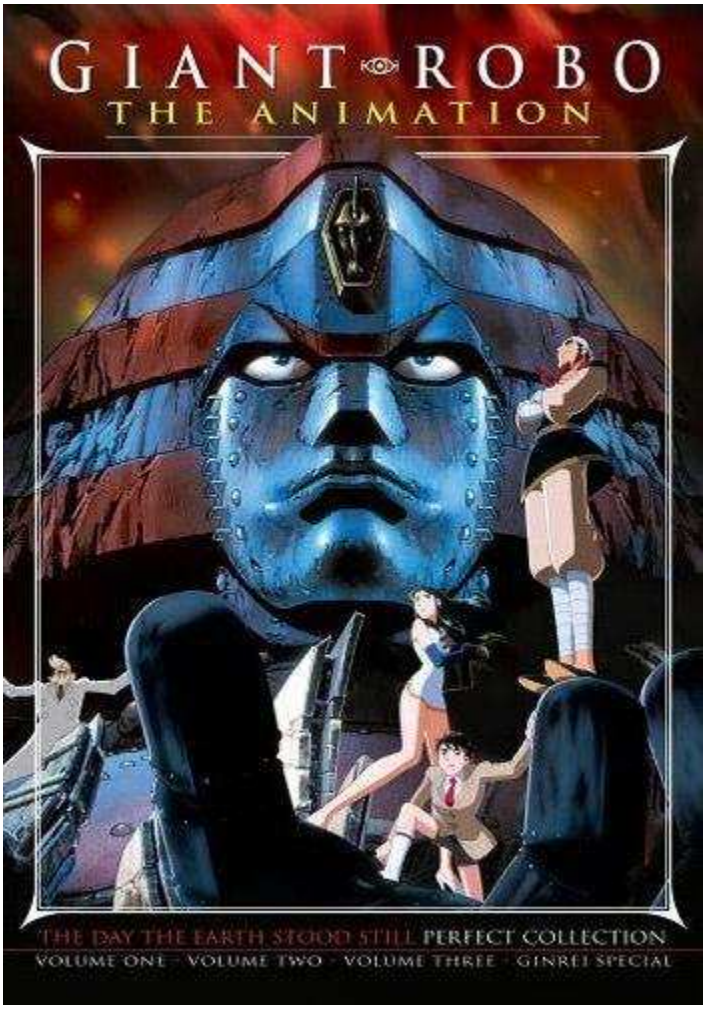
Giant Robo the Animation: The Day the Earth Stood Still
V1.0
By XAnon

Can a new era be achieved without misfortune?

Can happiness be achieved without sacrifice?

These are the questions you will confront here, Jumper. Prepare yourself for…



This is a world brighter than its tragic history would otherwise indicate. Ten years before your entrance here, a new power source known as the Shimuza Drive was developed in the wake of a global power outage and the destruction of the country known as Bashtarle. Two thirds of the world's population died during that week. But, with easily produced and polutionless Shimuza Drive, civilization rose again as the easily adaptable power source was implemented into every aspect of this world's life. From the dark of the night to a shining new golden age.

Where you stand now is a place unlike any other. Heroes straight out of Chinese epics wielding their very life force clash with suit-clad conspirators on the rooftops of futuristic trains while towering machines duel in city streets. The terrorist organization Big Fire and their elite

warriors, the Magnificent Ten, are thwarted at every turn by the heroic International Police Organization and their Experts of Justice. Caught up in all of this is the young boy, Daisaku Kusama, who was entrusted with the nuclear-powered Giant Robo by his father at the moment of his death. The most powerful robot in the world, this mighty machine now stands at Daisaku's side as he assists the IPO against the malevolent terrorist organization.

But this age of heroics enters its twilight, as a demon from the past that all but the most curious or devoted have left forgotten rises to tear this fragile prosperity apart. Soon, the lights of the world will go out once again as the tragedy of history repeats itself.

Or perhaps not. You're here, after all.

As usual, here are your **1000 Choice Points**.

Now, whether you choose to take up the mantle of a hero or the cloak of a villain, make your life a tale worth telling.

Location

Up for a bit of sightseeing, Jumper? While you are free to enter this jump anywhere in the world, the places below will be particularly important in the coming days. Therefore, as an alternative, you may also roll a 1d6 to let that decide your location among the areas listed:

As a minor note, you begin roughly one month before the IPO manage to capture the third Anti-Shimuza Drive.

1. Hong Kong
Where the first act of this epic begins. The city of Hong Kong has benefitted just as much as any other modern metropolis from the introduction of Shizuma Drives. The trains, cars, and general design here carries a charming retro-futuristic aesthetic you might not have seen before. Just keep an eye out for a certain train that will run through here sometime later. It carries a very important package.

2. IPO Peking Regional Headquarters
This is the central headquarters of the International Police Organization, and where you can meet quite a cast of colorful characters if you wander around for a bit. If they don't kick you out first, of course. Alberdo the Impact, one of Big Fire's Magnificent Ten, and his manservant Ivan will strike here to seize the third drive from the hands of the IPO. If you are less inclined to violence, I would suggest leaving here before then.

3. Eiffel Tower
Ah, Paris. The city of love. Unlike Hong Kong, the capital of France has maintained a much more old-fashioned culture, even as Shimuza Drives permeate every part of modern Parisian life. A month from now, three members of the famed team of scientists who originally developed the Shimuza Drive will climb to the top of a cathedral and hang themselves out of shame for a buried mistake. Additionally, this will also be the first appearance of the Still Effect and the initial target of Genya and his Eye of Vogler, a massive spherical doomsday device armed to the teeth with the capacity to shut down Shimuza Drives. If you want to nip things in the bud a little early, or just stick around for the show, this is the place to start.

4. Shanghai Oil Fields
The last functioning oil refinery in this world after the Shimuza Drive's efficiency and ease-of-use rendered petroleum and other natural resources unsustainable as fuel sources. This is the is where the initial battle between the Experts of Justice and the Eye of Vogler takes place, and where many of the Experts would lose their lives. An interfering third party would have a great deal of opportunity here.

5. Saint Abbe Power Plant
Built over the site of the laboratory that initially caused the destruction of Bashtarle, this Shimuza Drive power plant is, appropriately, the location of the final battle between Genya and the Experts of Justice. It is also where the young Emmanuel (now known as Genya) and his father, the reviled scientist Vogler, would take refuge from the world's undeserved ire in the wake of the Tragedy of Bashtarle. If you wish to see the power of Shimuza Drives firsthand, there are few better places than here.

