Air Gear 1.1
By Hermit1397



Welcome to the world of Air Gear. Air Gear revolves around Air Trecks self-propelled trick skates that are said to allow their Riders to "fly".Go now spread your wings and find your road.

Gain 1000CP

Age

Roll a 1d8+10 for age or default to 21 or 15. You keep your current gender, you can change your gender and Choose your age for 50 CP.

Location

Roll a 1d8 for location. 50 CP for free choice.

1. Shinonome East Side Junior Highschool
2. Glum Slum
3. Under-Collusseo
4. Osaka, Kyoto
5. Shinonome Battleship Island
6. Air Field
7. Clock Tower
8. Free Choice

Origins

Any of the following origins can be taken without having background memories or any preexisting place in the world.

Storm Rider
Those who ride in the sky they either ride solo or they ride in team.

Link Tuner
Link Tuner's are mechanics who fix and tune other riders to their ATs. Link Tuners tend to carry an arsenal of tools and parts for fixing and tuning AT or other machinery. Some modify their bodies in order to fit more tools, or increase productivity.

Forest Dweller 200CP
Most of the first Sleeping Forest where Gravity Children with one of the only human's latter become a brain charger.

King 200CP
Masters of there road, bearers of the Regalia.

Road

No-one rides the same, wight, height, the way they walk, center of gravity its all different from one person to another. This leads to over time, a Rider developing a characteristic style and repertoire of tricks, which is termed as their "Road" You get your first road free, each road after that is 100cp each. (see note's for details on what road does what)

Wind Road
Flame Road
Bloody "Fang" Road
Sonia Road
Rising Road
Over Road
Gaia Road
Ring Road
Unique Road

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

General(Undiscounted)

F Class(100)
You got the fundamentals need to win parts wars down, F riding, E avoiding, D utilizing walls C jumping. Your no master but you can hold your own

C Class +(100) You've been at this for a while, you know what your doing.

A Class +(100) For another 100 CP you have the skill of an A class rider, welcome to the big leagues.

Shadow(100)
A shadow represents your Road and way you ride. You may chose anything you like as long at its on theme with your road.

Tool Space (100)
Where were you hiding those? You can carry what seems like hundreds of tools on your person without them hindering you in any way.

Night Owl(100)
Most storm rider rides in the night while everyone else sleeps. With this your need for sleep is cut to a fraction of what it was. Letting you ride all night all and go to school the next morning as fresh as a daisy.

Monkey see Monkey do (400)
You may not be able to do that awesome trick you just saw just yet but you won't forget it. You will remember every trick you've ever seen with picture perfect clarity, its not Guarantee you ever will just that you're know how.

Storm Rider

Baby-face(100)
How old are you kid? You got a feeling to you that just makes you seem younger then you are no matter how old you really are. You look good, even covered in dirt and blood you look attractive.

Trick Path(200)
At a glance you can work out the fastest route, the best jumps, the best wall to ride, to get where your going both the easiest and fastest way.

Potential(400)

You won’t get anywhere on just talent, as long as you keep pushing, as long as you keep moving your wings you’ll go higher. As long as your willing to pour your heart, soul and blood into training you will get results even if it should be impossible to grow.

Loved by the Sky(600)
You feel it don’t you? The wind at your back, the way it pushes and pulls at you, the way the sky’s just calling you. You feel how the air moves and flows like its second nature. You are extremely talented at anything to do with the wind or air.

Link Tuner

In Tune(100)
You got quiet the sense of time. From accurately keeping time in your head to the timing of a jump to an enemy attack you always know when the right time to act.

Steady Hands, Fast Mind(200)
When working you can lure yourself into a trance where the only thing that matter is your work, increasing your speed to an astonishing degree as long as you keep that mono-focus.

Understanding(400)
As long as you understand somethings underlining principle you can repair or modify it. Even if the parts you used were brand new an experienced user wouldn't be able to tell the difference from the original.

The Song(600)
Sounds, each alone are just simply nosy vibrations but when the come together they make a beautiful tune. If you listen you can hear the tune a machine makes allowing you to modify it to a specific purpose, who know if you push it you may even be able to help you modify people, after all the human body is just an another type of machine right?

Forest Dweller

Shining Eyes(100)
With this perk you have three chooses. You can have ether, Twinkle Eye the cross-shaped pupil, a gravity child, the Over-Cross Twinkle Eye that instead of the simple cross, their pupils take the shape of a recycling symbol with bisecting center lines, or a shape of your making. If you want you may this instead of whatever you eye power shows. You can turn is off and on at will.

