Vandread



By Faucheusestar

The male-only planet Taraak and the female-only planet Mejeer have been at war for decades. During a military presentation of the Taraak Space Forces, their new combat ship is attacked and annexed by female pirates of Mejeer.

The Tarakian ship and that of the pirates merge under the impulse of the Praksis crystal, the mysterious energy source powering the ship, to create a new ship, this phenomenon quickly spreads to three Mejeer ships called dread and to a Taraak mecha called before -guard which can now be combined in Vandread.

All of them are sent far away through space, making acquaintance with a mysterious fleet of ships seeking to eliminate them to harvest their organs.

Take **1000 Choice Points** to survive your space adventures.

Starting Location

*Roll a **1d8** to determine where you start, otherwise pay 50 CP to choose your Starting Location.*

1 • **Spaaaaace!**
You are in a capsule drifting in space a familiar pirate ship is rescuing you

2 • **Mejeer**
Women's homeworld, technologically advanced and clean but too much energy spent on frivolity causing entire city to shut down due to power outages, leaving people to their fate(if you are a man +200 CP)

3• **Taarak**
Taarak is a moon, a desolate world that has very few resources, factories and undecorated metal structures dot the little habitable land. (If you are a woman +200 CP)

4•Alien planet
This mysterious planet whose friendly inhabitants have been deprived of their voices but which uses telepathy has a strong link with the spirits, maybe the inhabitants could teach you that

5• **Anpathos**
An ocean planet, only one city exists and its inhabitants worship Terran

Free Pick.
You are free to choose from the available options or other idea.

Age and Gender

Freely choose your own age or gender.

Origins



Drop-In
No new memories on the horizon this time, you will probably find it strange that the men and women here think they are of a different species



Mejerian
You are a human woman from the planet Mejeer, maybe you are a pirate from the famous Magno Vivan crew or maybe a civilian in any case you grew up on this planet, luxury and frivolity are usual to you but the dark personality of its inhabitants also.



Taraakian
You are a human from the planet Taarack. The lack of resources has forced you to become very ingenious and to take offense at unnecessary waste. You may be a soldier trained to use the powerful armor of the Van industry or maybe a third class citizen working in factories.



Terran
You are one of the only legitimate humans, an inhabitant of Earth. Your life and that of your kind is far more important than its organ reservoirs daring to think they can escape their role, your fleet is ready to harvest its ungrateful!

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

Drop in



Hear the spirits [100 CP | Free for Drop in]
You can communicate with the spirits whatever their type and if there is an advantage you are even the chosen one of their prophecy if you want and you have telepathy



Full Burst! [200 CP | Discounted for Drop in]
You are able to empty all the ammunition of your ship/weapon in a single salvo, this barrage of fire is not only surprisingly as accurate as your usual fire but does not damage your weapon at all.



Pragma Paxis Expert [400 CP | Discounted for Drop in]
Your understanding of Pragma Paxis and its application has greatly advanced, allowing you to cultivate it rapidly from a simple shard and positive emotion. But not only that you can do the same with any type of crystal or sentient energy with the right ingredients that you know instinctively. As well as opening wormholes to make a space jump with any ship powered by Pragma Paxis.



Pragma Paxis Chosen [600 CP | Discounted for Drop in]
It seems that the Pragma Paxis has decided to be your friend. Not only do you have an infinite source of energy that can power a spaceship or anything you connect to it, but you can now merge humanoid mecha with ships, whether it's vanguards with dreads or even planes with mechanized armor in order to create a much more powerful multi-pilot ship/mecha with the capabilities of both machine plus a new one of your choice.

Mejerian



Lovely airhead [100 CP | Free for Mejerian]
You manage to make friends much more easily, perhaps it is thanks to your beauty, your endearing personality or your help to those who are desperate but even in the worst situations like being in prison. Prisoners will be friendly and loyal to you if you release them, people will forgive you for your mistakes, even find them really cute rather than getting mad at you



Prodigy pilot [200 CP | Discounted for Mejerian]
You learn the skills related to piloting and other space battles at a prodigious speed, years for others would only take months for you to the point of impressing the veterans.
You know additionally how to lead a squad of space fighters, the distances to protect each other without hindering each other come from a simple glance and the habit of the clumsiness of certain people has made you very good at readjusting their tactics on the fly.



Real badass [400 CP | Discounted for Mejerian]
It looks like you're dead Jumper, your friends will remember you... What do you mean you survived that explosion! And you hacked the AI of an alien mother ship by challenging it to poker! It will seem like Gasco... G-Gascogne you are a real badass once per jump in front of certain death you survive, it will take time to return to your friends however... And yes you can now subordinate all AI by defeating them at poker or any card game!