6. Free Choice.
A bit of a break if you entrusted your fate to luck. Feel free to start at any of the locations listed above.

Origins

Your gender remains the same, or you may change it for 50cp. You may choose to have a prior history with the International Police Organization or remain an independent third party before entering this world.

Youth (Free)
Age: 12 +1d8
Perhaps you are an orphan, or maybe you are the member of a loving family. No matter what your exact origin is, you have little experience in this world. But you are far from naïve. Instead, you more than make up for your inexperience with an enthusiasm typical of someone with a mind who has yet to be bogged down by the fears and foibles that come with experience. Despite your youth, this unique perspective will let you walk without fear into the places where heroes and villains alike would have long since faltered.

Scientist (Free)
Age: 30 +1d8
You are a man who seeks to bring light to the dark of night through the study of the natural world. A respectable profession, as it was a few of your peers who discovered the principles behind the Shizuma Drive a decade ago. Most likely you will have a passing familiarity with their work and knowledge of all the most recent theories. Unlike your peers, however, you have an aptitude for applying your inventions just as well as researching the rules behind them. Perhaps your own light will eclipse that of the Shizuma Drive, and bring an even brighter golden age than one that has ever been seen?

Martial Artist (100cp)
Age: 20 +1d8
It would be remiss of me to say that this world is powered entirely through science. Those with the dedication to hone their bodies can go much farther than your original home, so much so that masters of martial arts here would more closely resemble the ancient heroes spoken of in epics and mythology. This is partially due to the existence and relatively common use of ki, an energy that flows through all things that martial artists here have learned to use to enhance themselves and perform supernatural powers. And now, you are among the mighty combatants of this world. In time, you would be able to match one of the Magnificent Ten or an Expert of Justice. Stand proud, for you are the stuff of legends.

Agent (100cp)
Age: 30 +1d8
Not all the movers and shakers of this world stand in the light. There are dangers hidden in the shadows that even the most hardened man of this age would grow pale at. Organizations like Big Fire move through the darkness, launching terrorist attacks without warning on an otherwise unsuspecting populace. While you are not necessarily one of their ilk, you are familiar with their methods and, with work, could eventually establish an organization to match the BF Organization's size. You do not hide from the dark of night but make it your cloak. And through that, you shall become unassailable to even the mightiest warriors of this golden age.

Perks

General:

Archetypical Art (Free for All)
This is world is not exactly one of subtlety. It is a place of storming emotion, grandiose battles, and larger-than-life individuals clashing to decide the fate of the world. So, let me help you look the part. Your new bodytype isn't necessarily more attractive, but it does match the role you've chosen to play for yourself here. If you're a martial artist, you'll be muscular and shapely. If you're an agent, you'll have a naturally sophisticated aura about. A wise scientist might sport a long white beard despite not even hitting their late thirties. I'll leave the specifics to you, but at the end you'll look like a clear example of whatever archetype you wish to embody. And, admittedly, it will probably look good.

The Way of Wuxia (Free for All)
In order to reach the heights other warriors in this world have already risen to, you have learned how to channel ki through your body and other objects in order to perform superhuman feats. The power and skill of these techniques increase with practice, and someone who has used this energy for several years will be capable of ripping vehicles out of the sky with mere weapons of steel, of leaping from the ground onto the roof of a multi-story building in a single bound, and of running across the battlefield at speeds just below supersonic. As a master, you would be able to hold off even a doomsday weapon like the Eye of Vogler for a few moments without further enhancement. Interestingly, you have also learned how to convert ki into electricity to power conventional devices. A useful trick in the case of a power outage.

Your origin decides how much skill you have had channeling this force. Youths and Scientists have only a textbook understanding of the power and must start from the ground up with their training. Martial Artists and Agents already have several years of practice in both the base usage of ki and whatever techniques they possess.

Once this jump is over, you will gain the ability to teach others how to use their ki as well.

A Father's Question (200cp)
It is easy, upon seeing the problems of the world, to attribute malicious intent to the people whose actions lead to this dire situation. But those of the past may not have been monsters, but rather people struggling with the challenges of their age to the best of their abilities. You will rapidly find this to be the case, actually. People from the past whose findings, gear, and information you rely on are surprisingly helpful, and these deceased individuals will show a surprising amount of care and concern for the future and those who come after them. An old scientist's journal you decided to peruse could contain detailed notes about his discoveries, despite never really expecting anyone else to read it in the first place. A dead relative's car you had to borrow may still be in tip-top condition, maintained with the specific intent of helping someone down the line. This will not apply in every instance where you find the remnants of those who came before you, but it does make it so that you encounter them more frequently. The past, after all, is not always something to be loathed.

Weapons of the Night (300cp)
These secrets are something of a forbidden science here, shunned by this world. Some would say for good reason, as they are employed only by the terrorists of Big Fire. Although, that might simply be because a devotee of justice hasn't yet given them a chance. In simplest terms, you can now build Giant Robots. The clay-doll like Uranus and its forcefield; the levitating, vacuum-sucking Gallop; and any other machine employed by Big Fire, along with all of their unique mechanics can be created by your hand… barring two. The inner workings of Big Fire's own Neptune and the Giant Robo are unknown to you. For now, at least. Doubly interesting, however, is that you now also possess enough knowledge on nuclear theory to create an incredibly efficient nuclear fission engine and fission-based propulsion systems, sized perfectly to power these machines. Of course, gathering the material for such an engine would be difficult given that nuclear power was replaced by Shizuma Energy and sworn off by the whole of civilization a decade ago. But if you could procure enough material, and push your new engineering skills to the limit, you might just make something to match the two aforementioned nuclear machines. Create the tools to find your own answers, Jumper.

Immortal Detective (200cp/600cp)
It seems like the Interpol detective Murasame the Immortal has a peer, perhaps in more ways than one.

For **200cp**, you have gained all the skills needed by a detective. You notice all but the smallest of details about the things around you and can spot clues or hints in the most obtuse of places. With a little bit of extrapolation and thought, you can tie this evidence together to come up with surprisingly accurate theories. These hypotheticals won't always be correct, but you have enough experience to adjust and tweak them with further information. A little bit of work later, and you should have a good part of the whole picture figured out.

