Armored Core Classic Jump v1.3

I hope you like giant robots, because this world's all about the giant robots. Also, I hope you like corporate-run dystopias. And rogue AIs. And a little unscrupulous bioengineering on the side.

Welcome to the world of the Armored Core- a heavily-armed fighting vehicle capable of being customized to meet the needs of any battle. And there are plenty of those, since the megacorps vying for supremacy here play rough. You get to spend the next ten years trying not to become a casualty of the corporate wars or one of the other threats in this world.

At least you're one of the few with an AC and the skills to pilot it. Whether as a mercenary or a loyal agent of a megacorp, you have what it takes to become very rich, or very dead. Maybe you can even make a difference here... maybe.

Keep me entertained, Jumper.

STARTING ERA:

Roll 1d8. For 100CP, change your roll to any number.

1: AC1/Location: Isaac City
In the wake of the Thirty Years War and ensuing Great Destruction, corporations have risen to power in what remains of the world. Corporate juggernauts Chrome and Murakumo Millenium are battling for supremacy and it's likely to escalate. But maybe it doesn't matter who wins?...

2: Project Phantasma/Location: Isaac City
Occurs during the events of AC1. Some time after your jump begins, you receive a private communication cryptically requesting you investigate the underground complex "Amber Crown." Up to you, but that mystery client is promising a lot of money.

3: AC2/Location: Mars
Chrome and Murakumo have collapsed, and a new government has risen to fill the power vacuum. Second-generation megacorps fight new wars, coexisting uneasily with the Earth Government. Newly-terraformed territory on Mars exists largely beyond government

oversight, leading to intense conflict and lots of business for mercenaries. Things get more complicated soon, though.

4: Another Age/Location:Earth
Several years after the devastating Mars Crisis, the corporations are regaining strength, and willing to test it against each other- and the government. The Indies, a rebel group of the poor and disenfranchised, fights both the government and the megas. You won't be short of work.

5: AC3/Location: Underground City of Layered
Different universe this time. After rendering the Earth's surface uninhabitable, humanity retreated underground. Society now relies on AI for governance. But the AI was built a long time ago, and the Controller has begun behaving erratically. Machines do tend to break down eventually...

6: Silent Line/Location: Earth Surface
Humanity begins resettling the surface after the Controller's destruction. The corporations continue fighting each other while exploring this new territory. However, any exploratory teams sent into a certain region never return, communications simply falling silent. Something's out there.

7: Nexus/Location: Earth Surface
Some time after the events of Silent Line, the corporate wars extend to a region where some extremely valuable resources have been found. This one could get very profitable and/or ugly.

8: Any of the above!

AGE/GENDER

Doesn't matter much here. Age is free choice, within the possible roll range. Your sex is up to you.

BACKGROUNDS (Free)

Drop-In- Age 20+1d8

You awaken in a bunk in your hangar. You have no new memories or existing relationships here, but a list of contacts on a table nearby should get you started. People may find your lack of a history here suspect, but you wouldn't be the first Raven with a murky past and something to hide.

Ace- Age 20+1d8

You became a Raven- a mercenary AC pilot- not that long ago, but you're already on the way up- how far is all up to your skills. Your limited work history means few if any allies and no enemies... yet. You're a talented, adaptable pilot.

Specialist- Age 20+1d8

You have the same history you would have had as an Ace, but a more specialized piloting style; you might prefer certain AC types, weapon types, or both. Depending on your specialty, you might want to steer clear of some missions, but within your niche you're golden.

Engineer- Age 20+2d8

You work for a megacorp of your era, your choice: it can be one of the behemoths like Chrome or Mirage, or a mere giant like Kisaragi or Balena. People like you design this world's war machines. Your employer is the reason you're able to pursue research and development, but the corp's morality lies somewhere between 'unscrupulous bastardry' and 'terrifying sociopathy'. You're fine with that, right?

You aren't a Raven, but could possibly pursue that if you're eccentric. Your corporation would expect you to prioritize their contracts over all others, and never work against their interests. And if you're a *really* good engineer, they won't want you in danger at all. On the plus side, you start out cozy with a mega and have a good chance to avoid any serious danger if you stay loyal to them and away from combat.

