# Gundam: Universal Century

Well, here you are at the longest-running universe in the Gundam franchise. What a horrid place to live indeed- space Nazis, colony drops, human experimentation, treaty disputes, a return to the guillotine and more all await you here.

This runs from 0079 (the events of Mobile Suit Gundam) all the way to 0153 (the events of Victory Gundam) roughly give or take a year or two. You think war never changes, Jumper? War changes all the time- it's the men that fight the wars that never change.

Anyways, enough faux-philosophical drabble-

**+1000 CP**

-you're a Jumper; you know what to do here. Good luck.

## Part I- Time Period

Of course, being the longest fiction universe written in Gundam there's a lot of works here to choose from. Roll a d8, or pay 50 CP to pick your poison. Any of the series mentioned on the number may be chosen.

1- **Mobile Suit Gundam (Includes MS-IGLOO):** The original series, following the actions of Amuro Ray- Newtype, MS builder and 'White Devil'. The original one anyways, before a certain girl stole his title. His enemy is the Federation of Zeon, most especially its masked ace The Crimson Comet- Char Aznable. Their rivalry shall shape the UC in the coming years. This period also includes MS-IGLOO, which focuses on the actions people tried to take during important events of the One Year War. The series is mostly Zeon-focused, and features many of its pilots and prototype MS. (Earth Federation, Zeon)

2- **Gundam Interquel Stories (08$^{th}$ MS Team, War in the Pocket, Stardust Memories):** In-between the major installments of Gundam and Zeta, the events of these 3 series happened. 08$^{th}$ MS Team follows a team headed by Shire Amada trying to fight off Zeon forces during the OYW's ground campaign. War in the Pocket features the story of Al, an 11-year old boy who lives on the neutral Side 6- unknowingly harboring a top-secret Gundam for the Federation, and the tragedy that ensues as his two best friends duke it out unknowingly as a Zeon soldier and Federation pilot. Stardust Memories follows Kou Uraki as he has to stop a fanatically-loyal Zeon commander named Anavel Gato from completing 'Operation Stardust' and starting another colony drop. (Federation, Zeon)

3- **Mobile Suit Zeta Gundam & ZZ Gundam:** The sequel to MSG and the sequel to the sequel, focusing on Kamille Bidan and Judau Ashta respectively. Zeta starts off and ends up dark, while ZZ Gundam is a very strange breath of silliness. Both face the Titans as their foe- the Zeon-like reformation of the Earth Federation that Amuro once fought for. Remember- *Anime ja nai!* (The Titans, AEUG)

4- **Char's Counterattack:** The first Gundam theatrical release, the rivalry between Amuro and Char finally comes to a breaking point as Char warns Amuro he's 'about to do something extremely wicked'. That 'something wicked' is slamming the asteroid fortress Axis into Earth in an insane, misguided attempt to 'save humanity'. It's Nu vs. Sazabi in this epic conflict. (Londo Bell, Neo-Zeon)
5- **Unicorn Gundam:** After the 'Axis Shock' event that left both Amuro and Char MIA, a young student by the name of Banagher Links ends up caught in the conflict of the Earth Federation Special Task Group Londo Bell vs. the Neo-Zeon remnants 'The Sleeves', as well as piloting the Devil of Mobile Suits, the RX-0 Unicorn Gundam. (Londo Bell, The Sleeves)
6- **Gundam F91/Crossbone Gundam:** F91 follows space colonist Seabrook Arno and his girlfriend Cecily Fairchild to stop her grandfather's plans of building 'Cosmo Babylonia' using the Gundam F91. Ten years afterwards, Crossbone follows Tobia Arronax and the remnants of the Crossbone Vanguard as they try to stop the Jupiter Empire from conquering the Earth Sphere and subjugating all of humanity under their rule. (Crossbone Vanguard, Jupiter Empire)
7- **Free Choice:** Well now, you've got your choice now for free. Pick any of the above (or the one below if you so desire) at your pleasure.
8- **Mobile Suit Victory Gundam:** Welcome to the darkest depths of Tomino's depression, Jumper. Victory follows 13-year old Uso Evin as his mother is murdered in front of him, his pen-pal Katejina decides genocide is the perfect thing for her and goes on a rampage, and about everyone important or with a name dies violently eventually. Except Uso, but the kid's gone through enough honestly. Zanscare is the monster responsible for all this. Maybe you'd like to pay them back? (League Militaire, Zanscare Empire)

## Part 2- Identity

So, you know where you're going, but who are you exactly? Roll a d8+15 for your age, or pay 50 CP to choose your own age and gender as well.