Built Different(200)
Gravity Children have bodies that can take more pressure and are stronger than those of regular humans, this becomes they are literally make for zero G environments, You too now have such a body.

Split(400)
You can create a separate personality within your mind for a specific reason, like research or even to get out of doing something you never what to do. This personality will always be non-hostile to you they are still you after all

Child of Gravity(600)
Both Gravity Child and Brain Chargers possess two major modifications to their cerebral cortex known as the Solid Sense Type and Biomass Gyroscope. Collectively, these enhancements grant them superlative ability in riding A·T. This allows them to see 3D scales of their surroundings and allows them to predict someones next action with near perfect accuracy.

King

Calm Facade(100)
To hide your true face, to hide just how cruel and inhumane you can really be you'll need some truly incredible skill, you now have that skill. The ability to hide your true emotions behind a mask that only someone truly talented can see though.

A Veterans Wisdom(200)
You been around the block one or twice, you've grown wise in your time. as long as someone has talent you can bring it out but you can't draw out whats not there.

A decades Plan(400)
A good planner makes a plan for every possibility, a great planner understands that sometimes a plan has to be flexible. You become an excellent planner being able to make plans that span years as well as adjust plans on the fly if you have to.

Don't need no batteries(600)
It doesn't matter if your AT's are broken or even if it's not AT's but just normal roller blades in the first place used that way you can use it as if nothings wrong. But when you do, when your AT's are in perfect repair, or you know austral AT's your use of them is doubled. This allays to any equipment you use.

Items

All 100CP perks are free for their origins and other perks are discounted for associated origins.

General

You get one 100CP or 2 50CP for free and one 400CP dicounted.

Air Trek's(Free)
a pair of AT's made from commercially available products

Emblem & stickers(25)
A Storm Rider team Emblem and an infinite supply of stickers of the same Emblem.

Pet Bird(25)
A small pet bird of a breed of your chose.

Box of Mushrooms(25)

A box of mushroom that may or may not be edible, in a plan nondescript box.

Pocket Candy(25)
An Infinite supply of candy of your chose.

TV Helmet(50)
Wanna be the next Deadmau5? Well here you go. A fully functional TV mask, easy to see though, the screen even changes to mach how your feeling. If you don't want a TV you can pick something else but it won't be as emotive.

Rubber Bullets(50)
An unlimited supply of rubber bullets of any caliber that's guarantee not to kill.

Super Alloy Z Belt(50)
a Belt made with a super hard metal.

Monthly stipend(100)
Its not much but its enough money to help support an average mid-income family for a month. You get 120000 yen a month or ruffly a 1000USD

Large Humvee(100)
A stupidly large Humvee, tank refill every 24 Hours.

Motorcycle(100)
A Motorcycle modifed with AT tech, tank refill every 24 Hours.

Custom AT's(200)
A Custom pair of AT's built specialty for you with products not usually available commercially. (If you want you may have one of the rare models of AT's like the Ball Roller or the many other type's of AT's that are mentioned.)

AT Tool(200)
Like Benkei's Panther Corsa or Utgardr-Loki's sword you have a weapon or piece of equipment that was make with AT Tech.(if broken will reappear in warehouse in 24 hours)

Magnesium 55 Supply(200)
20 pounds of Magnesium 55, one of the most hardest metals in air gear.

Dg27 Supply(200)
20 pounds of Dg27 or Demoglast Polymer Liquid Metal, an alloy that liquefies when an electric current is run through it. Replenishes monthly

Body Double(200)
A remote control robot that look exactly like you. For 200 more it can fight at the same level as you but will not have access to your perks.

AT armor(300)
A set of power armor developed with AT tech. Strong enough to allow an old man to fight opponents that are younger then him by 40 years.(does not have weapons)

-AT stigma armor +(100) A more advance AT armor developed by the US that outfitted with weapons.

Cerberus Cavalry(300)
Mechanical Cerberus mounts made with AT tech

AT Tank(400)
a bipedal tank made with AT tech

- for (200) you can upgrade to a full bipedal mecha over 3 stories tall equip with a large cannon on it arm.