With the full **600cp** purchase, in addition to his detective skills outlined above you also gain the Murasame's other ability: his immense regeneration. Wounds heal to the point that if you are shot, the wound will start to seal even before the bullet as exited the wound. Limbs will regrow in seconds after being taken off – even your head. More severe injuries will take a longer amount of time to heal, however. Getting stepped on by a giant robot or having half of your body disintegrated will take you more than a few minutes to recover from, and in this world of larger-than-life characters those kinds of wounds happen at a concerning frequency.

Youth:

A Promise Kept (100cp, Free for Youth)
And a past remembered. There are many people who seek to hide the past in this world, but in the end all they are really doing is running from their mistakes. But not you. You look at the world with new eyes. And with this fresh perspective, you can easily identify and shake off any irrational fears and prejudices you might possess. You can't necessarily convince yourself that sticking your hand in a fire isn't going to hurt, but societal taboos or assumptions pushed on you by years of cultural pressure will swiftly fade away with a bit of effort.

To Stand by Your Side (200cp, Discounted for Youth)
You might not build the tools you're given, but you will prove to be their worthy inheritor. You can always pull just a little bit more out of the tools and machines you're using, so long as you treat them well. Consistently sharpening a good, if plain, sword will see it biting far deeper into steel than it ever should be able to. Consistently maintaining an old car will let it drive across a landmass with only a need to stop to refill its fuel. And showing your giant robot that you give a

darn about it, even if you only wash it every now and then, will see its combat capabilities rising noticeably. Sentient machines and tools will recognize and appreciate your concern a little more in addition to receiving the above benefits. The legacies you receive might be a boon as much as a burden. Don't neglect them so easily.

The Sins of the Father (400cp, Discounted for Youth)
… Are not your sins. But you must bear them anyway, just like everyone else in this world. Of course, you might not see these burdens at first glance, but they are there. Hidden beneath the surface, gnawing at an individual's confidence and holding them back from the person they want to be. Perhaps you will lighten that burden a little? You can easily identify any mental hangups or trauma a person has after a few conversations with them and can gently lead them away from those painful experiences in a way that isn't self-destructive or harmful. While this does also let you influence people much more easily than an ordinary person, know that you are a guide for those you wish to help and not a craftsman. The core of their person will remain the same… only without the crushing weight of past traumas resting on their shoulders.

A Son's Answer (600cp, Discounted for Youth)
Every generation leaves questions for those who follow them to answer. Discoveries left unpursued, regrets left buried, scars left covered. But for those who've sacrificed so much, you will answer these questions. And others, as well. Whenever you are presented with, or present a question to yourself, it seems so much easier to find the answer in a timely manner. If you ask "where can I find food?" in the middle of the wilderness, you might run into tracks of that game animals might leave a minute later. If you ask, "where can I find a particular book in a library?", then you might find a note with the book's shelf number. For more philosophical or vague questions, such as those posed to Diasaku by his father, you will find enough information – whether it be through discussion, experience, or literature – to evaluate any nuances the query might have in order to form an educated opinion. Even self-reflection and soul-searching is more effective for you, as you swiftly discover characteristics and traits you were previously unaware of while clearing away delusions and misconceptions. Watch yourself, however, as the road to some answers are perilous even with this extra assistance, and there is no promise that you will like the results you find. Despite this, the thousand miles that follow after the first step don't seem so quite so long or so terrible. Look around you, Jumper. The questions of the past are just waiting to be solved.

Scientist:

It's Not An Illusion! (100cp, Free for Scientist)
Misinterpretations are death. While a word heard wrong might easily ruin someone's afternoon, in some grand cases it could lead to a worldwide disaster. Thankfully, you have a gift for clearly and concisely explaining yourself to prevent these potential catastrophes from happening. Whether in writing or speech, you can cut down on unnecessary verbiage that others could possibly misconstrue, ensuring that your audience understands at the very least the bare minimum of the subject you are discussing. This brevity allows you to clearly communicate your intentions with a few words, and the cleanliness of the style will prevent others from taking your writing or words in the wrong way. There will be no mistakes when you state your intentions now.

A New Age (200cp, Discounted for Scientist)
Your discoveries cannot shape the world if they cannot even reach the average household. The failure of the waste-free predecessors of the Shizuma Drives – solar and wind – was that they

simply weren't convenient enough for the average person to use compared to nuclear power and petroleum. But don't let that stand in the way of your dream, for you have to taken the first steps in rectifying this situation. With the skills you possess, you could easily adapt any power source you have the skill to develop to modern conveniences. Vacuum cleaners, dishwashers, even whole homes powered by turning gears or steam are all within your power with a little bit of work and study. As a final note, you know how to apply a retro-futuristic aesthetic to the inventions created through this skill without any cost to its efficiency or resource use. This skill can be used to adapt those power sources to military or transportation technologies as well, but that would take a great deal longer. The war for the new age is waged in the home, after all.

Shizuma Specialist (400cp, Discounted for Scientist)
Were you an assistant to Professor Vogler, like Go? One of the original inventors? Or even a self-educated student? Whatever the case, your understanding of Shizuma Drives and the energy contained within them is matched perhaps only Vogler himself. These easily created, pollution-less, and waste-less devices are hilariously easy to scale up to power a giant robot or to miniaturize in order to fit into handheld or household appliances. You, however, can get the absolute most energy of these devices. Drawing enough power out of a handheld Shzuma Drive to power a home and enough power out of a larger drive to power a mech is a walk in the park with your skills now. And for one of the mech-sized drives? Well, perhaps a small town or city instead? In future worlds, you are aware of the chemical reaction involving easy-to-attain materials that can be used to make Shizuma Drives. I'm sure those you meet down the road will regard you as a hero.

Of course, if you wish to be less than benevolent, you may also use your knowledge to create Anti-Shizuma Drives. While costlier to create than regular drives, anything more than a handheld sized drive of the strange substance will shut down an entire city of powered by Shizuma Drives. Someone here soon will use two A-S Drives to shut down the whole countries. That which you give… you can also take away.