**Traveler (Free)-** You're just an average guy, not really caring about the current events. This is the Drop-In option- you have no history, no friends, no enemies and no connections. You only have what you brought and what you'll acquire. May luck be in your favor, wanderer.

**Soldier (100 CP)-** You're a soldier for your chosen faction- could be Federation, could be Zeon, could be Titans, could even be a private contractor for a company if you so desired (though keep in mind security guards and soldiers are miles apart). No fancy mind-tricks, but you've trained for this. You have a few connections within the faction, nothing major but you at least are on mostly neutral footing.

Choose 1 of the below, this will determine which Soldier perk tree you'll get a discount on.

**-Commando (Free):** You're trained for operating in the field, with a small team of soldiers at your beck and call. You infiltrate, destroy, sabotage and extract- the unsung hero of the conflict if you're lucky.

**-Commander (Free):** You're trained for leadership, logistics and battlefield control. You will command a small team, or if you're lucky an entire ship, and your effectiveness will be determined by your leadership and how well you get your team working.

**Newtype (200 CP)-** You happened to be born with pseudo-psychic powers, and though untrusted your choice of faction couldn't resist scooping you up as a tactical advantage. You can connect with other Newtypes' minds and have a natural instinct to moving and piloting in space. As a whole, you are not thought of highly in your faction unless they're mostly comprised of Newtypes like Zeon.

**-Cyber Newtype (+200 CP)-** Except in your case, you actually were normal until you got recruited/signed up/kidnapped for testing purposes, and you ended up 'lucky'. Your powers are on-level with a normal Newtype, but all that modification to your brain ended up frying more than a few circuits. You can pass for semi-normal outside of combat, but piloting and using your Newtype abilities quickly pushes you into a psychotic state of near-indiscriminate killing. Count as Newtype for all discounts.

## Part 3- Skillset

Without some form of skill, you're not going to be doing much here, so see what you like.

**Adults And Their Lies (100 CP- Free Traveler):** Some people really think you're just a dumb kid/useless citizen and try to force their authority on you. You'll show them! You're independent for a bloody reason! This allows to you challenge the authority of those above you, and depending on the situation you'll be allowed more or less freedom as you wish- someone telling you to keep your music down you can ignore entirely, but you'll still get pulled down for wanting to rush a hostage-taker.

**Shine in the Storm (100 CP- Free Soldier):** The battlefield isn't for everyone, all parts of it take a toll on the people involved like a machine running hot- the soldiers trying to stay alive, the commanders trying to get their goals done *and* get their men back in one piece, the drivers avoiding mines and traps, it's all a massive stress-buildup. You thrive in this type of high-strung environment, and you can keep a much cooler head for much longer than the other people you work alongside.

**Don't Think- Feel (100 CP- Free Newtype):** Piloting is a very demanding task, with all of the tiny specs shooting at you, the constant missile warnings, your system readings and every single other part of the battlefield you have to keep track of. You have adapted with a unique talent to go into a state of semi-autopilot- you think, and your limbs almost know what you want to do and execute while leaving you time to think about what you're actually doing. You won't get more than maybe a second more time, but a second is sometimes all that matters.

**Kamille Is A Man's Name! (200 CP- Discount Traveler):** And damnit, what you're really pissed about is people questioning everything about you! Whether your name is girly, whether that plan is sound, whether what you're about to do will either result in promotion or getting tossed into High-Earth Orbit- you'll have none of it! You can make people lose any doubts at the immediate moment relating to plans or something else concerning you. You'd better generate results soon though; relying on this is a sure-fire way to make people question everything about you even **more**.