Colonel Sanders(400)
What the hell? Where did this come from? You got a fully stocked Aircraft Carrier powered an advanced nuclear reactor making the engine super compact leaving an abundance of space. This ships ability to create and develop AT tech is the best in the world! You might want to be Careful not to let America know you have this or you just start WW3.

AT implants(600)
a supply of parts and equipment specially made to help incorporate AT part entirely into the body of a AT user, making there body and AT's one and the same.

Storm Rider

High-Spec Custom Kit(100)
A box of high-end AT parts in a plan nondescript box, just don't confuse theses with the mushrooms. (replenishes monthly)

Team Gear(200)
Appropriately themed gear for a Storm Rider team of a dozen strong, if damaged replacements will appear in your warehouse.

Jumper Side Junior Highschool(400)
Congrats you own your very public Junior High-school! It come with a set of hidden room built to your own wants and needs. Earns you a nice sum of money. Post jump it's dropped in a location of your chose. (If purchased with Big Gear Factory you may connect them as they are in the manga, the same applies to the Trophaeum Tower)

Headquarters(600)
Be it a building you own or an abandoned sports arena you got a Base that has working Water and Electricity(if abandoned you may chose to become the legal owner).

Tuner

Toolbox(100)
A toolbox filled with any tool you'd ever need to work on AT's

Tuning Equipment(200)
With this purchase you get a"SC" suit and a Stenographer's typewriter. "SC". The SC is skin tight, elastic, and translucent, containing 7600 sensors within its fabric that allows a tuner to read all kinds of information from someone that is then sent to a computer to calculate the best way to tune. You also get a small machine that resembles a stenographer's typewriters. This machine allows Tuners to monitor and re-tune regalia on the fly.

Big Gear Factory(400) A huge factory that's constantly making parts to only dump them in a big old pile of parts. It latter jumps you can add parts from different Jumps to have them occasionally may appear here. Post jump it's either dropped in a location of your chose or becomes a warehouse attachment (If purchased with Big Gear Factory you may connect them as they are in the manga, the same applies to the Catholic School)

Sky linked Lab-top(600)
a Lab-top that contains all the data on the Gravity Children Project, Brain Charger Project, as well as general AT tech and most importantly a connection directly to the Skylink Space. Skylink Space is a virtual world connected to by quantum computing to all technology that utilizes AT, as such hold all data connected to said devices(does not include any info on Regalia cores)

Forest Dweller

Book collection(100)
A medium sized collection of semi-rare book.

Home(200)
An old looking house large enough to house a family of 5. Post jump it's dropped in a location of your chose.

Catholic School(400)
A huge, girls only catholic school, earns you quite a bit of money. Post jump it's either dropped in a location of your chose. (If purchased with Big Gear Factory you may connect them as they are in the manga, the same applies to the Trophaeum Tower)

Trophaeum Tower(600)
Your very own Trophaeum Tower. a big Geo-thermal research center with a rebuilt Gravity-free module, Contained in the vertical cave, a track formed by a large amount of volcanic magma passing through, allowing water to flow into the shaft. Water changes into gaseous form as it passes through the magma pools and rises to the surface where it cools, condenses, and

flows underground again. The turbine located in the tower harnesses the energy of this rise-and-fall motion. It costs virtually nothing to run this machine. Post jump it's either dropped in a location of your chose or becomes a warehouse attachment.(If purchased with Big Gear Factory you may connect them as they are in the manga, the same applies to the Catholic School)(Sky Regalia not induced)

King

Hatakeyama(100)
An expensive computer hooked up to a forum that is popular with a group of your chose, with this you can start polls that will give you a guaranteed answer on the groups opinion and feeling on the subject of the poll.

Jumper Slum(200)
Your own Glum Slum, a shop on wheels! Will stay stock with current jumps most popular merchandise

Inorganic Net(400)
A special server that comes with a direct neural interface, on this server is Inorganic Net a virtual emulation of the original sleeping forest. You can ether battle it out with them or have them teach you. If you get a neural interface on them or enough data make your own additions to Inorganic Net but be warned you may switche bodies if improperly used.

King's Regalia(600 take hunted for no CP)
To own a Regalia is to be acknowledged as a King. A Regalia, is different from a normal A-T. What makes one so special from other A-T's is they're Cores. There are 28 Regalia, of the 28 there are 16 unknown Regalia and three are named but there original ability's are unknown. Each of the Regalia possesses a Rune Futhark a part of a Quantum code to Release and control the Sky Regalia. Special Regalia are purchased separately.