The Night is Ours (600cp, Discounted for Scientist)
Is the search of science truly only about the fame, the fortune, and the search for knowledge? Or do you seek a higher purpose; to shape the world for those who come after you? With the inventions you create, your dreams can become reality. As your inventions become more widespread, so too does your vision of a new age. With only a little use of your designs by the public, you will see the ideas you wish to promote talked about and considered much more frequently than before. Attaching your inventions to an era of peace between men would see an end to only the most minor conflicts with their recent introduction to the markets, just as it would see those conflicts increase slightly if you sought a period of endless war. As thousands of daily users become millions, you could speed up societal developments or reverse them across the world. Just know that if you wish for your ideas to become the dominant force of a new age, you will need at least a quarter of a civilization's population using your designs before then. A utopia built on scientific progress or a war between men and all other men will only be attainable if close to the entire population you wish to effect are employing your creations. Perhaps, like another scientist dreamed, you will illuminate the night, and let man walk through the darkness without fear for the first time in history.

Martial Artist:

Expert in Justice (100cp, Free for Martial Artist)
Years of conflict have certainly left their mark. You have trained for over a decade of mastery in either a single mundane martial art or with a single weapon of your choice, and possess a muscular body refined by the use of your chosen art to the point where some of your escapades are, quite honestly, more than human. You can leap to the top of tall buildings and run straight up vertical walls with the abilities you have now. The thugs Big Fire sends against you are mere chaff to be torn apart, and you could even offer a fair fight against one of the Magnificent Ten should you have the misfortune of meeting one of their members on the battlefield.

It Was My Duty (200cp, Discounted for Martial Artist)
Is this the place you've chosen to take your stand? Where you will either break your enemy or be pushed into hell's gate? So be it, but you will not go quietly. When you cannot retreat any further, whether your objective demands that you guard that particular area, or you have been cornered where you cannot escape, you find yourself growing more powerful. Your senses grow sharper, your reflexes faster, and your skill at using your abilities just a bit better than what they were before. A mere Expert of Justice could meet one of Big Fire's humongous warmachines on foot as an equal combatant if the situation demanded it. I'm sure your last stand, should it truly be your last, will be spoken of in the same breath as Thermopylae or any other legend.

At the Last Moment (400cp, Discounted for Martial Artist)
What kind of epic has the hero to die off in the middle of their own story? Not yours, in this case. You carry a kind of luck that prevents all but the most ridiculous happenstance from killing you off. That bomb's explosion form just right, so that you're knocked on your feet instead of ripping you apart and blows that would otherwise tear buildings from their foundation will otherwise hit you in just the right place so as to bend your bones instead of disintegrating them. Standing in the shadows of giant machines duking it out is now only a minor hazard, as even should one step on you it will only leave a hell of a bruise and a serious headache. And you might actually survive that mile-high fall from an airship now! Just know that this protection dwindles against directed malice. While an assassination will probably fail, a duel to the death with a long-time rival will only have you being a bit luckier than your average combatant. The hero can't simply have his victories handed to him, after all.

I Said I Would Protect You (600cp, Discounted Martial Artist)
The enemy is at the gates and the lights of this bright world will soon go out. But not all of them, and not yet. Because you are still here. Still alive, and still fighting for something. You may choose a preexisting thing, whether it be a person, a place, or an idea, and you may tie its fate to yours. Your dear friend will live so long as you do, your nation will not collapse, and civilization itself will shine defiantly bright when you stand for it. Interestingly, you find yourself taking on beneficial similarities to that which you protect now. Guarding a scientist would let you learn their practice more easily or guarding the golden age of mankind might give you just a bit more optimism to push through the dark night. Dangers come with this position as well, however. Sooner or later, the enemies of your charge will see the link you share and will begin targeting you directly, and you do not need to die for this blessing to fail. A complete and utter defeat will be enough to sever the bond you share. Anything less than that, though? The lights of what you defend will shine bright, even through the darkest nights.

Agent:

Surely You Jest (100cp, Free for Agent)
There's just something… frustrating about you, Jumper. You have a natural talent at inciting emotions in people through taunts and minor insults, as well as the discipline of mind to keep a smile on your face through all but the most challenging ordeals. Be careful you have the walk to back up the talk, though. Taunting someone who can tear down buildings with their bear hands might not be the smartest idea.

Playing Possum (200cp, Discounted for Agent)
In this shining age of new developments, you've learned to move between the ever-growing shadows. Breaking into a heavily-guarded building, shifting unseen through a hallway, or blending into a crowd to slip away from a chase are old hat for an operator like yourself. When you do not wish to be seen, you can make it damn difficult for guards or pursuers to catch you. Not impossible, but it would take a particularly perceptive or well-trained individual to spot you. To compliment these surreptitious skills, it seems you've picked up an affinity for playing dead in your many years of travel. You can set up situations where it appears that you have plausibly died with surprising ease, so that you may strike back against your enemies with renewed vengeance. Hiding in a snowbank on a mech's shoulders might be a bit on the nose, but you would be surprised how people miss the little details in life-or-death situations.

Starting a Fire (400cp, Discounted for Agent)
With all the glittering lights and contented smiles, I would not blame you for thinking this world was a utopia. But that is simply not true. Even here, discontent stirs from below at ruinous issues while burning questions are left ignored and forgotten. The terrorist group Big Fire thrives off of this dissatisfaction and uses it to hold the world the world hostage. And now they are matched by only one more person in this regard: you. When it comes to stirring up resentment in a population and taking advantage of it, there is no one better. With a few choice words and some legitimately good arguments, you could have an otherwise peaceful gathering stirred into a frenzy, ready to tear down the meeting they were in. Of course, that's a bit forthright, and in this age of superpowered justice-seekers it might be better to take more insidious methods. Methods which you are equally skilled at. Establishing a hidden organization built off of this resentment comes just as easily to you now. While it would take some time to gain the power that Big Fire now wields, with a few years' work the world will whisper your name in fear. Remember, all it takes is a spark to set a fire, and a fire is more than enough to burn the world to ash.

Destiny Will Not Be Decided Here (600cp, Discounted for Agent)
Isn't it irksome? When a brat with no idea of the stakes at play decides to ruin your well-laid plans against those pesky heroes long before the climactic struggle for control of the world has even begun? Well, you need not fear inconveniences to the first stages of your machinations any longer! So long as you are advancing your agenda, you will find that your plots are ironclad in their early stages. Inspectors will fail to discover evidence, your foes will flail around incompetently, bullets will somehow wiz around you, and the world itself will seem powerless in your opening move. This protection will steadily fade towards the completion of your devilish plot, however, dwindling over time as the *coup de grace* approaches until you are left with a still sizeable but not quite as titanic benefit as fate had provided in the early days of your plan's creation. Until then, however? Set the board and place the pieces without fear, for the time of reckoning has not yet come.