**Front Line (200 CP- Discount Commando):** Battle has evolved from the old days of swords and sandals, of cannons and wooden ships, of bayonets and flashy combat clothes. Battle has evolved, and you've stuck with it. Whether on foot or behind the controls, guns just seem to act in your hand, snapping off useful fire from near-maximum range, and eliminating sway and nerves when firing them.

**Duty and Ideals (200 CP- Discount Commander):** You know you and your troops have a duty to uphold to your highers-up, and under your hand they'll damn well keep that promise. Leadership is something that is second-nature to you, and you'll find that leading your troops for long enough will make them start to really believe in what they're fighting for- or what you believe in, if you keep yourself personal enough with them.

**Flash of Insight (200 CP- Discount Newtype):** To you, it seems like you operate in waves- you have your times when you seem like nothing special, but then you have those sudden peaks of competence and inspiration come up out of nowhere. If a situation is sufficiently challenging or endangering enough, you may have one of these 'Flashes' and carry yourself out of it. Do not make the mistake of your fellow Newtypes and rely on this cheap boost, however, else it will stop appearing and you will make the one mistake that ruins everything.

**Anaheim Degree (200 CP- Nondiscounted):** You have the knowledge (and the paper to prove it to people and shove in their faces to establish superiority) of how to build MS. It's trickier than it looks, honestly. Weight balances, servo designs, energy reserves- it's all down to a science and you know how to build the basics. Who knows what you can learn from a bit of hands-on training…

**Who Needs Legs? (400 CP- Discount Traveler):** You bloody don't, that's who! All these guys thinking they're hot shit with their giant robots and flying sparkly plot devices. You'll show them too! You are very good at piloting the general vehicles of an armed force (jeeps, helicopters, tanks, etc.) with a decent degree of skill, enough to easily land a spot as 'team driver'. However, you also specialize with using vehicles in Anti-MS Warfare. Yes, you could mount a mortar to a jeep and shoot a Zaku with it. When it's 'giant robot' vs. 'tiny car' you need all the advantages you can get.

**No Zaku, Boy! No Zaku! (400 CP- Discount Commando):** People tend to underestimate or get things a bit wrong/off about you- the color of your hair, the armaments of your robot, the model of your car, a lot of things honestly. You're also very good at 'correcting' their misunderstandings. By which I mean violently. People that get things wrong about you will believe them completely until they see you do otherwise.

**Father To Your Men (400 CP- Discount Commander):** Some of your fellow leaders see their men as just a statistic to throw at other statistics, like some sort of up-scaled war game. You call them 'lazy morons'. With this, a small force (up to 16) will be like family to you, everyone knows your name and they will

benefit from increased loyalty and reassurance that you do, in fact, have it under control. Trust is the most important thing when it comes to those below you, for they have ways of rising up that hurt.

**This Mobile Suit Isn't Just For Show! (400 CP- Discount Newtype):** Piloting has gone from second-nature to being something that onlookers would probably describe as 'just works'. You can pull that extra bit of acceleration you need out of your thrusters, or get that beam rifle to shoot just where you need it, or crash just right that you don't crush your cockpit and die instantly. When it comes to piloting MS or giant robots in general, you've got a natural touch to the entire thing.

**Blessed Be The Logistics Workers (600 CP- Discount Traveler):** Everyone talks about the soldiers, the guys that shoot people and get rewarded for it- but who makes sure that the soldiers can soldier? You do, and you're goddamned good at your job. This makes you into a magnificent MS mechanic, able to not only fix up about anything with the right parts (or almost the right parts) but also lets you modify those machines for specific purposes or increases. In addition, you're very skilled at logistic work, making sure you get people fed, supplied, armed and upkept when they damn well need it.