Special Regalia's(800)
These Regalia are different being vastly more powerful then the other or sometime having more then one core, or even both.

Sky Regalia
The ultimate and first Regalia
It is supposedly said that who ever obtains this regalia will have the potential power to control all forms of technology (both information and military included) this refers to the that the Sky Regalia Sky are connected to, Link-Space is a virtual world connected to by quantum computing to all technology that utilizes AT, as such hold all data connected to said devices.

Storm Regalia
The Storm Regalia has the cores of the Thunder, Fang, Gem, and Flame Regalia's as well as incorporates designs from the Wind Regalia
Infinity Atmosphere is: A Windless Barrier - Astral Magus.

Focke Wulf
an All Purpose that is still a prototype.
The Focke-Wulf prototype is able to emulate the Infinity Atmosphere of the 8 Main Roads at a minimum of 88% efficiency. Due to this, any trick used by Kings of the 8 Main Roads can be used as long as it is recorded in a database it has access to. The Focke-Wulf prototype can also act as a tuning system for ally riders. During so, parts of Focke-Wulf begin to break off and split into separate tools used for tuning an A.T.

Phantom Regalia
The Phantom Regalia is an "All-Purpose Regalia" like the Focke Wulf. This means it can use every road. The Phantom Regalia is a cybernetic type AT, one built decently into the body, replacing limbs and organs.

Personal Special Regalia
Your very own Special Regalia. Pick three lesser Regalia and add them to together(if you purchased a normal Regalia you may add it to this one for 300CP less)

Regalia's

Wind Regalia
The Wind Regalia- Moonstruck Drop Bagram is capable of "riding air" granting the users ability to fly. Depending upon its current form, it is capable of creating gusts of winds or even larger tornadoes.

- Bagrams 1st form

A basic wheel-like state, with the wheels consisting of separate sections. It allows for high speed air riding, instantaneous midair direction changes, and riding on air of different temperatures. It is also capable of making a dense air surface against any surface, like water for example. Thus, granting floating abilities.

- Bagram's 2nd form

Can be accessed by feeding wind into the core using the arms. The skull emblem glows and Bagram extends its wheels into wings. This form gives access to high speed wind gusts.

- Bagram's 3rd form

Can be accessed by forcing a massive amount of air into the core using a series of quick sweeping kicks. Bagram's sections space around the feet and resemble talons. This form is used for powerful attacks.

Flame Regalia
The name of the Flame Regalia is believed to be Key 'Mother'. The Infinite Atmosphere ability of the Flame Regalia is Infinity Inferno. The core appears to be the wheels, and is decorated by a nine-tailed fox with flames at the end of each of its tails. Because fire is considered to be the creator of everything these Regalia are able to imitate the power of other Roads when fully awakened.

Fang Regalia

Unlike the other regalia's the Fang Regalia is no longer a complete part rather, the Fang Regalia is now comprised solely of the system responsible for the creation of the Fang through the collection of Inertial Energy that comes from landing and breaking and allows it to be remitted. However, this system is a double-edged sword for the wielder of the Fang Regalia, for although it makes the production that creates Fangs far easier, the complex mechanism has to be fitted into the narrow wheel space of the AT, and with it inserted, other functions of the AT have to be forfeited. Namely, the AT's ability to jump.

Thorn Regalia
The Thorn Regalia was originally a pair of shoes with sock like extensions. When deployed, it disassembles into a superconducting whip that can cut through the air, creating small sonic booms called "Thorns". Combined with Thornier Road's wide area of acceleration, Thorn Regalia can attack in many directions at once although its not as strong as Fangs. The thorn regalia is a powerful deadly whip looking Air Trecks that painfully whips storm riders and can even whip a group of them in a matter of seconds but using such powerful and deadly Regalia it can also hurt the user.

Thorn Regalia Version 10.7
An upgraded Thorn Regalia a bow like device was built into them which allows it to fire arrow-like sonic-booms which removes the recoil on hips as the user only needs to pull the string of the bow.

Thunder Regalia
The Thunder Regalia is a full body suit capable of destroying an entire town. The rotation of this regalia generates electricity, and it becomes even stronger when conducted through special piano wires, based on Fleming's theory. It can create a strong magnetic force, attracting metal objects. It can also create electromagnetic waves that make people see illusions.. Its core is a pair of dynamos capable of generating electricity and storing it in battery reels. When deployed, these battery reels undergo Roulette Wave Expansion and unreel massive amounts of cables through which current is dispensed.
You can take ether the full body suit or the transformed version of the regalia to which the full body suit becomes a tri-winged wire container on the back with vertebrae going up the spine. The arms are left and resemble gauntlets, and legs stay the same. Both the core and its Infinity Atmosphere are unknown.