STARTING EQUIPMENT

You have +1000CP to spend on everything below.

But first, take this stuff too!

An AC: a Mediumweight with a rifle, laser blade, shoulder-mounted radar and shoulder-mounted missile launcher. All parts are the lowest-end on the market.

Contact info for your era's Raven-oriented "mediation group" which can hook you up with corporate contracts or hardware/ammo/repairs/etc. for a price. Trustworthy, discreet contacts that can do all of the above for slightly more money if you don't want to work with the mediation group for some reason.

You start in an AC warehouse in a secure, out-of-the-way location. As long as you don't exit your AC outside of this place I guarantee you won't be killed outside of the cockpit. I guess that means living and spending all your free time in a giant garage, admittedly. You own this place unless you're an Engineer, in which case it's corporate storage and I can't promise your safety here if they no longer consider you an asset.

PERKS:

Backgrounds get their 100CP perk free (except Drop-In, theirs is discounted) and a discount on the others. Discount is 50%.

DROP-IN

Newcomer (100)

Pick up basics very quickly. This doesn't grant even moderate levels of skill, but you can soon achieve the knowledge and muscle memory of a basically-competent AC pilot or the level of social/political knowledge average civilians here have. Training/study to reach that level is reduced to a tenth.

Pack Hunter (300)

Your mind seems drastically sharper when you fight as part of a small combat unit. You see the best ways to play to everyone's strengths while covering each others' weaknesses, and how to combine your abilities to best effect. With enough practice working as a group your team can eventually achieve perfect coordination, launching synchronized attacks while keeping each other covered and avoiding any friendly fire. Works only in a group of 2 to 9.

Tactics (600)

You're a genius at coming up with plans on the fly, even under fire. You can think up a way to push that nearly-invulnerable tank AC off a cliff, and feints and gambits to lure the pilot there without their realizing what you're doing. You can even trick them into using up the last of their boost right before you knock them over the edge. These plans aren't necessarily *easy* to pull off, though; that's up to your skill.

ACE

AC Awareness (100)

You easily track all notable aspects of your machine's condition and HUD even in combat. Know your exact ammo count instinctively, and keep an eye on the radar in the middle of a firefight without being distracted. Works with any vehicle you can pilot proficiently.

Over Boost Overlord (300)

Certain core units for ACs include additional, extremely powerful back-mounted thrusters, allowing absurd bursts of speed... at the cost of a couple seconds' charge-up, enough energy drain to overtax the most powerful generator after only a few seconds, and, well, moving at absurd speed. The drawbacks still exist for

you, but you're the rare pilot who can work around them, with care. For those few glorious seconds, even superheavy ACs will be too fast to track, let alone hit.

If you rolled 1-3 on locations, this tech is still decades out. You're just really good with conventional boosters instead. Won't help slow ACs much, but it's great for high-mobility combat.

Whichever version you have also works with similar speed-boosting techniques, from jet afterburners to mana-boosted Striker Units.

Perfect Aim (600)

Many ACs are incredibly fast and mobile, and capable of unpredictable evasive maneuvers. Hitting an ace pilot, especially while pulling your own high-speed maneuvers? Even AC-grade targeting systems capable of lock-on and automated target-leading struggle with that.

You don't. Elite pilots might dodge some of your attacks, but you have a much easier time hitting them. Works for melee as well.

SPECIALIST

Specialization: Terrain (100, 1st Free Specialist)

Open terrain, or cramped spaces with lots of cover. Choose one- you're moderately better at fighting there. Or you can buy this perk twice for both.

You might expect otherwise, but it's fairly common for ACs to end up fighting indoors. Many structures are built to massive scales to allow for large-scale construction work, deployment of security or labor MTs, and the like. There's plenty of fighting out in the open, as well.

Specialization: Weapon Type (300, 1st Free)

This list is so long it's a separate section! See below.