**Gundamjack (600 CP- Discount Commando):** The enemy sure seems pretty damn proud with that shiny new prototype stomping around. I bet they'd lose those grins if you were the one in that thing. Now you can do just that- jack things, but your specialty is hijacking giant robots. You can even steal them while they're in operation if you get close enough and hang on! In addition, when things go wrong and you AREN'T able to get the giant dangerous robot under your control, you know how to combat MS on foot using hand-held equipment. Not enough to destroy it, but to get away- or maybe get another chance at the cockpit hatch…

**Bright Slap (600 CP- Discount Commander):** Sometimes people need a reminder of what's what and what needs to be done right this instant. Sometimes that reminder is violent. When someone is freaking out or otherwise mentally strained, you can slap them to 'get them thinking again'. In short-term, this increases concentration massively, as well as providing a clear head. (They're still going to not like you for slapping them across the room.) Long-term however, this makes them more able to focus on the important things and reduces stress and needless worry, and they'll grow to be more stable, rounded people thanks to it. Sometimes people need to be reached right this instant, and you can.

**Understanding (600 CP- Discount Newtype):** Whoa, man. Like, Keanu Reeves-level 'Whoa' here. Your already-expanded mind has become 'enlightened', enabling you to sense an entire ship full of soldiers, to sense Newtypes from far away, to see the 'ghosts' of dead Newtypes and to push Newtype-designed weaponry and equipment to its breaking point like Psycoframes and Funnels. In addition, by linking and coming to understanding with another friendly Newtype, maybe you can start to understand the strange beast that is Humanity. Who knows what you'll discover? Either way, what you do know is your Newtype abilities and your Newtype 'condition' has come to a peak level and has truly become 'you'. Out of jump, you're very aware of almost all forms of psychic phenomena- this includes many ghosts, especially the more energetic ones.

### *Companion Imports*

**Fellow Hobos and Walkers (50 CP per Import, Max 8- 2 Free Traveler):** You've picked up a few friends and with a lack of other things to do they've decided to follow you. Get (or import) up to 8 buddies with the Traveler background and the 100 and 200 CP Traveler Perks.

**Cyclops Team (100 CP per Import, Max 4- 2 Free Commando):** You've got some guys to watch your back, and they trust you enough to let you watch theirs. Treat them right and they'll have your back for life. Get (or import) up to 4 fellow soldiers with the Commando background and the 100 and 200 CP Commando Perks.

**Shrike Team (100 CP per import, Max 8- 4 Free Commander):** They're not the best soldiers in the army, but damnit if they aren't yours. Get (or import) up to 8 men and women under your command. They have the Commando background, and they start with the 100 CP Commando Perk. They don't exactly have the highest survival rate, but they'll grow to learn and trust you, and any that survive 10 years will have picked up the 200 CP Commando perk and plenty of experience.

**'Lalah Sune' (300 CP per import, Max 1):** This is a rare specimen- a Newtype that doesn't want you dead. They have the Newtype background and the 100 and 200 CP Newtype perks, but as a fellow Newtype they have other benefits- their stability can help keep you stable, and they're utterly loyal to you as a person, not out of any ideal or delusion. This is a friendship that transcends normal boundaries of understanding. They also gain 400 CP to spend, discounted as if they had the Newtype background.

## Part IV- Equipment

Well, we can't shove you out into space with a dart gun and clean underpants and expect you to win the war, can we?

**Comfy Traveling (50 CP- Free Traveler):** They're not much to look at, but these clothes (especially the shoes) have eased your wandering ways greatly. It includes a backpack as well, and a belt that can accept about anything that can clip onto something.

**The Ancient Implement (100 CP- Discount Traveler):** It's old, it's sturdy, it's heavy and it's not going to break down anytime soon. Maybe an M72 Lakota, or maybe it's an old motorbike from even before the OYW, but it's not let you down before and it won't stop going through even the worst conditions.

**Tools of Trade (200 CP- Discount Traveler):** Like that jeep, it's an old, sturdy cast-steel case. Opening it reveals it to be full of mechanic's tools that can operate on an MS as well as they do on a motorbike, and opening it when you're working on something will guide you to the one tool that will help you the most on your current repair. Has 2 small bottles of welding fuel and some soldering materials, which refill each week.

**Armaments (50 CP- Free Commando):** Not much to look at, but it's a sturdy helmet, an assault rifle, 3 grenades, some tough boots, a few changes of fatigues and a knife. You're a soldier now, son.

**Transport (100 CP- Discount Commando):** The Type 72 Hover truck is an example of utility in the Federation military- not only does it mount a heavy machinegun on a turret swivel, it also has a roomy

bed to carry objects in and it's also pulling double-duty as a radar truck! It's been designed to cut through low-level Minovsky particle jamming.