Gem Regalia
When deployed, the Gem Regalia: Hardest Apostolica creates heavy vibrations in the ground which resonate with enemy A.T.'s, paralyzing enemies.

Infinite Tremor- Kilik creates a tremor in the ground.

Infinite Tremor Ensnaring Suffocation

Infinite Stratum: Ensnaring Suffocation- creates a tremor in the ground and applies the principles of piezoelectricity to his enemies. This appears to be an alternate version of Infinite Tremor, however, its seems to affect the surrounding air as well.

Infinite Stratum: Gravito Suffocation- creates a cluster of air that is hardened and dropped onto the enemy.

Rumble Regalia
Ram Jet is the Rumble Regalia, and its Infinity Atmosphere is Infinity Track. Its core is a turbine chamber into which air is forced, compressed and heated into supercritical fluid, increasing its destructive capabilities.

Original Regalia (Boombox)
The original was a boombox-shaped piece of equipment that attached to the user's arms upon activation. It depended on the user's strength and when deployed, the attachments transform into claw-like appendages.

The second Regalia (AT)
The core is completely integrated into an AT. When deployed, the wheels split apart to reveal nozzles, increasing air intake. The wheels themselves act as the turbines.

Pledge Regalia
The Pledge Regalia acts through the king or queens team-mates by feeding them information through the "bird's call" of Infinite Scale. It essentially allows tuners attached to the regalia to repair and tune AT's's with the skill and precision of the Pledge Queen.

The Pledge Regalia is also known as the Pledge Cross and is held by the current road’s current queen Kururu Sumeragi . Ine Makigami was the previous bearer before her retirement. It is a cross shaped and opens to reveal Link Tuner's equipment. The Pledge Cross also splits into eight sections when activated The core of this regalia is named Axis, with its Infinite Atmosphere's name is Infinite Scale. The Pledge Road has been ruled females although there are males on the current queens team Tool Toul To.

Modes
▪ Defensive: Construction - Used for repair or rebuild of A-T gear. During Ikki's fight with Ringo, Kururu was able to repair and install a Wind Sub-Regalia in under three seconds as it was destroyed by Ringo`s attacks while air-borne. ▪ Offensive: Destruction - During the battle at Genesis headquarters, Kururu demonstrates the ability to disrupt and destroy A-T armor. Other tuners can perform this feat when synced with the Pledge Regalia.

Pledge Regalia: Access - A ruler activates the regalia by splitting it into replica crosses that enable other tuners to access Infinite Scale.

Other Regalia
Any Regalia that I may have missed

Unknown Regalia

these Regalia are are ether just mentioned in passing or never mentioned at all so your gonna have to fan wank.

Water Regalia
Except for it's Rune code, everything about this Regalia is unknown.

Speed Regalia
Except for it's Rune code, everything about this Regalia is unknown.

Sun Regalia
Except for it's Rune code, everything about this Regalia is unknown.

Horn Regalia
The Original Horn Regalia everything about this Regalia is unknown.

16 unknown Regalia

Sub-Regalia

Sub-Regalia are degraded copies of the originals Regalia For 200CP less then a normal Regalia you can take one.

Regalia Copy
An inferior copy of an original Regalia not mentioned below.

Thorn Sub-regalia Thorn Reaper
three versions were shown in the source material.

The Sub-regalia is a pair of back wheels. When deployed, it disassembles into a superconducting whip with a forked end. The fork allows the whip to cut through the air, creating small sonic booms called "Thorns". Combined with Sonia Road's wide area of acceleration, Thorn Reaper can attack in many directions at once although its not as strong as Fangs.

Redesigned Thorn Reaper
The output's been increased by 25%, the material was changed, and it's become more efficient at energy recovery via an attenuation mechanism. The new Subregalia's core is no longer a whip. Instead the area of the back wheels is a 'fork' shaped heel which creates the same "Thorns" that the whips did while depending more on kicking power.

The third are similar to the old ones but with sharper, longer, and more flexible whip on her rear wheels.