Specialization: AC Type (600)

Controlling an AC (or similar machine) of your chosen type is as natural as moving your own body. Through sheer skill, you accomplish things most wouldn't think the hardware is capable of. Choose one:

Lightweight: Incredible speed and grace.

Heavyweight/Tank: Can compensate for excessive weightloads when moving: you're only moderately slowed by weapon/armor loadouts that would nearly immobilize others.

Middleweight: Weapons handling bonus. You can fire heavy shoulder-mounted weapons on the move, even the ones only quad or tank legs can normally handle that way.

Quadrupedal: Greatly improved mobility on the ground.

Reverse-Joint: These are designed for jumping. You're a master at using aerial boosting to jump from one place to another. When high altitudes or deep water are involved, screwing this up is often fatal, but your platforming skills prevent that. Bonus to aerial combat, too.

Hover: Half the Lightweight bonus, and you're a master at fighting over water, which these legs can hover over indefinitely. Sea lanes and coasts are still as important as they ever were, so there's plenty of action out there.

ENGINEER

Fine Tuning (100)

A good mechanic can tune AC parts for better performance in specific areas. You're skilled at customizing them even further, at the cost of worsening some other characteristic; you can do things like modify boosters to use extra power for extra speed, or reinforce armor at the expense of added weight.

MT Engineering (400)

Theoretical and practical knowledge of MT design, construction and programming. Simpler machines than ACs and much more suitable for mass production, they're the workhorse of megascale construction and the backbone of security and military forces. Your skills could earn a pretty cushy job at any of the megas.

Being giant robots, these need literal tons of material and lots of labor to make. You could contract out for construction, but the simplest use for this is to design MTs for some corp instead. Also, this perk alone doesn't make you good enough to design or build really top-of-the-line MTs, the kind that might rival ACs.

AC Engineering (400)

Like MT Engineering, but for ACs and any associated equipment, from weapons to radar systems. ACs are all built for combat. They're modular in design and thus very versatile, and their specs let an AC match a small army of average MTs in the hands of the right pilot.

Core Competence (900, Also requires all other Engineer perks)

You are one of the world's best mech engineers; the corporations would literally kill to have you on payroll. High-performance MTs that compete evenly with ACs are now feasible- these are a bit cheaper and simpler to build than ACs, at the cost of far less customizability. Or, with even more work- probably most of your time in this jump- you might even come up with some sort of next-gen AC that chumps fellow ACs the way ACs chump their MT predecessors. Just don't expect to walk away from the job easily... that non-compete clause is murder.

UNDISCOUNTED

Duelist (450)

Focusing on a single opponent drastically improves your reflexes, perception, tactical insight and sense of intuition. You really do need to concentrate on them to use this, which will leave you open to attack by other enemies. Similarly, fighting alongside allies negates the bonus if you're putting any effort into coordinating with them. But when fully focused you practically seem psychic; if you had a top-end AC to back it up, becoming Arena champion would be a real possibility.

Weapon Specializations (300)

You're competent enough to use any AC weapon without blowing yourself up or something. These perks will greatly improve the rate at which you master a weapon type and guarantee that, with effort, you will eventually match even the best in that field.

Specialist gets one free and others at a discount. Some are discounted for other backgrounds as well. Works with similar weapon systems in other vehicles, as well.

Bullet Weapons

Handguns, rifles, SMGs, machines guns- most of these launch lots of relatively low-damage projectiles at an excellent rate of fire, so even if you miss you can continue attacking without even pausing. Weaker ones struggle against really tough armor, though. You're also good with sniper rifles and shotguns.

Energy Weapons

Rapid-fire pulse weapons, laser rifles, deadly but limited-use plasma weapons- if it doesn't use solid ammo and isn't a blade or drone, you're great with it. Many solid-ammo weapons have an energy-based equivalent.

They don't need ammo, and ammo is one of a Raven's major operating costs. Some are very powerful, too. However, they can only fire so many times within a short timeframe; during a

mission, this is basically the same as having limited ammo. And every shot draws power from your generator's capacitor, the same power you use for boosted movement.