Ki Techniques

As martial artists in this world begin to hone and master their use of ki, a fair number of users develop unique methods to employ their ki in certain ways. Some simply learn to manipulate a classical element of nature, while others gain a whole host of different powers. You may purchase multiple powers from this section if you so desire.

Martial Artists and **Agents** gain a **+200cp** stipend for use in this section alone, having dedicated a portion of their life to using ki already.

Custom Powers (Variant)
The powers below are only a few examples of those seen in this world. If you wish to, you may have developed your own ki technique. As a rule of thumb, powers that are relatively limited in scope or ability (though not necessarily power) cost **200cp**, while much broader abilities will cost **400cp**. Anything that would let you do something like shatter a mountain range (like the Chief's Big Bang Punch) or cross a planet in a second from the word "go", will cost **600cp**. As a note, should you purchase a technique that would lead to your death through its use, like the aforementioned Big Bang Punch, that drawback will be removed. Instead, the technique will simply cost an exorbitant amount of ki.

Elemental Manipulation (200cp)
A simple power, but a potent one. This ability allows you to use your ki to control one of the four classical elements – Earth, Fire, Water, or Wind. You may both shape your chosen element to your will or, if none of your element is currently available, convert your ki into that element instead. In the beginning, you will only be able to send out cutting gusts of wind, burning gouts of fire, streams of pressurized water, or tearing boulders from the earth and chucking them at your foes. Soon enough, however, you will be summoning tidal waves, opening mile-long fissures, raising fire storms and calling tornadoes, each depending on your chosen element for manageable costs to your ki reserve. You may purchase this ability multiple times to gain control of another element.

Shockwave (200cp)
It appears Alberdo the Impact is not the sole user of this technique any longer. You now possess the ability to convert your ki into physical force. With a punch, you can launch a stream of kinetic energy towards an object and damage as if you slammed it with some kind of shockwave. The power of your shockwaves depends on how much ki you expended in using that power. A bit of work and practice, however, will see you launching shockwaves that will rip apart anything in your general area, enhancing the power of your physical strikes even further than regular ki, or draw certain things towards you as well. You can even fend off or absorb other kinds of energy being launched against you, as Alberdo's shockwaves did when they met the Eye of Vogler's beam cannon as an equal force.

Resonance (200cp)
You may channel your ki through soundwaves created by an instrument of some kind. You could blast your enemies away with a consistent rhythm or create a powerful shield of ki and sound as well. Unlike most other abilities on this list, this technique is greatly strengthened when employed by multiple users at once. Luckily, Resonance is fairly simple to use so long as you know how to play an instrument and come quite naturally to those with musical talent. While the Gen Brothers prefer to use drums as their implement of choice, who's to say a guitar, a flute, or another more modern instrument would be any less effective?

Insect Control (400cp)
The insects of the world have found common cause with you, Jumper, and will respond to commands you give them through your ki expenditures. Despite the name, this power applies n to arthropods, not merely insects, so feel free to add spiders to your loyal army of creepy crawlies. As your reserves increase and you train this talent, your power will gain a greater range and more insects will heed your command. In the beginning, you will only hold enough ki to assault a small village at most. As a master of this ability, you may drown entire cities in black clouds of insects.

Pitch Black (400cp)
A power held by the mysterious Big Fire, the cryo-frozen leader of the organization of the same name. At a single mental command, your shadow will take on the texture of an inky black pool of liquid and expand as far as your ki reserves will allow it. Those caught in the tide will be dragged down and submerged into a strange not-space, held suspended and at your mercy. Eventually you will be able to increase the speed at which your shadow travels across land, shape it into autonomous animals that hunt down those who seek to do you harm, or limit its travel across the ground to a single direction.

Taoist Sorcery (400cp)
Sometime in your past, you must have studied with the ancient Chinese masters to learn these arts. The powers you now possess are numerous and powerful. Among them, you can now summon a variety of spirits into the physical world through your ki, such as the sorcerer Taiso's gigantic serpents. You also have some elemental abilities, though they are nowhere near the power of a specialist, transmute paper into a multitude of objects like lanterns, and can create illusions to fool all but the most perceptive of your foes. While these techniques grow slower than other powers on this list, as they require the attainment of inner peace as much as ki, the variety of these powers should make such meditations worth the effort.

Teleportation (600cp)
You wish to use the hidden power of the Vogler children? So be it, though I would advise keeping it a secret, as Vogler is not the most well-regarded name in this world. No matter, though. With this power, you need only imagine a place to be whisked away to it in a flash of green light. Theoretically, you could cross the entire planet or carry yourself into space in a single instant with no more than a thought. While it might seem obvious, you may carry things attached to or around you as well, though the larger the burden the more strain the teleport will place on you. While the Vogler children must harness their very life force to use this power at its greatest potency, you have been blessed to have this ability tied to your ki instead. This limitation means that you will not be able to match the feats of the Vogler children right out of the gates, but you also won't have to risk losing a limb after moving too many times either. And with practice and time, you will be able to surpass them as you lessen the cost of greater feats of teleportation on your ki reserves.

Additionally, this ability also has an instinctual component built into it to protect its user. Once per jump, or once every ten years after the end of your chain, this power will instinctual drag you out of danger just as it stole Ginrei and Genya from the Tragedy of Bashtarle. This particular aspect of your power comes at no cost to your own abilities or reserves.

Items

Youth:

Communicator Watch (100cp, Free for Youth)
This little wrist-strapped device looks for all intents and purposes like a retro-futuristic watch. Why it even tells the time! But, as I'm sure you've figured out by now, looks can be deceiving. This little device also functions… as a phone, letting you communicate with various people across vast distances! Okay, that's probably not terribly impressive either, but what this watch does do is let you connect to various vehicles you have and give them orders vocally. The effectiveness of these commands depends on the machine's own complexity, though. Something simple like a car could only drive to your location or where you tell it to go, while a more complex machine like, say, an already partially-sentient giant robot will do its best to follow your commands down to the letter. Though I have no idea where someone as young as would get something as dangerous as a giant robot.