A.T. Hatch Venom
the Subregalia version of the Horn Regalia. From the front, Hatch Venom resembles a pile of skulls. These skulls serve as air intakes where air is compressed and heated into a supercritical fluid by the heat of braking friction, and is re-released as a 'shell'. Broadly speaking, the mechanism of Hatch Venom is considered to be refined upon the basic principle behind the Fang, and can be called its "Infinity Atmosphere".

Water Sub-Regalia
They resemble rain tires. It operates by vibrating at high speed creating super pressured bubbles that rotate with great intensity and burst with immense force. The Regalia can also be used to resonate with the water inside of a target's body to cause further damage. The bubbles can also be used for communication. The Regalia's weakness is that it is only usable when the user's back is facing the opponent, which creates an opening for attack.

Rumble Regalia Sub-Regalia
there are two different sub-regalia

The Rumble Regalia AT suit
A complete suit that encases the user entirely. When activated, the suit completely opens to reveal the user and two turbines appear on each side of the chest of the suit.

The Rumble Regalia AT Implant
The Rumble Sub-Regalia is incorporated entirely into the body of the user. When activated four turbines, which intake or expel compressed air, appear on the users chest which is where the users lungs would be and four turbines on the users back.

Other Sub-Regalia
Any Regalia that I may have missed

Companions

The Whole Team
Can be purchased more than once. When you purchase this, you can import a preexisting companion or create a new one for 50CP for one and 300CP for 8. Choose an Origin for them, the freebies and discounts of that Origin, and 600 CP to spend

Canon Character (50 CP)
Can be purchased more than once. This option allows you the chance to convince a character to join you as a companion, You'll be guaranteed to have a favorable Impression between the two of you but it will be up to you to convince them to leave with you.

Behemoth(200)
A thousand strong. You have 1000 storm rider at your beck and call, they all have F Class, Night Owl, and Trick Path. They ether all share one companion's slot or are all followers

Tuner(200)
Your own personal Tuner. Tuning is very personal thing usually leading to a strong bond between the Tuner and the Rider, has Tool Space, In Tune, and Understanding

Wise mentor(400)
Some who's been riding for a long time and was willing to teach you. Comes with A Class, Night Owl, A Veterans Wisdom, and King's Regalia.

Twin Shadow(400)-
You have a twin who shadows your every move, they have every perk you purchased in this jump. Items purchased separately.

Drawbacks

Genesis(0 Can only be taken with Forest Dweller and King's Regalia)
That fateful day when it all started, that day the first generation of gravity children decided to escape. The day SA-503B named himself Sora. You start as one of the 14 unnamed gravity children with one of the original Regalia.

Junior Highschool(0 Can only be taken with Storm Rider, locks age at 15)
Congrats you are in the same class as Itsuki "Ikki" Minami at Hinonome East Side Junior High School.

Piss Boy(100)
Something embarrassing happened to you and everyone knows it, good luck living this one down.

Tubby(100)
Your fat man, you look like your at least 300 pounds, this doesn't effect you on any way then appearance, for +100 it does effect you, your gonna feel all that 300 pounds.

Foul mouthed (100)
You kiss your mother with that mouth? You just can stop cursing. Every other sentence a swear slips out.

Horny Bastard(100)
Puberty hit you petty hard didn't it. There's no other way to put it, the only thing in your mind is sex. You can be serious when the situation call for it though. (think Onigiri levels of horny).

Hunted(Mandatory for Regalia Owners and Kings)(200)
People know your name and not in a good way. Get ready for a consistent stream of challengers and thief's looking to take whats yours.

Homeless(200)
no matter how hard you try you can't find a home, you can try spending a few days on a buddy's couch but it won't be long till you outworn your welcome.

Crippled(200)
You injured your leg, using AT's may cause imminence pain in your leg or may even be impossible, for an extra 50 your leg is missing below the thigh. This may be taken once more for your other leg

Stalker(200) You have an admirer and they're pretty strong. They're not gonna take no for an answer. For 200 more they are at a level you may expect from a King. For 200 more they are the same level of power as Nike.

Brain Charged(400)
The first memory you have is of a white ceiling. You lose all memories you has up to this point as well as a deep longing to know who you where before. For 100 more you have an obnoxious personality installed into you to replace your old one. If you have Split you my keep this personality as your other Ego.

Caged(400 Split only)
It looks like your not the one driving this time. Your split personality is the one in change of your body not you, and he doesn't like you. Good getting Control.

