for space or deep sea exploration, before it's true purpose as a machine of warfare was revealed. Your machine has had modifications made to allow it to pursue those original ideals. A fully enhanced life support system to allow a pilot to go days without eating, drinking or breathing has been added, supplying everything needed through the suit, and a variety of pressure, vacuum, temperature and radiation protections have also been combined into the mechas frame, to protect it from all the environmental dangers of the world and beyond. You won't be flying into the sun but a dive into a volcano is hardly out of the question and you'll never need worry about any space radiation.

Additional Limbs- 50SP per
Not all IS stick to a strictly human-like form. For a mere 50SP, you can add an extra pair of limbs of your own design. This could be extra arms or extra wings or even extra legs, for those wanting a more taurian design. This can be bought additional for extra pairs or instead bought at a price of 100SP in order to gain a single, powerful addition instead, such as a giant scorpion's tail.

Heaven's Fall- 300SP
While all IS possess wing like protrusions of some sort, most of the time these are not used for more than weapon emplacements or extra storage points. Your IS is different and actually utilises these wings to contain immensely powerful weapons. With a wave of your IS' wings, you can unleash a barrage of dozens of bolts of energy, each as powerful as a missile, across a huge area. By spinning

around, you can easily sustain this barrage, bombarding an area until nothing is left but dust. This is very energy intensive however.

Ghost Mode- 100SP
This IS has had a special package applied, one to make it largely invisible to most forms of detection. Reflective coating, electronic jammers and even chaff dispensers, this machine has become near impossible to detect at all but the closest of ranges, whether through human eyesight or through mechanical impetus. It can even briefly turn completely invisible, though no more than a few minutes at a time.

Infinite Cop- 100SP
While use of IS in military pursuits is forbidden, there are loopholes in the Alaska Treaty for security and law enforcement use. By no means a common use of an IS frame, the modifications made to your IS have outfitted it with foam guns, rubber bullet weapons, high power spotlights, tear gas launchers and even a fancy siren, although the sight of an IS mecha is sure to be a lot more effective than a blaring siren in stopping crimes.

Acid Gun, Acid Fun- 100SP
Similar to the ranged weapon option, this gifts you with a ranged weapon capable of spewing extremely corrosive acid at high speeds and fair ranges. While the energy shields of an IS mean it has little combat usage against mecha, it can cause incredible destruction on unshielded armour, structures and vehicles. The effects on humans would be unpleasant, to say the least, and given its lack of IS vs. IS applications, it is a regulated weapon and only available to proven owners. Just make sure to behave (Or don't get caught). Your IS does gain a certain level of protection against this acid, beyond just the energy shield, by having it's armour specially coated.

She's a Screamer- 100SP
A pair of built in sonic weapons have been added to your IS, each one capable of severely disorientating an IS pilot, even though the protections of the IS system. While the hyper sensor might prevent the worst of the sonic waves from reaching the pilot, humans outside of an IS do not fare so well and if the pilot were desiring it, they could cause horrific injuries to the human body with this weapon. As a side use, the sonic weapons can also be used as a high quality music system and the modifications enhanced your own IS' protections against sonic attacks greatly.

Trap Tech- 100SP
Skirting the edge of justifiable weapons technology, your IS has been outfitted with a variety of traps. Ranging from explosive mines to razor wires to snap traps, these are all designed to be rapidly deployed, easily hidden and work against IS scale targets. You've got enough to trap a small forest with good coverage and any human foes that wander in are very unlikely to survive even a single of these deadly traps.

Tentacular!- 50SP
One of the downsides of an IS is that it is largely unable to operate fine machinery, given its hands are closer to the size of a human body. The solution, surprisingly from a non-Japanese source, was to add a series of small but strong and highly flexible tentacles to the IS to allow it to manipulate small

or delicate objects safely. Each purchase of this option gives 4 small tentacles, hidden in any place on the IS of your choice, that are finely controlled enough to type on a computer's keyboard and strong enough to pick up an IS frame and throw it.

Bits and Bobs- 100SP per
Attached to your IS are 4 wirelessly controlled drones. Each one is capable of very fast independent flight from your own mecha and has been outfitted with a sensor array that allows you to look through them, as well as a basic ballistic or beam weapon to assist you in battle. Optionally, they may be equipped with physical or energy blades instead to act as close combat bits. You may buy this option multiple times for more bits or pay an additional 100SP to gain 2 special drones. Just as fast and independent, but these are outfitted with high power missile launchers instead.