Missiles

Missiles home in on targets, and there's a very wide variety of missile weapons. But they're only viable at mid/long range, and countermeasures are common.

Almost all of these are shoulder-mounted. Shoulder-mount weapons are generally hard to wield properly without quad or tank legs, but missile weapons are easy to use with any AC type.

Grenade Launchers

Despite what you might expect, these excel against single targets, not multiple opponents: they inflict huge damage, but lack ammo capacity. Wasting shots will soon leave them empty.

Rockets/Bazookas (You get both)

Rockets aren't just dumbfire. They're the dumbestfire: almost all AC weapons benefit from FCS lockon, but not these underachievers. They're powerful, but it's hard to take advantage of that- unless your target is nearly impossible to miss for some reason...

Bazookas are similar, but capable of lock-on. They're still hard to hit with since the projectiles are relatively slow.

Melee (Discount Ace)

Oh, man. Alright. You're a BADASS: if nearby foes are too dumb or slow to get away from you, you will shred them very, very quickly. And melee weapons can be used as much as you want, no matter how long you're out on a mission. Downside: you brought a laser sword to a gunfight. I hope you have a plan for turning foes into *nearby* foes without getting shot up first.

Energy blades are the standard here, but this covers other melee weapons as well.

Directional Boosters (Discount Ace)

Extra boosters that push or spin you in a specific direction very quickly. Tricky to use but allow otherwise-impossible maneuvers. If you rolled 1-2 for location these don't exist yet.

Orbit Weapons (Discount Engineer)

Launch autonomous hover-drones to attack for you! Note that their rudimentary AI only knows how to fire at nearby enemy AIFF

signals; they can't adjust tactics against enemies that can actually evade their attacks.

Energy Shields

Greatly reduce incoming damage but need so much juice from your generator that they can only be used in short bursts. You can time these bursts to best protect you while not draining you dry. If you rolled 1-2 for location these don't exist yet.

COMPANIONS (Variable, Discount Drop-In)

For some CP, I'll arrange it so you soon meet a new ally. You're guaranteed to get along well with them and they'll be as loyal to you as you are to them.

Everything below can be chosen multiple times and is discounted for Drop-In. Companions gain their background for free along with the appropriate freebies and discounts, including the AC. You get 300CP to spend on each companion.

Raven Companion (200)
A rookie Raven with the Ace or Specialist background.

Engineer Companion (200)
A companion with the Engineer background. At your discretion, they work for one of the megas you could normally pick, or a smaller, R&D-focused firm that tries to steer clear of the corporate wars.

Companion Import (200)
Grant a previous companion any background for free, including Drop-In.

Jumpchain Tactical Unit (800)
Eight companions, any mix of Ravens, Engineers, or Imports.

Couple teensy caveats. Weapons, ammo, repairs and AC upgrades are expensive, so with a lot of companions...well. You can probably do okay deploying two ACs on the same mission, or maybe three if you're very efficient. Any more and the contract won't cover your operating costs. Also, you probably want to take measures to avoid ending up on opposite sides of a contract. The Ark/Nest/Cortex/Concord might be able to help with that.

EQUIPMENT AND MISC.

Extra Hardware (50, 100, or 200, special discount)

One AC part (head, core, generator- anything) or weapon. 50 for low-end gear, 100 for mid-quality. 200 for the most rare/expensive top-end gear like a KARASAWA, FINGER or MOONLIGHT.

Leg or weapon Specialization gets you a discount on gear of that type. 50CP gear is free when discounted. Only one freebie per Specialization.

Masterpiece (100, one purchase only, Ace and Specialist only)

Like a piece of top-end gear from Extra Hardware, but with even better specs. This is the best of its kind, in the world. You have the only one. You won't find this in-jump. Bonus: any cosmetic change with no impact on performance.