**Type 61 Tank (200 CP- Discount Commando):** The Federation's main tank before and during the OYW, it resembles a modern-day tank aside from its 2 main cannons. It houses a gunner and a commander in comfort, and although its shells and movements are slow it does have the ability to damage MS. This model is a modified version though, having the radar components that allow the Type 72 to cut through low-level Minovsky jamming installed in it.

**Grand Style (50 CP- Free Commander):** You're dressed for the position you have in your faction- classy uniforms, or maybe just some of that gaudy Zeon-eagle gold? Your choice. Also comes with a handy pocket pistol.

**Sailing Along (200 CP- Discount Commander):** You are now the commander of a Big-Tray class Land Battleship, with a Mega Particle Cannon and 3x secondary shell-firing cannons. Usually escorted by a team of MS, and able to have several of those MS ride on a flat part near the bridge as extra turrets, it's surprisingly mobile. Though it does have the issue of being only able to go over relatively-flat terrain.

**Galloping Along (400 CP- Discount Commander):** You are now the owner (rightfully, if you're part of a faction) of a Clop-class light cruiser, with a MS capacity of 5-6 in its one hangar, though it only has one catapult so it can only launch one at a time. It has 2 twin-barreled guns- one is its main gun, the other a defensive gun, and it's also equipped with missiles. 292 meters long, 133 meters wide. It'll serve you well.

**Tem Ray Circuit (50 CP- One Free Newtype):** This strange circuit was sent to you by a babbling, incoherent man from a hospital on Side 6 in an envelope. It apparently is supposed to 'increase performance to those levels on Saturday Morning Cartoons!' Actually, even without any engineering knowledge, this thing is utterly useless. However, there is one thing it does- when installed, it futzes up the wiring of the MS, lowering mobility but making the entire unit appear more aged than it already is. Many independent mechanics overcharge on the repair of new suits, so they'll see the 'condition' and 'age' of the suit and give you a discount on repairs.

**Haro Haro! (100 CP- Discount Newtype):** This big ball of fun is known as a Haro! Though not actually intelligent, it sure is quite talkative! (And sassy, considering you've overheard it telling enemy forces to 'Go to hell! Go to hell!') It also repeats everything it says once. It's kind of useless otherwise, but who doesn't want one of these? Oh alright, you can also use it as a round seat or a footrest.

**That Mask (200 CP- Discount Newtype):** This strange creation is a silver mask that completely whites your eyes out when viewed through it, and allows you to attach a title to it. Anyone who hasn't seen your face before will attach the mask to their view of you, leaving you completely anonymous unless you tell or make them find out otherwise. It also makes them refer to you by your title. Does not work on anyone that actually knows you, as they partly find it ridiculous. (Alternatively, it's a white mask that covers your nose, mouth and ears, but reveals your hair. As if anyone else here has technicolor rainbow hair…)

## Part V- Mobile Suits

Well, you can't go out there without at least one of these wonderful machines, can you? Besides, it's a mecha series- you can't leave without a mech. (You can, but that's beside the point.)

*Phase 1- Suit Type*

You may purchase as many MS as you have CP to spend. This is useful for outfitting any fellow friends or soldiers you may have picked up here. **Here is a note, though.** MSG through Char's Counterattack is considered 'Early U.C.', while Unicorn through Victory is considered 'Late U.C.' Suits that are from the wrong era will have **+100 CP** tacked onto the cost. (If you so desire, pay nothing to import and customize a Mobile Suit you already own, or 50 CP to import any other giant robot.)

**Mass Production Mobile Suit (One Free All- 100 CP afterwards):** The GM. The Jegan. The Zaku II. The Gun-EZ. The Den'an Zon. They are not powerful; they are not the best of the best, for they are designed for the common soldier. Everyone starts out piloting one of these, just gotta work your way up. (Or like the higher-up on the faction ladders, just buy a better one.)

**Limited Production Mobile Suit (150 CP- One Free Soldier):** The Hizack. The Gelgoog Commander. These weren't built in as many numbers as Mass Production (and a lot of the suits that fall under this label are variants of said MP-MS), usually because of their higher performance and quality.