Machine are friends [600 CP | Discounted for Mejerian]
Like Tenhou Farland you have the ability to interact with machines, to hack, see the data contained in and change programs, feel that a bad move is being prepared in advance in the direction you are going if machines are involved in it and basically you can talk to the machine. In addition you have the same level in engineering as Parfet Balblair allowing you to create inventions such as machines to make snow in the ship and to know how to repair spaceships.

Taraakian

Taraak Craftsmanship [100 CP | Free for Taraakian]
Taraak is a desolate world with very few resources, which has forced its inhabitants and now you to learn how to do everything with as few resources as possible. When you create something you can get rid of the vanity in exchange it will require far fewer ingredients and will be more efficient.



Weapon master [200 CP | Discounted for Taraakian]
You are supernaturally proficient in wielding one improbable or regular weapon, to the point that with a whip you could catch knives thrown at you in the air and throw them back at your enemies



Veteran [400 CP | Discounted for Taraakian]
You can use a mecha as if it were your body, moreover your control of it is extremely high to the point of being able to defeat spaceships and mecha much more technologically advanced than yours, when you control a mecha you can use it using its full potential and doubled its capacity (a simple vanguard could reach the power of a vandread for example)



Spy Master [600 CP | Discounted for Taraakian]
You are a master spy, you could as a man join the crew of female pirates for years without anyone suspecting anything until the end, then persuade century-old politicians and all the inhabitants of a planet that you are not trying to betray at all. Plus your lies work even better on those for whom it suits them or makes them happy



Terran

Diplomacy Terran [100 CP | Discounted for Terran]
Maybe people believe your bullshit or maybe it's the huge fleet of automated spaceships right behind you, but you can more easily intimidate people into giving you what you want, even if it's their organ.



Their role [200 CP | Discounted for Terran]
You can indefinitely extend your life or that of others as long as you replace the body part with that of someone in better condition. In addition you are an expert surgeon, it is easy for you to carry out complex operations such as transplants.

Red Paxis power [400 CP | Discounted for Terran]
Thanks to the corrupted paxis you possess psychic powers, you can speak using telepathy, crush people on the ground, generate blades of psionic energy to pierce your enemies, generate red crystal to imprison spaceship/mecha



Terran scientist [600 CP | Discounted for Terran]
You are a genius in genetics and engineering. Not only can you create a specimen with the best genetic traits of any member of its species, which will be under your complete control like a puppet. But you can also transform people into horrible biomechanical monstrosities reducing their intelligence to that of a simple drone devoid of free will. This knowledge is accompanied by the methods of creating each of the harvester drones in the series.



Items

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

Lost or destroyed items will be returned on your next jump or in ten years depending on which is shorter

Drop in

Pragma Paxis pulsed beam [100 CP | Free for Drop in]
A shard of Pragma Paxis powering a firearm of the category of your choice, it is a pulsed beam weapon but also an engineering tool for manufacturing ships using Pragma Paxis technology, insert Paxis crystals into the heart of the frame of the ship or a reactor for a factory, then shoot it with this and the crystal will spread through the energy circuit.

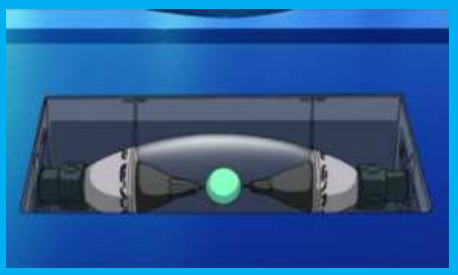
Kit models [100 CP | Free for Drop in]
A case containing a collection of ship models and Gunpla mecha of each device that you own or have seen so far, delivered in an already built state or assembled yourself and which will be updated. A good start to practice assembling your own life-size constructions later.



Defense device [200 CP | Discounted for Drop in]
A machine found on a desert planet, it can control sand, surrounding a target like a mecha will completely immobilize the prey. In addition, he can analyze what he catches to make functional sand copies.



Mysterious capsule [400 CP | Discounted for Drop in]
A capsule connectable to any device that can hold all the data you put in it and secured with a literally inviolable password of your choice. It comes with a virus that you can use to potentially shut down power to an entire fleet. Be careful though, your enemies might end up finding a way to protect themselves from this one.



Nirvana [600 CP | Discounted for Drop in]
The fusion of an ancient Taraack ship and a pirate ship equipped with Pragma Paxis giving it an unlimited power source, a shield generator and turrets that encompass the ship's hull, all firing a laser that automatically locks onto enemy units, while bypassing all friendly units. More The lower part of the ship is a ship/mecha launch pad.It comes with a crew in your order, the same as in the series or an equivalent



Mejerian

Collection [100 CP | Free for Mejerian]
A collection of plush toys, outfit, mascot outfits, puppet plush toys and other adorable derivative products



Laser Ring [100 CP | Free for Mejerian]
Mejeer's standard weapon is incredibly compact and easy to conceal, it can fire lasers beam



Be careful, these are antiques [200 CP | Discounted for Mejerian]
A case containing weapons from before the era of space conquest as well as their ammunition, each time you open it thinking of a weapon from this era it will be inside with several magazines. If you don't have a particular weapon in mind there will be an M60, SPAS-12, Assault Rifles, Submachine Guns or pistol inside. the same as in the anime.