Knight of Pestilence- 200SP
There's not much more illegal you can get then this set of weapons. A series of gas grenade shooters, spray guns, gas grenades and various other forms of transmitting devices allow you to spread a great array of biological agents amongst your foes. Against IS, this is near useless, so it could only be made to be used on human targets. And it does its job immensely well, able to cleanse large swathes of a city with fast acting, short life diseases, poisons and other nasty bacterium. Needless to say, having someone find out you have this is a one way trip to a jail cell at best.

Ryuhou- 200SP
A pair of spherical cannons have been mounted on the shoulders of your IS. These are mighty weapons, capable of compressing huge amounts of air and then firing them at the targets. Not only are these blasts incredibly destructive, they are also almost invisible, save for a faint distortion of air, and it is almost impossible to tell where the user is aiming in the first place with the design of the cannons. However, firing them too close can cause damage to the cannons from blast back. For an additional 200SP, you may gain an extra pair of these cannons, with all 4 cannons now also being able to fire blasts of incredibly hot air, in addition to the normal air cannons.

Purizushi- 200SP
An immense rail gun mounted on the IS's shoulder. This beast of a weapon is slow to aim and to fire, but it has an unmatched range, speed and power. With enough skill and a bit of luck, it wouldn't be out of mind to blow away in a single shot an IS from a mile away with this German cannon. The rate of fire can be increased by lowering the speed of the projectile but that will decrease the power of it as well. For an additional 200SP, you may buy a second rail gun, mounted on the IS' other shoulder, along with a group of 4 thick shields to help stabilise the weapons and to protect the users back and sides.

AIC (Active Inertia Canceller)- 300SP
A very unique system design to take the PIC to a much more active format. The AIC is able to project a field in front of one side of the user that halts all movement and inertia that comes into contact with that field. While it is energy intensive and only covers one side of the user, it allows one to totally negate many attacks and in a one on one battle, can spell a near certain defeat for most foes.

Mountain Storm- 200SP
Inspired perhaps by a certain anime, you've got a huge battery of missiles. 48 in total, each incredibly strong and each able to automatically track or manually home in on targets. With an explosive array like this, you'd be able to reduce a castle to rubble or utterly destroy a single mecha for sure.

Valkyrie Trace System- 400SP
A highly illegal and dangerous injection of Nano machines, designed to greatly increase the abilities of the user and their IS for a brief period of time. You received that same injection, but yours do not endanger your life anymore than being in a fight normally would. You are able to access this boost in physical abilities to your mecha, as well as the boost to you own piloting skills, for a few minutes at a time as you wish, though each time it will require an hour or two to recharge. When active, it will cover you in a shiny black substance that increases you and your mechas defence.

Amatsuki and Karaware- 400SP
A pair of powerful and highly advanced katana blades. Each is a blade of the highest quality on its own but they both possess different energy projection abilities. Amatsuki is optimised for one on one combat and is able to fire multiple lasers at a single opponent, each a destructive force. Karaware is meant for use against multiple targets, able to launch a massive wave of destructive energy when it slashes at a target. Even against other IS frames, these two blades and their lasers are able to wreak death and destruction with ease.

Fold Out Armour- 500SP (Free for 4th Generation IS)
A special form of armour, made from energy, which is unique to the new 4th generation. It is able to give incredible boosts in attack, defence or mobility to an IS equipped with it and instantly switch between the three. When fully focused on one of the three specialties, it makes the IS equipped with it twice as good in that area as it would normally be. However, while the boost is incredible in power, it is also intensive in its energy costs and thus must be used wisely. In an emergency, the energy armour may also be used as makeshift energy blades.

Elemental Manipulation- 400SP
Through the use of specialised Nano machines, you are able to manipulate a single element of your choosing. This can be from the following list: Water, Fire, Wind, Lightning, Ice or Metal/Earth. All elements can be used for offensive purposes (Water for razor whips, wind for impact blasts, fire for explosions) or defensive purposes (Ice or metal walls or vacuum spaces for wind), but each element is also capable of unique abilities of their own. A Water controller might be able to make mirages, a lightning controller could manipulate magnetism, and a Wind user could suck the air from their enemies' lungs and so on. This does not create the element, only control it with the Nano machines, and thus you are supplied with a hefty storage equalizer filled with your element of choice.