A few examples below you can choose from. Or choose any other hardware type to upgrade to similar levels:

Upgraded MOONLIGHT: The most murder science can fit in one laser sword.
Upgraded FINGER: A five-barreled machine gun that dominates at close range.
Upgraded KARASAWA: A laser rifle with both range and power. Unmatched overall performance.
Upgraded dual weapon arms: Why carry weapons around when you can just replace both of your arms with them? If you want to dual-wield, this is the way to go (usually the left arm is optimized for blades/shields and the right for firearms, instead.) Magnify both the strengths and weaknesses of your weapon choice with double blades, grenade launchers, laser cannons, or what-have-you.

JCN Prototype (100, one purchase only, Ace and Specialist only)

This was too specialized or too expensive to reach production, but a single prototype was made. You have it. Choose one below, or design your own of similar power. JCN items are similar in quality to the Masterpiece but trade raw power for special abilities- this is for designing non-standard AC parts.

JCN/JAMCANNON: A high-performance, rapid-fire pulse cannon. Every shot that lands has a short ECM effect.
JCN/JESTER: An AI-controlled missile launcher. The AI is barely even semi-competent by Raven standards, but this does let you use two different weapon systems simultaneously, and even experienced opponents have a hard time predicting the JESTER's actions.
JCN/AHAB: An electromagnetic "harpoon" on a lengthy retractable chain. It won't penetrate all the way into vital AC components, but that's not what it's for: once you tag the target, they're not escaping while you're both in one piece.
JCN/THORNHEART: Not a weapon...or is it? A high-performance core with very long retractable spikes in front and frontal armor meant to protect you when ramming targets at extreme speed. Normal boosters don't have enough thrust to make the most of this, but the core does comes with Over Boosters...

Prototype Radar System (200, discount Drop-In)

This thing's more than ten years ahead of its time! Low power consumption and weight, high-end specs, all of the features, and ten times the range of any other radar. It can even identify known MT types and AC parts at a distance, letting you identify inbound Ravens if you know their loadouts.

Unfortunately, trying to juggle all this information mid-firefight is rather distracting, and the radar takes up both of the shoulder mounts you'd normally use for weapons. Most Ravens would just rely on a mission Operator for this level of tactical information. Is there some reason you don't trust your own Operator?...

Connections: Munitions (50/100)

Bypass the middleman. You have a valuable business contact, and they even like you enough to offer their services at a massive discount. For 50 CP, ammo purchases are half off. For 100CP, you get the above, plus any companions all get the same rate.

Post-Jump your hangar replenishes ammo twice as quickly for your mech, or you and your companions' mechs if you spent the 100CP.

Connections: Repairs (50/100)

Same as the previous perk, but with repair costs. Post-Jump your hangar is twice as quick to repair your mech, or you and your companions' mechs if you spent the 100CP.

Optional Part (50)

One optional part- anything normally available on the market. These lightweight internal components improve the performance of other AC systems. They can optimize targeting systems or energy usage, improve radar performance, or many other things.

OP-INTENSIFY/VARIANT J (500, Discount Drop-In)

This part is one of a kind, only obtainable by purchasing it here. This odd Optional part leaves no room for other Optional parts- it connects to every subsystem of your AC. It does nothing useful at first. It seems to draw data from your AC's sensors and onboard AI, but for what purpose?

Feats of piloting skill that push you close to your limits will gradually grant this part new abilities, some similar to conventional Optional parts', some unique, always custom-tailored to suit you. Keep challenging yourself, and it will be fully upgraded and extremely powerful by year ten.

AI Research Notes (600, Discount Engineer)

A briefcase, full of well-preserved digital media containing technical research predating the Great Destruction. It would take a lot of compsci expertise to do anything with this, but in theory you could create a true AI with this. That's far beyond what technical knowledge in your era is capable of.

Note that nobody knows you have this or that it even exists. If people find out, you and your briefcase will immediately become the subject of intense interest among a great many parties.

Corporate Relationships

Are the megacorps in your era not doing it for you? I can touch up the corporate landscape a bit. For a price, I'll start you out with friendly contacts in one of these mid-size megas- big enough to be a major player in the world, small enough that an extremely talented Raven or brilliant engineer would be very valuable to them. Engineers can choose to start out employed at this corp.