Reg Card [400 CP | Discounted for Mejerian]
A small card normally presented to the Reg Crew of Magno Family pirates to purchase weapons, spaceship parts, and other munitions based on your merit. This now works in every Jump making you appear in the room serving as a store with your vehicles to be refueled/modified in the bay, the installation will be automatically done by the staff. Every month you will get points to buy various products from Vandread or actual Jump in this store, you can also sell resources for more points. So loot me all his juicy spaceships!



Hideout of Magno's Family [600 CP | Discounted for Mejerian]
A base camouflaged in an asteroid belt, its exterior perfectly resembles an asteroid making it virtually undetectable and the interior was a splendid space station with the potential to dock several spaceships. Also contains veteran female pirates loyal to you, as well as several Dreads and a spaceship that can serve as a mothership for the Dreads

Taraakian

Food pills [100 CP | Free for Taraakian]
A box contains regular Taarak food a single pill contains enough vitamins and nutrients to keep the eater working for 300 hours. The recipe for making more is on the back of the box.



A reliable weapon [100 CP | Free for Taraakian]
It may not be ornate or even extravagant, you choose a weapon as long as it doesn't surpass technology from before the space battle era. The weapon will never jam, attempts to render it unusable will fail and above all the defense will never completely block its damage even if you face bio-mechanical monsters your shots will damage them

Spy kit [200 CP | Discounted for Taraakian]
the kit includes a hacking device kit allowing you to open any door, a vox collar capable of modulating your voice to obtain the one you want, as well as a device allowing you to transform into the opposite sex, everything can be used as often as you want and is not damaged



Taraak's factory [400 CP | Discounted for Taraakian]
A production factory with a crude appearance, the gears and oil are visible on the outside but despite its appearance it produces Vanguard, nutritional pills and has a cloning bay allowing the DNA of two people to produce babies



Ikazuchi [600 CP | Discounted for Taraakian]
An immense ship composed of the old spaceship which allowed the creation of the colony of Taarack powered by the Pragma Paxis and the new, it is equipped with more than twenty Vanguard, turret systems, with a complete crew loyal to you. The ship can separate the new part from the old one and launch a missile powerful enough to destroy the old ship



Terran

Med bot [100 CP | Free for Terran]
A medical robot capable of extracting and using organs and other parts of the body to repair you

Combat drone [100 CP | Free for Terran]
A small drone equipped with a laser and a camera. After all, you are far too valuable to fight on your own

The new Anpathos [200 CP | Discounted for Terran]
A bit like some shelters in another world, you have your own planet on which you can harvest the inhabitants without disturbing them and carry out the experiments you want, they will not rebel against you.



Space shipyard [400 CP | Discounted for Terran]
A gigantic metal structure surrounding a planet which serves as a shipyard for the construction of the different drones in the series even if manufacturing the flagship of the Terran fleet would require many years and a lot of resources



Admiral Terran spaceship [600 CP | Discounted for Terran]
The flagship of Earth's fleet, equipped with a laser capable of erasing planets that have not submitted, powered by Paxis having been corrupted by the wickedness and selfishness of humans, giving the spaceship unlimited energy and more drones than you could count, he's the end boss of the series and he's now yours



Mecha/Space Fighter creation

You have 1,000 Vandread Points (VP) to purchase a base frame and customize it with the options below, although you can convert CP to VP on a 1:1 basis if you want more points.

You can choose color and general design

Base frame:



Dread [300 VP | Free for Mejerian]:
Dreads are highly maneuverable and customizable space fighter-bombers used by Magno's pirate crew. These machines carry an assortment of ranged weapons and modular part



Vanguard [300 VP | Free for Taraakian]:
Are Taraak's armored mechas. These machines carry an assortment of melee weapons to take advantage of their humanoid appearance and are more durable than the Dread but less maneuverable and slower.