My Regalia!(400 can only be taken with King's Regalia)
Someone stole your Regalia and they're pretty good with it to. You better get it back before the jump ends or your never getting it back.

Only The Wind at your back(400)
You Lose all powers from prior Jumps, all you got is the sky and your wings.

The Sky's Attention(400)
Sora's knows of you and believes that you may be a problem for his plans. For 200 morehe knows of you and all your powers.

Gram Scale Tournament(600)
You have to compete in the Gram Scale Tournament and win. (Sleeping Forest only fights thous after Sky Regalia not to win the tournament), If you lose, it will count as a Chain End.

Odin's Crown(600 Can't be taken with Sky Regalia)
Everyone who's someone's is after the Sky Regalia, and now you are too, doesn't matter how just that you get it. If you succeed you get the Sky Regalia item for free. You have 10 years to the Sky Regalia or it's a Chain End.(If taken with Gram Scale Tournament not only do you HAVE to fight Sleeping Forest to win the tournament but you must obtain the Sky Regalia this way and no way else.)

Broken Sky(600 Can’t be taken with Odin’s Crown)
Many people have been hurt trying to obtain the Sky Regalia, hell people have died over it. Do everyone a favor and destroy this blood soaked crown and mean you, not your friend or something you made. You have to, by your own hands shatter the Sky Regalia and make sure it’s impossible to ever be made again.

Go Home
Stay
Keep going

Notes

Seeing Sleepyedzer’s as air gear jumpchain has not been updated in two years I decided to make my own, you may find some perks are similar to Sleepyedzer’s that's because I was inspire by them. I tried not to just copy them.

Thank you WalkingSixPaths even if your advice was for Sleepyedzer it still helped me.

Sorry about the bad grammer, it’s not my strong suit.

Twinkle Eye’s- I have no idea if the gravity children or the brain chargers can turn there Twinkle Eye on or off. In the manga sometimes it go from one panel without it, to them having them, then other times it shows them taking out contacts.

Air gear gear has A LOT of stuff that only appears for one or two chapters and never appears again. A lot of this stuff I stuck in General as I had no idea where to put it.

Don’t need no batteries
On three separate occasions characters have did something similar, which is where the perk comes from. Yoshitsune with soda cans, Ikki with his busted AT’s and Sora with his bullshit oops I forget the batteries.

Child of Gravity gives you both the abilities of a Gravity Child and a Brain Charger.

In the manga it’s said that Gravity Child and Brain Chargers are like hard-ware and soft-were but I can’t find the difference, so rolled them into one perk.

Being both brain charger and gravity child
Gazelle is the only example I could and the manga sometimes read as her not having gravity child abilities? I don’t know I think this was just the way it was translated or I read it wrong.

Had trouble with Forest Dweller’s description may change it in the future.

The original Sleeping Forest was made of seven Gravity Children and two humans.

Every perk is a reference to a character from the manga, sometimes more then one.

I had trouble with the sleeping forest items Home and Catholic School, so if they feel a bit random that's why.

Sky Linked Labtop
I couldn't think of a good item that gave you acces to all this info so I defaulted to this

Twin Shadow does not get the items you buy, only the perks. If you want to get them a Regalia you have to buy it yourself

A mixture this wiki and the official translated manga is where I got my info.
https://airgear.fandom.com/wiki/Air_Gear_Wiki

V1.0
Made the Jump

1.1
Added items
Pocket Candy
Body Double
Personal Special Relgalia

Added Drawback
My Regalia!(400)

Fixed

Grammer and spelling
None of these are realy changed, I just added some words I missed or made it read better.
Origins
A Class
Trick Path
Potential
In Tune
AT implants
Headquarters

Actual changes
accidentally added Replenishes monthly to AT Tool, changed to (if broken will reappear in warehouse in 24 hours)
Magnesium 55 Supply, wrote 20 pounds of Dg27 instead of Magnesium 55 Fixed (thanks Soulreaper31337)

Roads

Wind Road

The first Road introduced, it is said to be the "purest" and closest to the sky. Wind Road is broken down into several levels:
The rider runs a low pressure current by breaking the barrier front. The rider may also be able to dissipate impact forces throughout their body, greatly reducing injury. The second element is "Gravity Control", or the shifting of one's center of gravity in order to extend the height and distance of jumps. The third element is "Wings", a phenomenon which takes an existing tailwind and adds the user's own wind to it. The fourth principle is the rider's ability to see and predict the wind and differential pressure via scattering light. The final principle is "Catching Moon Drops", or interfacing with the air. The rider interfaces with and creates a surface of air via differential pressure. This principle is needed to use the Wind Regalia properly.