Airship Carrier (300cp, Discounted for Youth)
How exactly did someone so young come into the possession of something so large? This is an airship of similar make to the Greta Garbo, the state-of-the-art Shimuza-powered machine used by the Experts of Justice to ferry the massive Giant Robo across the world. Unlike its counterpart, however, this particular carrier has an incredibly effective autopilot system. All you need to do is enter the coordinates of the location you wish to go, and the airship's autopilot will handle everything up to and including the landing. Another notable feature includes a fairly spacious hangar bay, fit to carry several smaller air-capable vehicles, or even something as large as a massive humanoid machine. But who would lug around something as absurd as that?

Unfortunately, the insides of your new vehicle is fairly spartan, with only the captain and crew quarters outfitted with bedding. But seeing as this machine remembers all the changes you make to it between jumps, don't hold back on freshening things up a bit.

A Message From a Past Age (600cp, Discounted for Youth)
At the dawn of the Shimuza Drive, mankind cast aside all other forms of energy production. Solar and wind energy were found too inefficient to maintain. Coal and petroleum were deemed too damaging to the environment. And nuclear fission was claimed to be too dangerous for human use. But the power of the atom was not something that could be forgotten so easily. Big Fire saw the potential might nuclear power could bring them and provided Daisake's father all the resources he could ever need to harness such a volatile energy. Dr. Kusama succeeded beyond even Big Fire's wildest expectation and created what was to be the most powerful humanoid machine to walk the earth – the Giant Robo, a match even for Big Fire's own nuclear machine, Neptune.

But where these two powerful mechs stand in a category all their own, they are now joined by a third member. Perhaps it was an old nation's forgotten superweapon, left to collect dust in an abandoned military facility; maybe a scientist gifted it to you as his final invention. However, you came op on this nuclear machine, what should be clear is that it is more than equal in sheer power to its brethren.

Let me start with the most obvious features of the machine. Its armament includes two heavy artillery cannons mounted on its waist that could both wipe out tanks in a single shot. The two nuclear-fission powered jets mounted on its back allows this machine to fly at speeds equivalent

to a jet fighter, and can shift to become two shoulder mounted beam cannons of ridiculous power. Rounding this off, the machine possesses hundreds of hidden rockets within its body and can release them all in a rapid payload of destruction. If you absolutely, positively needed to wipe something from the face of the Earth, each and every one of these weapons can be deployed simultaneously for a truly awe-inspiring salvo. Defensively, your nuclear machine is armed with a forcefield similar to the one deployed by Big Fire's Uranus and is capable of stopping anything less than a multi-kiloton bomb.

Yet the Giant Robo is not simply famous for its impressive arsenal. It was was installed with an Auto-Guard Circuit, a unique piece of technology gives it some form of rudimentary sentience. And like the Giant Robo, your machine carries an A-G Circuit as well. With this installment, your robot can recognize when you are in danger and react on its own, coming to your side as soon as its rockets allow it. In such instances, its maximum energy output increases multiple times over as the machine overclocks itself to remove you from danger – or to remove the cause of the danger, whichever is quicker. The Circuit also carries an emotional component, however. When you are at the cusp of making a great realization or epiphany, the robot's capabilities are boosted even further than when you are in danger to assist you in discovering your answer. For example, the boost allowed the Giant Robot to break through the Eye of Vogler's previously unscathed armor with little effort, the same armor which Robo had shattered its fist against earlier without the enhancement.

The final feature of this thirty-meter-tall robot distinguishes it from its brethren. It carries within its chest a ridiculously efficient nuclear fission reactor. This engine's efficacy allows the nuclear machine to function for centuries to come without having you so much as glance at it. But what differentiates this robot's generator from its brethren's is its ridiculous stability. When targeted by phenomena that would shut down its functions, the machine's generator allows it to press through the interference and continue to work at full capacity, even in cases of supernatural interference. Even phenomena that specifically target nuclear power would only slightly hinder this grand machine's movements.

The exact aesthetic of your new partner is entirely up to you, though by default it will look similar to the Giant Robo. If you possess a mech of your own, you may import it into this option at no extra cost to receive any of the benefits or features outlined in this purchase. You may also alter the imported machines aesthetic when you purchase this.

Stand tall Jumper, for on this giant's shoulders you rise to the height of even the greatest figures of this age.

Scientist:

Flowing Labcoat (100cp, Free for Scientist)
Now this is an attire worthy of a man who bends the very laws of nature to his will. An elegant white coat worn to guard a man of intellect from the dangers of exploring the natural world. Something which, so long as you wear it, this piece of clothing will do without fail. At least, it will for little experiments. Don't expect to walk out of a second Tragedy of Bashtarle just wearing this.

As an added bonus, this coat will also flow majestically behind you whenever you give a speech. I'm sure any onlookers will be suitably impressed.

Electromagnetic Wire Net Schematics (300p, Discounted for Scientist)
This is another old relic from the dawn of Shizuma Energy. Well, the schematics for it anyway. The machines contained in these writings were vital in limiting the damage inflicted by the Tragedy of Bashtarle upon this world ten decades ago and would be employed again against the Eye of Vogler in Shanghai. Setting these machines in a circular pattern around an object and activating them results in beams of electricity that will push an object struck by or captured between the beams away from the machines themselves. Interestingly, the net's power to repulse increases exponentially as more machines are employed. Twenty-six machines fired in unison would have been able to launch the city-dwarfing Eye of Vogler into space, for instance, as well as a redirect a fair amount of the runoff energy from the Tragedy of Bashtarle away from civilization. These schematics also come with various notes by the inventors on theories of how to miniaturize the effect for handheld use and how to adjust the machines to work off of different kinds of energy sources with ease.

Still Life Effect Notes (600cp, Discounted for Scientist)
This… is something you should be careful with, Jumper. This is a stack of a dozen books, with every margin filled with almost illegible scratches and scribbles. At least, that is how the writing appears at first glance. With a bit more exploration, you'll quickly realize that these notes describe the principles of the infamous Still Life Effect and provide detailed schematics of machines that utilize the effect. The Still Life Effect, also known as the Bashtarle Phenomenon, will soon be unleashed by Vogler's son Genya against the world that scorned his father. Conventionally this effect is caused by two prototype Shizuma Drives to shut down all Shizuma-derived energy sources in the span of a city. With these volumes in hand, you too can build these strange generators and halt the function of any machine drawing power from this world's most prominent energy source.