Your partner [300 VP | Free for Drop in]:
You can import a ship or mecha and add the improvements from this document



Terran Harvest Fleet Drone [300 VP | Free for Terran]:
A biomechanical autonomous spaceship serving as a base for terran's drones,

Weapon and custom:

Ranged weapons [100 VP | First Free for Mejerian]:
One ranged weapon the homing laser set with multi warhead missiles, a vulcans, and laser cannons, ect…

Melee weapons [100 VP | First Free for Taraakian]:
Melee weapons, ranging from swords, axes, spears, and chainsaws and other tools

Terran's Drone [100 VP | First Free for Terran]:
Three drones can self-destruct and fire lasers, a new drone appears after a day if destroyed

Blitz back-shield [100 VP]:
A covering protecting the ship/mech from energy weapons but increasing its weight

Mine Launcher [100 VP | First Free for Taraakian]:

A miniaturized Taraak space mine production plant allowing the release of powerful mines

Diffusion shield [200 VP]:
An additional shield generator similar but more compact than Nirvana's, it is powered by a fragment of Paxis



Shape change [300 VP]:
You can transform your mecha into a new form, maybe change Terran Harvest Fleet Drone into this form, maybe give an animal form to your giant robot, maybe you want to give your mecha a transformation into Dread or vice versa

Doppelganger [300 CP | Discount for Terran]:
Your machine now has the same copy ability as the Harvesters fleet gains the ability to copy the Vandreads (or another ship/mecha) and even the Nirvana.

Partner [200 CP | Discount for Terran And Free for Pragma Paxis Onee-san]:
Who said it was necessary to have two drivers with this improvement your machine can be counted as the additional driver and in any situation having the condition requires several people to operate, moreover it can act alone if you have problems and come to you

Radiance [600 CP| Discount for All except Terran]:
Pragma paxis increases its radiance when it feeds on positive emotion, if you don't give up and keep hope you can convert all this energy into an ultimate attack or perhaps a super form it's up to you to see



Companions

Companion Import [50-200]
You want to create a crew maybe this option is for you

50 CP/companion, 200 CP/8 companions, each gets 600 CP.

Canon Companion [Free]
You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift.

One animal friend [50 CP]
You get an animal of your choice it is not only intelligent but it uses weapons, pilots' mecha/spaceship and has the personality you want



Pragma Paxis Onee-san [300 CP free if you take Pragma Paxis Chosen]
She can control and evolve mech and machine powered by it, generate energy without ever drying up and increase the quantity produced thanks to positive feelings You can import a companion (AI, sentient energy, or other) giving them the same ability



Drawbacks

Your adventure [+0 CP]: You can replace one of the named crew members. you can also be in any version of Vandread which is your favorite, perhaps the anime, manga or even a fanfiction it's your choice.

Smile [+100 CP]:
You may have taken Gascogne's words too much to heart, in any case you are stuck in a constant smile, ideal except when the situation is absolutely not suitable for it

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years.

Real ship bunny [+100 CP]:
You're not going to breathe the same air as man/woman! Throughout this jump you will wear mascot costumes in the presence of the other sex. If you didn't have one here is one in the cutest bunny shape for free.

I'll bring you a ship/mech [+200 CP]:
It seems that your personal mecha obtained in this jump is not there but it is in the building/spaceship right in front of you. It's up to you to collect it and recognize it, don't worry, it has a mark (maybe literally, maybe it's a Jumpchan sticker or even your emblem). However it is kept by dozens of beginners straight out of school and a handful of Vangard it is up to you to see the method to recover it.

Jet Lag [+200 CP] : Operating heavy machinery becomes very exhausting. May also apply to complex tools/machinery where relevant, like computing or medical/mechanical operations.

Glory Days [+400 CP]:
Start the Jump before Hibiki was put into stasis; you have to survive until the end of the usual canon when the Nirvana ends the war with Earth. Starts you at a younger age by default and your body will hold out as long as you don't do anything too foolish, but it's still up to Jumper to live the better part of a century beyond what they thought they were in for.

The most unhappy person in the universe [+400 CP]:
The world seems to hate you personally just like the pilot of Nirvana in the series, at least you can easily be friends with him because just like him you will constantly suffer the mockery of your comrades, your efforts and your injuries they will laugh at and if someone must do something dangerous you will get involved in it like manually opening the nozzles of the ship while the latter is going in the wrong direction in space

Taarak was right![+400 CP]:
Jumper You are not in the normal version of Vandread but in the propaganda version of Taarak, all women are really frightening monsters and they want to eat you!

Harvested [+600]:
Jumper is horrible, the aliens collect your powers coming from part of your body, not only for this jump you no longer have them but certain alien ships have now integrated them... You could perhaps recover them by defeating them and by regrafting its parts on you or perhaps you want to analyze this new technology

Another Cog [+600]:
You have the same issues with your physiology as Terrans do, and will have to replace at least some of your starting body over the course of the Jump. The more you exert yourself, particularly with abilities from outside the Jump, the sooner/more you'll have to replace.

Decisions

You have three choices …

Go to next Jump
you start the Paxis and prepare yourself for your next jump

Stay
Stay and enjoy your current life.

Go back
Tired of your travels in space and wanting to rest back on your home planet, you keep with you everything you obtained during your adventures and a delicious dessert from me!

Note:

- Thanks to Grimms VI for the help especially on the Drawbacks: Glory Days, Jet Lag, Another Cog