Flame Road

The Flame Road is similar to the Wing Road in that both Wind and Fire are said to be "free". There are several principles to the Flame Road:

The first is the generation of heat via friction. This can bend light, create updrafts, and create illusions using heat mirages. This ability to create heat is especially useful against the Rising Road; a sufficiently skilled Flame Road rider can nullify all but the strongest Rising Road techniques with their flames. The second is the use of fast and precise attacks to freeze the movement of their victims. These tricks are collectively referred to as "Time". Flames are the "template" for each and every run.

Bloody "Fang" Road

Nicknamed "fang" because of its "slice" characteristic, the Bloody Road is literally carved into the flesh of one's adversary. "Slice" describes the practice of abrupt acceleration and deceleration (0-Max-0) to gain inertial energy, which exerts tremendous pressure on the thigh muscles. Getting hit by a "fang" is described by Ikki as "felt like something exploded in front of my body". Bloody Road riders also use chains and hooks to bind their opponent. One of the Bloody Road's underlying themes is imprisonment; a number of Fang Kings have likened their road to being in jail. This attitude even manifests itself in the road's Infinity Atmosphere on more than one occasion.

Sonia Road

Sonia Road users are defensive experts, focusing on agility and is considered the road with the highest maneuverability. It is the opposite of the Bloody Road, in that it shreds the user's body instead of the enemy. The Sonia Road constantly burdens the users body with high pressure, which is why the Sonia Road can reach its full potential at areas of high pressure. Storm Riders who follow this road have a natural advantage against the Wing Road and Gaia Road, according to Kilik of Sleeping Forest. With Sonia Road, the center of movement is changed from the knees to the hips, which greatly increases flexibility and nimbleness. This aspect limits the Sonia Road to women. The principles of the Road are as follows:

The hip are the axis and the base point for all moves instead of the knee. This improves maneuverability by moving the rotational axis closer to the centre of gravity.
Supersaturation of the bloodstream with nitrogen through hyperventilation, which is used to form cushioning bubbles at joints.

Rising Road
Rising Road specializes in the offensive applications of electric and magnetic energy. It converts kinetic energy from the Rider's run into an electromagnetic field, enabling a skilled Storm Rider to create illusions and manipulate electricity for their own benefit. Ultimately, however, the Road's greatest strength lies in numbers, as a group by using teammates to magnify the scale of tricks. By applying illusions directly onto teammates, riders can create monsters actually capable of striking their enemies.

Over Road
The Over Road's principle lies in the windmill theory - it compresses wind to form walls of air. Its strength grows with the strength of the wind it faces, as a strong wind can be compressed even further. The Hurricane Road is a fusion of the Wing and Over Roads; it combines both tricks and philosophies of both roads and incorporates the design of both original regalia.

Gaia Road
A Road that specializes in interactions with the ground. Riders of the Gaia Road are shown to focus on immobilizing their enemies and damaging their A-Ts, limiting their ability to ride. This is reflected both in its Infinity Atmosphere and in the philosophies of its riders. Riders of the Gaia Road are also able to memorize the shape of the land, allowing them to locate other riders. Its principles are:
Using the piezoelectric effect, riders can paralyze opponents by numbing them.
Creating seismic waves to create a 'Sonar' that reveals information about the opponents.
Creating vibrations to levitate objects and induce seismic activity

Ring Road
The only Road that is primarily non-offensive, the Ring Road is a supportive road that consists of Link Tuners, Not all Ring Road users can actually ride A·Ts. Ring Road focuses on sound- every rider and A·T has a rhythm. The Link Tuners match the rhythm of the A·T to its rider's, increasing performance. A person with the potential for Ring Road will know the exact time without reference. A select few Storm Riders are shown to use the aural properties of the Ring Road in an offensive manner.

A list of named First Generation Gravity Children(From the wiki https://airgear.fandom.com/wiki/Bioengineering_Projects)

Kilik
Takeuchi Sora

Nike
Falko
Spitfire
Dontores
Black Burn
Simca
Rune
Gabishi
Om
Nina
Gazelle
Caesar