That is not all these tomes offer. With years of further study, you will realize that the formulas and theorems described within can be used on other artificial sources of power instead. Nuclear power and other energy sources will all fall silent under the sway of machines that once could only be used to cancel Shizuma Drives. With even more strenuous studies, even supernatural energy sources like magic and chi could be interfered with. As a rule of thumb, the more prevalent, powerful, and esoteric the energy source is, the more energy it will take the Still Life machines to suppress. Still, one man was able to bring the entire world to its knees with this power. I can only imagine what someone with your abilities can do.

Martial Artist:

Practitioner's Garb (100cp, Free for Martial Artist)
A bit rustic, perhaps, but someone with your training wears it pretty well. This set of clothing might look more at home in some kind of Wuxia movie than a more modern setting like this, but it is all the rage among the Experts of Justice and even some of the more martially inclined members of the Magnificent Ten. For a good reason, as it turns out. So long as you wear this item, individuals who have trained in combat will recognize you as a fellow practitioner and give your words more weight than they would have had otherwise. They could be a modern soldier, a lifelong martial artist, or someone in between, but so long as they have dedicated the better portion of their life to training, they will at least listen to you. Seeing as martial practitioners tend to be a hotheaded lot in this world, it might come in handy.

Extendable Weapon (300cp, Discount for Martial Artist)
This strange weapon would otherwise be used by the warrior woman Yoshi, but a copy of it seems to have fallen into your hands as well. At first glance, this ornate staff appears to simply be the size of a rather tall person. So long as it is in your hand, however, it can somehow extend to cover a vast distance in a short amount of time. While the immediate limit is about one mile in length, with an expenditure of ki the weapon can continue to stretch as far as you need it. Generally speaking, a trained martial artist can only handle a length of about ten miles without seriously taxing their ki reserves, but with further training and practice, who knows how long the limit really is?

Oh, one more thing. There's a bomb in the middle of this staff. Not a large one, but one that's strong enough to take out two experienced warriors if they were right in front of it. It will only activate on a mental command from you and only when you are holding the staff itself. Something to think about, at least.

Warrior Clan (600cp, Discount for Martial Artist)
As noble as it is to fend off the enemies of civilization as a lone hero, such an isolated life is one You have found yourself the recent head of an ancient and revered Chinese warrior clan like the Blood Wind Clan. The hundred or so members of this family is each a well-trained combatants and ki users, though one member alone is not nearly a match for someone as skilled as an Expert of Justice or a member of the Magnificent Ten. Together, however, is a very different story, as the members are trained to work in unison with each other through thick or thin. Fielded as a whole, this mighty clan would be the rough equal of a modern army.

The exact philosophy and tenants of this clan are ultimately up to you, but keep in mind that each member has their own life to live. And, like every family, this clan will have its own brand of internal squabbles. Still, when you ring the bells of war, every one of them will answer the call without question.

Agent:

Your Favorite Suit (100cp, Free for Agent)
If the suit is a gentleman's friend, then this suit is your best friend. This formal suit is black as night. It doesn't rip or tear, even in the blazing heat of pitched combat. But most important, this suit is comfortable. So comfortable that it could keep you warm in all but the coldest areas of the Arctic or the warmest desert. You could trek through anywhere but the deep Sahara and find the walk as pleasant as a morning stroll. Wherever you go, you will look like the pinnacle of style.

Big Fire Robot (300cp Discounted for Agent)
As comfortable as I'm sure a mastermind like yourself is pulling strings from the shadows, there are times when even the schemer must stride out into the light and state his piece boldly to the world. Which is where this gargantuan machine comes in. Rising close to thirty meters high, this giant robot is the pinnacle of modern engineering, fueled by a particularly efficient Shizuma Drive that lets it function in nigh-perpetuity. I'll leave the particular capabilities of the machine to you, though it shouldn't be much more powerful than one of Big Fire's many robots, and it is still no match for the might of Giant Robo. Still, anything else in this world will tremble before the sight of this titan; let its might speak for you.

A Little Spark (600cp, Discounted for Agent)
All it takes to ignite the fire that engulfs the world is a little spark. And, with this shadowy organization under your command, you are poised shape the world. Part criminal empire, part terrorist group, part spy network, the reach of this hidden society stretches across the globe and each member is utterly loyal to you and you alone. They could strike anywhere at any moment, locate anyone or anything you seek, or inhabit any area with only a single command from your lips. At least, on a good day. Only a few members of the thousand you now command are a match for a member of the Magnificent Ten or an Expert of Justice, and you don't have quite as many giant machines of death and terror that Big Fire has on call. But the rest of the organization are competent and loyal. In addition to manpower, your organization possesses a several factories poised to produce heavy material for, say, giant robots, as well as secret bases from which your loyal minions plan their actions.

With a good commander and some proper planning, you could set this world alight.

Companions

Companion Import (50cp/300cp)
While this is undoubtedly your epic, Jumper, you may also have a few friends that you wish to join you on your journey. For the cost of **50cp** a companion, or **300cp** for eight companions, they may gain a background in this world as well as **600cp** to spend on perks and items. Companions receive all stipends their origins would provide them with.

Canon Companion (50cp)
Ah, it appears that someone here has caught your eye. Have you and Daisaku really hit off? Perhaps you can't just leave your new drinking buddy Tetsugyuu behind? Or have you gained the respect and rivalry of Alberdo the Impact and couldn't stand to leave without your rival? Whoever it is, you may take a willing inhabitant from this world with you to accompany you on your journey through the multiverse.

Drawbacks

Perhaps the grand legend that plays out in this world is not enough to keep you entertained, or you wish to add your own flavor to the challenges presented here. Whichever is the case, you may gain a maximum of **+900cp** from drawbacks. You may take more if you wish, but you will not gain any choice points for them.

Crossover Central (+0cp/+300cp)
Perhaps you've heard stories about some of the people you meet here, Jumper. A strange quirk of this world is that it features characters and scenes from many of its creators' other works, so much so that it borders on the absurd. With this drawback taken for no points, that becomes a lot more apparent as individuals you've met before – both heroes and villains – will enter this world as well. While some might be happy to see you again, and others annoyed or furious, none will interfere directly with whatever it is you seek to accomplish here. Unless you decide to take this drawback for **+300cp**, in which case they very much will. In which case, your past has decided to come to you. Former friends and foes alike will force you to the field of battle for a grand display of power this world has never seen before. Try not to break the world in the process.

You may not take this drawback if this is your first jump. Believe me when I say you have bigger things to worry about than nonexistent rivals if that is the case.