Second Shift- 500SP
All IS hold the potential to evolve to a higher stage alongside their user. Normally this is very rare, even with users well experienced in combat it has happened only twice in recorded history. The results are clear however, as IS who have undergone Second Shift are undeniably more powerful than their former peers. Second Shift provides an immense increase to speed and strength, while

also unlocking a unique ability for the IS. Based on a part of the IS that already exists, it has been upgraded to a new level. Choose one of your other purchases in the customizable section, save for Kenran Buto and Reiraku Byakuya, and create a greatly enhanced version of it to serve as your One Off Ability.

Kenran Buto- 500SP
A One Off ability that you somehow managed to finagle onto your own IS without taking up your own Second Shift ability slot. Kenran Buto is a miracle of energy production, allowing the user to produce energy for there IS with seemingly no source known. Whether the source lies within the IS core or not, the end result is that the user may regenerate their IS' power by simply standing still and concentrating, and may also restore the power of other mecha that they come into contact with.

Reiraku Byakuya- 500SP
Another One Off ability, also not taking up your single slot in some miracle of design. This ability allows one to, with an immense expense of energy, create a field that completely negates any sort of energy. With it, one could slice through an energy shield as if it wasn't there, because it's not, or reduce a powerful laser beam attack to nothing. The flaw in this ability however, beyond its enormous cost, is that the field only covers an area the size of a large sword built for IS use. While the offensive applications are obvious, it would take some skilful and creative use to properly defend using this ability, especially with the great cost of energy involved.

I Am Alive- 300SP
The IS are artificial intelligences, that much is known. But the true extent of that intelligence is not something that has manifested in any IS to date, save for the Byakushiki held by one Orimura Ichika. In his IS, the Core of his frame has manifested as a fully conscious and sapient mind. Now your IS too has reached this stage, one that would normally have never been awakened in it. As your IS is fully intelligent, it is able to operate on its own or assist you in piloting as you please. You need never worry about betrayal as your IS is totally loyal to you, though the specifics of your relationship is up to you. The IS does not count as a companion but will accompany you, unless you choose to import it as a companion in which case it will become a full companion, with all limitations and benefits that follow.

Companions

Import/Create-a-Companion- 50

For 50cp, you may import a single companion or create a new companion. Either way, they will gain one free origin, all discounts and freebies associated with that origin, a free Personal IS and 600cp to spend as they desire. If you are creating a new companion, their appearance, history, personality and relationship to you are all entirely under your control on creation, so long as nothing grants them an advantage that they did not pay for with the CP that they were given.

Canon Companion- 200

Maybe someone here caught your eye? Does the sight of them make your heart get all warm and tingly? Or maybe you just made a really great friend and want to keep together forever. You can choose one canon character per 200cp you spend on this option to both become connected to and to give the chance to join you as a companion. You may, within reason, choose what sort of relationship you have with that character upon entering this world and at the end of the jump, if they are willing, you may take them along with you as a companion to future settings.

Drawbacks

1000 points isn't always enough. But just getting more for free would be silly, so you better be prepared to take on a few costs if you'd like some more points to play with. You may choose up to 800CP worth of drawbacks from the below selection, anymore then that is just for fun and will not give you more CP.

Wasted Potential- +100

This world seems like it has so much potential, such excitement waiting around the corners, such change for the world just waiting to be found. Unfortunately, you can't seem to find that excitement, even when you know it should be there. Things are just so boring for you. People cancel on exciting trips to fun locations when you're going with them or just swap to a much more boring café. That cool mecha race you were looking forward to? Sadly, you've got to clean the classrooms while everyone else has fun. You won't be in much danger at all but what's life without a little dangerous fun?

Nationalism- +100

You can't help the fact that you were just born in a superior land. All these other barbarians just can't match the ancient culture, the impeccable military and technological achievements, and the sheer beauty of your homeland. It's your job to educate them, to bring these heathens around on how wrong their opinions are. It does seem to make everyone angry at you though. Who knew dissing someone's home with every third word could get even a nice, calm girl revving for a fight?

Orimura-kun!- +100

You know you shouldn't. You know there's no logic in it. And yet, every time you see Orimura Ichika, you feel like your heart is about to pound its way out of your chest. He's just so perfect in your mind. You've joined the competition for the heart of possibly the most insensitive boy in Japan and there's only two ways out. Win the competition and Ichika's heart or survive ten years of pining. If for some reason, you actually want to be with him, you can take him for a companion after ten years are up.