**Prototype Mobile Suit (200 CP- Discount One Newtype):** The Quelby. The Gaplant. The Gundam Mk-II. The Hyaku Shiki. They're usually high-performance, but made in low enough qualities to cause concern to independent parties' repair bills. Nonetheless, they're powerful. Don't underestimate them.

**Protagonist-Identified MS (250 CP):** These are the suits that are most identified with a series protagonist- the Zeta Gundam, the Victory Gundam I, the ZZ Gundam Full Armor, the Gundam GP-01. You now will possess a copy of that suit. They usually were made only once, so expect odd reactions to another showing up. (This does not cover the Unicorn Gundam. Buy the NT-D System if you want Unicorn.)

**Original Production Mobile Suit (300 CP):** Now, what's this down here? Well, now you get your own iconic, recognizable, performing MS. Doesn't even have to be a Gundam, if you don't want one. Its stats and performance ratings are very good for its time period, but it's not perfect.

**Mobile Armor (400 CP):** This is…odd. A MA is a non-humanoid Mobile Weapon, such as the (oh hey) Big Zam, Rafflesia or the Psyco Gundam's MA Mode. Like the last one implied, they sometimes have alternative modes, though those are even rarer. You may purchase only 1 Mobile Armor, and people **WILL** take notice of you having this engine of destruction.

*Phase 2- Armaments and Customization*

A note on why you should still consider solid weaponry- beam weapons are good, but in a situation when you don't have the best reactor you can only fire a few shots. Or you have a tiny clip. Solid weaponry is still a decent choice.

**60mm Vulcans (One Free per MS- 25 CP):** These are usually head-mounted in pairs (and this comes in a pair), but don't expect to win anything with these- they're usually used against missiles, small vehicles and fragile equipment like sensors. They can't even penetrate the armor of a Zaku II.

**Beam Saber (One Free per MS- 50 CP):** The standard melee weapon even during the OYW, these laser swords can slice through MS armor pretty well- they are swords, though, and getting close to an MS may be the toughest thing you'll do here. You may also choose instead a pair of Heat weaponry like knives or an axe or a Heat Saber.

**Anti-Beam Coating (50 CP):** An experimental paint designed to diffuse beam shots on impact, thus rendering beam weaponry useless. It was not successful at its job, but it does lower beam impacts slightly and doesn't chip or wear off easily, so it's still a decent option. Usually in a metallic color like gold. (Incompatible with Crimson Coating)

**Crimson Coating (50 CP):** You don't know why, but somehow painting your MS with this coat of red paint increases its speed noticeably- only a third at best, though. Maybe what they say about the red ones is right? (Incompatible with Anti-Beam Coating)

**New Armaments (100 CP- One Purchase Free for Original Production):** You've completely swapped out your MS's Loadout for a new set of weapons. Zaku with a Beam Spray Gun? Dom with a Beam Saber? Ball with a Bazooka? It's all good. This purchase covers up to 2 melee weapons, 1 beam or solid weapon and one 'Special' weapon like a Bazooka or Sniper Rifle. Things like the Gouf's weapon hand are integral to the suit and cannot be bought like this.

**This Can't Go Wrong! (100 CP):** Secret secret, you've got a secret. Your true identity! You're not actually a GM! You're a Zaku! This gives you a selection of easily-applied plating and weaponry sheathes that disguises your MS to look like another MS of similar build and height. All you're probably going to fool with this brilliant disguise is your allies.

**Enhanced Sensor Equipment (100 CP- Discount Commando):** Yeah, the stock stuff isn't bad, but sometimes you need a bit of radar specialty. This is where it comes in. This improved equipment will increase the range of your sensors, as well as their penetration and targeting capabilities. This will require a bit of a modification to the design of its head, though, so while you have time you might as well give its face a bit of a touch-up. That monoeye design with the V-fin is strangely familiar…

**Quasi-Psycommu (150 CP):** This is a later evolution of the below Psycommu design- this reads all brainwaves, regardless of whether you're a Newtype or not, allowing you to gain some of the benefits including control of remote weaponry. However, this system utilizes Incoms instead of Funnels- the difference being Incoms are physically wired and tethered to the MS to avoid Minovsky jamming. You have the option of turning all Funnels that you purchased for this suit into Incoms for free if you buy this.