Killed a Man at the Age of Twelve (+100cp)
Well, perhaps not. But events from your origin here have lead you to become rather boorish. You've gained a hot-head and are much quicker to mete out justice and make judgements than you would have otherwise. This might prove to be quite dangerous in this world of half-truths, lies, and misunderstandings. It will not be impossible to push through the biases you have acquired by your origin – or will soon acquire if you have appeared here without a past, but it will take dedication and work that goes against your instincts.

The Secrets of the Past (+100cp)
People in this world have become much more tight-lipped. Casually asking someone for directions to a restaurant will get you, at best, a nervous glance without taking a serious effort to get the person to open up. And I can only wish you the best of luck if you try to get someone to tell you an actual secret. I'm not saying that you will literally have to pry it out of them, but the amount of effort you will have to spend getting them to tell you the truth will certainly make it feel like you did.

… Are Best Left Forgotten (+100cp/+200cp)
Oh. Oh dear. It seems you have forgotten any prior knowledge you had about this world before you entered it. While you will still have any working information your background would have, the secrets obscured before the march of the future are hidden to you. Why is this such a terrible thing? Without intervention, the lives of billions will be destroyed entirely during your time spent here. For **+100cp**, this knowledge will return to you after Genya has started his warpath against the world with the Eye of Vogler, robbing you of any preparation time you might have had to curtail this tragedy. For another **+200cp**, you will have the entirety of this knowledge stolen from you for the duration of your stay here.

All for Nothing (+200cp)
It is a harsh epiphany, realizing that the whole of your decade-long work has come to nothing. Even more harsh that the vengeance you had single-mindedly pursued over this time is the exact opposite desire of the person you sought to avenge. It was enough to drive a man passed the brink of despair. While you never suffer quite as much as this unfortunate soul, it will take a herculean effort on your part to make any changes to this world, and to make sure that things stay changed. Defeating Big Fire will see another group pop up shortly thereafter with similar capabilities. This will never make your goals impossible, however, but it will make them much harder to attain.

A Worthy Opponent (+200cp)
Sometime in your past, or soon in your future, you have met or will meet someone who opposes you in every way. And they will continue to do so throughout most of the jump, almost as if the two of you drawn to fight each other as rivals in the same tale. Whether they be your ideological opposite or simple competitors in your walks of life, your counterpart is both competent and resourceful, and although they possess only the resources of this world, they will be clever enough to get around all but the most implacable abilities you possess.

Vogler Vindication (+300cp)
Whether it be because of a crime you committed in the past, or a tragic misunderstand, you are considered to be the most heinous criminal and murderer. Every person in this world knows your face, and your name is just as reviled as the tragic Doctor Vogler. While the average man who sees your face may run away in terror, the IPO's Agents of Justice will be actively hunting you down in between their clashes with Big Fire and Genya. Among their members, only Daisaku will hesitate to challenge you on sight as the other supernaturally powerful members will each seek your death. Initially the young pilot will be the sole individual willing to listen to your side of the story, but through a gargantuan effort of either fact-finding or heroism (depending on the true nature of the events behind the claims alleged against you), you may slowly drag your reputation out of dirt. Until then, however, it is you and yours against the world.

Forbidden Techniques (+300cp)
It appears that the terrible infliction suffered by Vogler's children has been forced upon you. Using any supernatural power you possess will drain your very life force and endanger your existence. Acts of great magic or psionic strength, for instance, will cause your entire limbs to flicker away into nothingness as your very body is burned as fuel. Although careful and scrupulous usage of your abilities can mitigate this trait, and light use will only cause your body parts to fade only for a moment before returning, any feat that would affect the area of planet or greater will undoubtedly disintegrate your entire body. I only hope your will and wits are enough to see you through the trials that await you.

The Tower of Babel (+300cp)
This was a future that was not meant to be. In another place, the leader of Big Fire, Lord Big Fire, was meant to awaken in a structure known as the Tower of Babel and lead his namesake organization to one last battle against the International Police Organization for the fate of the world. While the terrorist leader would otherwise remain asleep in this world and unfound for the next decade, now he has received a vision of a worthy foe and awakens to challenge them instead.

That "worthy foe" is you, by the way.

You will be hunted relentlessly by the BF Organization as its leader seeks to test the opponent he has been presented with. Assassins sent by the terrorist will seek your death at every opportunity, while giant robots hound your every step and the Magnificent Ten are roused by their awakened leader to fight you themselves. These are some of the greatest combatants in the world, wielding city-shattering powers along with giant robots just beneath the strength of the Giant Robo. Big Fire himself is guarded by the nuclear-powered machine Neptune and the mech-sized pterodactyl Garuda. Once you stand adopt the ruins of Big Fire, you must face the leader of the BF Organization yourself. Not much is known about him beyond that his power eclipses the strength of the Magnificent Ten combined.

You will not leave this world before you have dueled and defeated Big Fire himself. The battle between the two of you may quite literally shake the world. A fitting finale, hmm?

One last thing…

A Beautiful Night (Stay): Really, now? You are choosing to stay in this world, after everything it has been through? Well, far be it from me to judge. The evening can be just as lovely as the dawn, after all.

An Answer Found (Go Home): Have you finally found the answers to whatever questions you had when you first departed on this long journey? If so, then you may head home with all the abilities and knowledge you have collected, free to share with the world.

The Earth Moves Again (Continue): Time cannot wait forever. One way or another, the world will turn as it always has, with or without us. Other worlds call, other experiences and opportunities and people, and they will not wait forever. Though, perhaps it would not be so bad to take one more moment to feel the earth move beneath your feet.

Notes

Bashtarle
It is never really established where the country of Bashtarle is actually located. While I usually have it somewhere in the Balkans, feel free to choose your own location.

A Message From a Past Age
If you happen to purchase a nuclear machine without a Communication Watch, then you will have to stand nearby or next to the machine so it can pick up your vocal commands. Thankfully the Auto-Guard unit makes the machine smart enough to intuit your desires in dangerous situations when you aren't around. Though the machine will usually seek to be as close to you as it can. A little clingy, but better than having you get into trouble when it isn't around.

Version History

V1.0
-Current version.

V0.5
-Formatted and checked for grammar

V0.2
-Grammar. So much grammar.
-Martial Artist perks cleaned up.
-Ki Techniques finished.
-Items finished.
-Drawbacks finished.
-Posted in Thread again

V0.1
-Skeleton written up.
-Introduction, origins, and perks completed.
-**Posted in Thread**