Polestar Enterprises (100)

An R&D-focused mega that tries to avoid violent conflict with the other corporations, though as a major corporation they still have significant security needs. Their core concern is MT and AC engineering, which sometimes makes their labs and shipments a particular target for espionage and theft.

Caduceus Biologics (100)

Caduceus is a significant contender in the agricultural and medical sectors, and has collaborated with other megas on a number of research projects. Rumors circulate among Ravens that they're also involved in some sort of bioweapons development. Caduceus is not an aggressive corporation and has (relatively) little need for military force, but for some reason their security needs have greatly expanded recently; both their MT fleet and the number of missions offered to Ravens have increased.

Dynamic Security Solutions (100)

Of these options, DSS is by far the most active in security and mercenary work. They'll take jobs from anyone. Their stable of MTs and pilots is impressive, and they're currently considering getting one or more AC pilots on permanent contract. DSS's unofficial policy is to encourage conflict between the other megas and try to keep any of the top dogs from growing too strong. Expect an exciting lifestyle if you're a pilot.

Excelsus (100)

Like the other choices here, Excelsus isn't big enough to challenge the biggest megas in your era head-on. However, they are very aggressively pursuing a stronger position- a situation likely to come to a head in the near future. Excelsus is more powerful than the previous options on this list, with major holdings in every economic sector, and they will pay very generously for quality work, but such an association might prove quite risky for you.

The Board of Directors (500)

...There's one more possibility. An alliance of smaller corporations which is moving to restructure itself into a decent-sized mega. The new behemoth hasn't even decided on a name for itself yet. It's still up in the air which of the many fields it has investments in it will focus on.

Many you can help them decide? You now have friendly contacts among the newly-formed board of directors, a ten-person group which now includes you. As a member of the corporation's highest governing body, you have great influence over the direction this new mega will take, whether you choose to manage operations yourself or contribute in other ways. Just watch out; this merger is huge news, and every other corporation has a wary eye on you now.

In future jumps, you'll have a similar situation available to you, though it may take a different shape in other universes. As long as a similar alliance of business interests is possible, you'll be on the board or closest analogue.

Mecha Import (100 each)

If you already have a giant robot from elsewhere, I can modify it so that it's compatible with technology from this universe - 100 CP for each one. Basically, this means its components and associated weapons are now separable according to the standard Armored Core modular design scheme. You can thus swap them out for standard AC parts. The main components are a head, core, arms, legs, generator, radiator, booster (for thrusters) and fire control system, though ACs can make use of other hardware as well.

COMPLICATIONS

Not satisfied with your options, Jumper? For a price, you can earn some extra CP and make this jump even more entertaining for at least one of us. Take as many of these as you want, but any bonus beyond 900 CP is reduced to 900 CP.

+100 Quirky Teammates

Eccentric AC pilots are surprisingly common, even among the top ranks. It turns out the new companions you've met fall into that group. They might be superstitious, or like explosions just a little too much; whatever the quirk, it will occasionally cause problems. Imports will develop an eccentric, somewhat inefficient fighting style in ACs. You're not safe even if you take this with no companions; any operator or similar mission support will turn out to be hopelessly ditzy (yet somehow never get fired.)

If this drawback is removed, your teammates will keep the quirks, but won't be hindered by them anymore- they've learned to make their sadism or pyromania work for rather than against them.

+100 No Escort

You're the lone wolf type. Or you just hate sharing the paycheck. You never hire fellow mercs to accompany you on missions.

Note that many missions involve supporting MTs or ACs in combat- you don't have any problem fighting alongside others if that's what the client is asking for. Forget about bringing an ally of your own to watch your back, though.

+200 Hustled

You're going to be backstabbed. Someone will do this at least once a year. A client who never intended you to come back from the mission, a supposed ally who ambushes you, maybe even your own operator... you'll never know whom until it happens. These incidents always place you in serious danger, though you won't be killed without at least a chance to defend yourself.

+200 No, They're a Feature

Someone in your era was working on bioweapons- by which I mean aggressive bugs with the size and combat ability of military MTs- probably followed by a horrible containment failure or something. Taking this means their projects (but not containment attempts) were much more successful, and that you're destined to run into the results, repeatedly, until all of the hive queens are dead.