**Vernier Thrusters (150 CP):** No legs? No trouble! These not only allow non-traditional MS to maneuver in space like those with legs. (Included extra fuel tanks just for these thrusters!) They also improve turning and acceleration speeds nicely! Yes, you can turn a Guntank into an (almost) space-worthy suit with this.

**EXAM/HADES (200 CP- Discount Commander):** Both of these systems have 1 purpose- to destroy Newtypes. They do this by enhancing the pilot's reflexes and abilities to a pseudo-Newtype level. Both have their disadvantages though. The EXAM System is limited to a 300 second timer, and uses the captive, sapient soul of a Newtype girl as a power source- she is *not happy in the slightest*. (It also has a habit of activating itself, especially against Newtypes.) The HADES System runs for a bit longer, and doesn't use a Newtype soul, but usage of it in any form causes memory loss in the user to the point where yes, frequent activations will cause total memory loss.

**Funnels (200 CP First Purchase, 50 CP each for 3 more- Discount Newtype):** Funnels are remotely-controlled weapons, ones that work best with a Psycommu unit and a Newtype to control their actions. These don't come with one, but if you're a Newtype they operate much better. These ones fire beam shots, and you get 6 with your first purchase- a rail mount as well to mount them to the back of your MS. If you so wish, you can instead turn a part of your suit's anatomy into a Funnel- the hands, a cannon, maybe even a rifle that you have. It costs all the funnels you would normally get from the purchase, though.

**Psycommu System (200 CP):** This is basically a computer designed to read Newtype brainwaves and transmit them as machine code, ignoring any interference caused by Minovsky Particles. Usually used to remotely control weaponry such as Funnels, it also allows increased response times. There isn't much usage a non-Newtype will get out of this, unfortunately. It's also quite large, thus making it a bigger target on a smaller MS and also making larger MS more bulky.

**Bio-Sensor (300 CP):** This addition to the Psycommu System (though this specific model is also capable of performing alone) interfaces a Newtype pilot to the Mobile Suit, giving a short time of increased power, speed and strength. Its odd sensitivity to Newtype thoughts even turns uncontrolled brainwaves into physical force on occasion, though it seems to work best when the Newtype is angered or distraught.

**Core Block System (300 CP):** This system radically changes the construction of the Mobile Suit, adding in a transformable air/spaceplane component that transforms into either the center or the top of the MS. The other components are carried by other spaceplanes (that are supplied with this purchase- no weapons) that separate off and transform before combining. This purchase gives you 3 each of the other 2 components that form into your suit, and it's possible you'd be able to control them if you plugged them into a Psycommu- *why* is another story.

**Psycoframe (400 CP):** This is a final evolution of the Psycommu System that integrates that same technology into the Mobile Suit's frame on an atomic-level, allowing (with some limitations) for the Newtype to control their suit as if it was their own body by though alone. When 2 Psycoframes come close to each other, they create a 'Psyco-field' that allows emotions to be translated into physical force, but the technology is still relatively unknown. Also? Bad idea to touch 2 exposed Psycoframes together- you might not come back in one piece, or at all as Char and Amuro could testify. They're also capable of overloading even though they're more powerful than a normal Psycommu, which can be seen as crystallization of the frame.

**ALICE (400 CP- Discount Traveler):** Alright, read all this because this is a bit of a consequential option- the ALICE System was created in order to make a computer system that acted like a pilot. It is sapient, thus taking this option turns the MS it is equipped on into a Companion. She was designed to learn like a human, and also to work with a male pilot to help her learn. This particular module can be set to either a 'male' or 'female' personality when you purchase this, but keep in mind that this system has high clearances on the operation of the Mobile Suit- it is capable of taking control away from the pilot if it so chooses.