Golem Games- +200

You've caught the eye of mysterious watchers, who may or may not wear bunny ears, and they've decided to use you to test out a variety of new weapons and technologies. How? Why, by sending countless unmanned IS frames named Golems after you over ten years, to test their powers against you. They'll never appear more than once a month but each time will be a different design, with some new gimmick to keep you on your toes. They'll adapt to your favourite strategies for a certain extent, but they're still limited by the technology of this world. If you managed to find a certain bunny rabbit and put them down, the drones will keep coming. They've been back logged for a whole decade after all.

My Perfect Sister- +200

They've done their best to look after you for as long as you can remember. They've always been the best at everything and they've always done their best at everything too. While most people would see her as an inspiring saint, you can't help but feel tiny and insignificant compared to your new big sister. Everything you do seems less worthy then what she has done, whether that is actually true or not. Even if you manage to beat her or surpass her in some way, the experience won't make you feel

anything but a crushing disappointment at not letting your big sis win. It's not like she's nasty to you. She'll always look out for you. And that makes things all the worse, knowing she's wasting her time with an ant like you. The harder she pushes to try and help you, the worse you'll feel. You'll have to do your best to put up a happy façade and fool her for these ten years or who knows what you might be pushed to do in the depths of despair. If you survive ten years, your big sis and you can finally reconcile and, if you wish, you can take her with you as a companion.

Phantom of the Opera- +200
Squall, Autumn, Madoka and the rest of their organisation have decided you're a high value target for Phantom Task, so they're out to find you and bring you in. Very dead and not at all alive. They're a bunch of elite IS pilots in powerful IS, with a significant amount of political and financial backing for their organisation. You won't just be facing a half dozen elite pilots but also the creeping suspicion of never knowing who might be an agent of theirs. Thankfully, you can put them down for good if you could take out the main pilots and find and destroy the management that controls the organisation as a whole. They're hiding deep in the dark side of the world, so you best start looking.

Bitchika- +300
You're an idiot. No, really. We mean it. You are a dull, stupid, dim, unaware, insensitive, bland, ignorant, dense, brainless, mindless imbecile. You'll be unable to tell a girl likes you even if they kiss you and confess in public, you won't prepare for fights that you know you have nearly no hope of winning without preparation, you'll pointlessly antagonise people for the smallest things and generally be the most unaware fool you could be. But that's not all of it. You attract stupidity too. People will smack you across the room for innocuous comments, you'll get a reputation as a pervert for standing too close to a girl and you can be sure that you're going to be blamed for most problems, even if you just happen to be walking by. In essence, you are the embodiment of every last bit of the worst parts of the harem genre's main protagonist archetype.

Rabbit X Knight- +300
The strongest pair reunited. An amazing, breathtaking sight if there ever was one. Too bad they're united against you. The White Knight and the Robot Rabbit are devoting everything they have to blasting you out of existence. The combination of the super genius and super combat monster is sure to produce a truly terrifyingly powerful IS, one that could take out an army of other IS frames on its own. It's do or die now, because they're not stopping for anything but your death.

Mondo Jumper- +300
Mondo Grosso. The worldwide IS tournament. There's no greater fame, no greater battle, to be found in the whole wide world. The winner of this yearly tournament earns the title of Brunhilde, until they are dethroned. You've been entered into this tournament and you've got to win it before the jump is over, else something rather nasty might happen to your hopes of moving past this jump ever. But don't think this is going to be a cake walk. Once you're in the tournament, you won't have access to anything from outside of this jump and you'll only be able to use the Personal IS as you bought it here originally. And your opponents? They're all the equal, more or less, of the original winner of the first Mondo Grosso, Orimura Chifuyu, and they'll have no pity. It's a battle of sheer skill for you now and you've got ten years, ten tournaments, to get good enough to beat a dozen warrior goddesses. Good luck.

Ending

Now your time here is up. Ten years have passed and you have a choice to make.

Do you wish to RETURN to your original world, ending your chain and going to your first home?
Do you wish to STAY here, spending the rest of your life in the world of Infinite Stratos?
Do you wish to MOVE ON to new settings, to new adventures, and leave this place behind?

The choice is yours Jumper.