Expect variant breeds with thicker carapaces or more corrosive acid spit. Also lots of fliers, and a handful that are somehow immune to detection by biosensors. On the bright side, the queens are completely unchanged. All nine of them!

+300 Not Invented Here

No gear, perks, or cosmic warehouse, only stuff from this Jump. Any companions lose any superhuman/supernatural abilities.

+300 Human Plus

You're the escaped product of a secret project aimed at creating superior pilots- Human PLUS itself, or a similar program. There are a few... side effects. If you're a Drop-In, taking this means I mess you up real good, with the same effects. I'll be gentle!

Hallucinations, constant depression, recurring nightmares, difficulty forming coherent sentences or even vocalizing at all- you've got the full plate, and a phobia of needles on the side.

Also: if you took a background, the ones who augmented you consider you valuable property and are trying to retrieve you. Drop-Ins instead suffer health problems that leave you weak and frail and make it hard for you to even walk around outside of the cockpit without assistance.

+300 Last Raven

Ignore your location roll. You start out some time after the events of Nexus. One of the megacorps managed to dig up an army of ancient drone weapons, but couldn't control them, and the ensuing carnage left the world in ruins. The remaining megas have merged into a single corporation, Alliance, while most of the Ravens not on Alliance's payroll belong to a rival faction, Vertex. You are one of the few independent Ravens alive in this world. All Ravens at this point have bounties on their heads, whether thanks to Alliance, Vertex, or someone else, and you're no exception.

The two factions are on the brink of a war to decide the fate of the world. Over the course of this war, both sides will deploy elite Ravens to the field, Alliance will activate its MT superweapons, the Leviathans, the independent Ravens will attack anyone they can earn a profit off of, the leader of Vertex will manipulate his own Ravens into killing each other for some reason, and a series of mysterious super-mechs will appear, with no evident goal beyond destroying anyone they find.

Oh, and this entire clusterfuck happens within the span of twenty-four hours. Your repair crew is as good as they come, but expect them to be a tenth as effective as normal under these time constraints. Your jump lasts 72 hours instead of 10 years: one day beforehand to prepare, and one day afterwards to live through the consequences of your actions. Good luck.

+300 Commencing Hostilities

If you survive to the last year of this jump, an extremely skilled and well-equipped AC pilot will take notice of you. Whether you're a threat to their plans, a bounty target, or the

worthy opponent they've been waiting for, expect them to hunt you. On top of their other assets, they have one very special ability: maybe they're an AI and simply upload themselves into a new mech after every defeat, or they're an augmented human capable of maneuvers no normal pilot could manage. Expect them to be the greatest challenge you face in these ten years.

+600 Nine Breaker

Like the previous drawback- but your opponent starts hunting you in year two. And every year after that, another shows up, nine in all. They all use different AC types and different tactics, and each one has a different special ability, so what works on one won't work on all of them. Oh, and you'd better take each one out before the next shows up, because some of them would be willing to work together to deal with you...

FUTURE

Once your ten years are up (or you die, and get sent back home) any drawbacks will be removed. If you survive, you'll have a choice to make:

Mission Objective Achieved:
Maybe humanity can avoid blowing itself up again if you stay here to fight the good fight. Or to rule everything as a tyrant overlord. Whichever. Oh, and have 1000CP to spend on anything from this jump... Raven, where will you go? What will you do?

System Switched to Normal Mode:
Back to your universe! That thing is going to be a bitch to park, you know. Extra 1000CP, as above. It was fun, Jumper.

New Mission Request:
Of course, if you don't feel like packing it in yet, I might have another job for you...

Post-Jump Notes

So, that AC garage you started out with. Your cosmic warehouse gains a similar one as an attachment, with automated systems run by its own AI. Don't worry, the AI is non-sentient.

Choose one AC or MT you possess at the end of the jump. Nothing absurdly big: anything under seventy feet is okay (standard ACs are only 30-40 feet tall.) Your garage 'remembers' that machine, its equipment, and the state it's in at the end of this Jump. If it's ever permanently lost or destroyed (but not deliberately given away or used for parts) the garage will create a new copy based on what it remembers. This takes a month.

The garage also has a repair bay (full repairs to a barely-functional mech take a week), performs maintenance automatically, and generates ammo for weapons it remembers (full reload takes a week, spare ammo can be stockpiled), and generates supplies, parts etc. to do all this on its own.

Any companions get the same deal, with your garage expanding to house their hardware.

Extra Notes

AC arena battles are a thing. These are non-fatal and victory can be very profitable as well as good for your reputation. There's an entry fee, so expect to actually lose money competing here unless you win consistently.

MTs are vastly cheaper than ACs but vastly inferior; most are destroyed by one or two shots of a mid-power AC weapon. Ultra-high-performance MTs capable of competing with ACs are possible, but they'd be a major undertaking to develop even for a megacorp, nearly as expensive as ACs to build, and require equally-skilled pilots. As for superweapon MTs, those behemoths that dwarf skyscrapers and could wipe whole megacities off the map- who knows? They might be out there, somewhere...

When in doubt, assume hardware is the most balanced version from the series. So FINGERs are powerful, but not the uber version from Phantasma.

Expect dealing with the Commencing Hostilities nemesis for good to involve bullshit levels of danger. Something like a false mission request for an easy-sounding job that traps you inside a huge facility full of hostile MTs with the world's two top-ranked Ravens waiting somewhere to ambush you, for instance.

Taking Last Raven as a Drop-In means there's no bounty on you, but it won't take long if you get up to anything at all. If you're not working for them, Alliance and Vertex don't want the risk of an unknown quantity- especially if you're highly skilled. Engineers can choose to start on either side, but the timeframe will make it almost impossible to use R&D skills for anything.

Taking Last Raven with Nine Breaker guarantees you'll face all

three Leviathans, Zinaida, and five Pulverizers in that 24-hour span, on top of anything else you run into. Also don't do that.

No Escort: If you have pilot companions you still consider them friends and allies but will insist on taking to the field alone- you might work towards the same goals or as part of the same mercenary group, but it will be separately.

Outlived Your Usefulness: It will never be a companion who betrays you.

Human Plus: Good news: any new companions will quickly realize something is very wrong with you, and do their best to help you deal with your symptoms. Bad news: seeing your new friends get hurt or killed is not going to help what's left of the ol' sanity.

Piloting perks from other mecha jumps work fine here, and I'd imagine the reverse also applies. You might have adjustment issues if you're used to a really weird piloting interface or something.

Piloting perks from something like Ace Combat work at reduced effectiveness since mecha are so different from planes. You could maybe strap into a jet-type mook suit (don't do this) or Engineer a better one, though.

A lot of Strike Witches stuff works here, though the scale makes it tougher sometimes. You'd probably need a formation-sized shield to cover an AC, and extra mana to speed-boost it instead of a Striker Unit.

Imports: Note that compatibility issues might arise if you're importing something sufficiently different from standard AC tech. For example, if you're swapping in a generator, make sure it can actually power your super robot. Also, the onboard AIs in standard AC head modules are not true AIs. They're very limited and specialized programs. If your import has a true AI on board... well, expect to live in interesting times if people find out.

Board of Directors: Yes, Drop-Ins have been invited to join the board. You still don't have a background, which anyone who checks up on you will discover. It's highly irregular, but your fellow board members have heard very positive yet nonspecific things about you and will assume this all means that you contribute something valuable but shady to the corporation.

Taking Board of Directors with Last Raven just means you're a high-ranking member of Alliance. You won't need to deal with rival corporations, only Vertex and the Pulverizers.

On Board of Directors in future jumps- in this one, you're one of ten leaders of a major world power, and you start on good terms with the other nine. Future versions of the Board give you similar positions to work with as long as the setting makes that sort of commercial alliance possible. You can assume that by default, the megacorp or equivalent has holdings in every economic sector. The specifics are going to vary a lot based on the setting you're in.