**Newtype-Destroyer System (600 CP):** You wanted power? You have it. This is a secretly-developed system designed, as the name suggests, to counter Newtypes. Humorously, it requires a Newtype pilot to function at peak performance. It requires a stable will to control, else the System will automatically activate in the presence of any form of Newtype brainwave. It synchronizes with a Psycoframe to scan the area for Newtypes, and choosing this purchase allows for the implementation of a *Destroy Mode* which exposes the Psycoframe and extra thrusters, increasing all specifications and speed. There is a 5-minute limiter on the NT-D to prevent death via fatigue, and it refuses to activate when the pilot is in a critical condition. The NT-D when active allows the pilot to control the Mobile Suit completely by thought alone, which is why a Newtype is required to pull out the full performance- non-Newtypes can't handle the strain. It causes the exposed Psycoframe to glow when active (bright red for the Unicorn,

gold for the Banshee and electric blue for the Phenex), and is sensitive to Newtype brainwaves, thus if the pilot's abilities were 'awakened' the Psycoframe would respond by glowing a bright green. The NT-D also allows the control of all Funnel equipment when active, regardless of which MS it is attached to.

## Part VI- Drawbacks

It's never enough, is it? You just need more. I can understand- but it's not going to come cheap. Come; see what tortures you can inflict upon yourself for more points. You are only limited in that you can only take +900 CP of Drawbacks.

**Welcome to the Illuminati (+0 CP):** You thought you were safe. Not anymore- G-Savior is now canon with the Universal Century once again. (It got demoted to non-canon with G-Reco coming out and being in the far future of the Universal Century. Now it's back.) Oh, and this synergizes with Laplace's Victory. You're going through that hell, which means you're staying even longer in this terrible place.

**The Missing Link (+0 CP):** …now, rejoined. You may choose any (up to all) Universal Century side-stories to be canon. (Except the obviously non-canon ones, such as the one featuring the Space Runaway Ideon. Don't want a repeat of THAT travesty, do we?)

**I'M TRYING TO THINK HERE (+100 CP):** There's a bunch of annoying kids that just threw all the tools in the hangar everywhere, a dog somehow got loose on-board the ship and urinated on everything, the new Private tried to grow 'herbs' in the air ducts and ended up spreading hallucinogens through the filtration system, and everyone you talk to can't shut up about Salt. Why are they all talking about salt!? You're not going to have more than a few moments before the next whacky, distracting shenanigan distracts your attention. Again.

**The War For Earth (+100 CP):** Huh. Everyone's speaking English now. Terrible, awful mispronounced English. Why are you fighting 'John'? What the hell is a 'Zack'? Why is Char wearing a cardboard mask? And what is with the way their words flow? It's like they're reading from a script first-take. (Oh, and everyone seems to expect more of you than seems possible if you're a Traveler. No reason why.) Basically, you're stuck in a low-budget action movie it seems, with no translation guidelines, no care for keeping characters even similar to who they were in the original series, and it's not just MSG. It's everything here. Why is Kamille buff and wearing a blue pompadour? Why is Judau a 21-year old? Why does Haman look like a creepy old cat lady with a face crown?

**Indeed a Zaku, Boy. Indeed a Zaku. (+200 CP):** You know all those powerful Gundams and those other interesting rare MS? You're not getting to pilot them any of your time here- if you do manage to capture one, it'll break down, get blown up or otherwise be rendered useless shortly afterwards. Hope you like GMs and Zakus, because that's going to be all you're piloting. (You only pilot Mass-Produced Mooks.)

**Laplace's Victory (+200 CP):** You know how the earliest you start is U.C. 0079? Not anymore. You now start at U.C. 0001. Yes, right at the signing Universal Century Charter at the Laplace Colony, right when the UC gets a grim showing of its future events at the conference. When do you leave? U.C. 0153- Victory Gundam. Enjoy your 152-153 years of endless war, stupidity and conflict, Jumper! Oh, don't worry. If you wouldn't live naturally to 155, you do during this jump and this jump only.

**Rivalry of the Century (+200/+300 CP):** By choosing this option, you have given yourself a problem that will not go away until you leave. A person-shaped problem, because this person will not die until you do- or until you run out your time here. +200 CP gets you an original rival- they will be your opposite in many ways, but they also are quite similar to you, and in regards to the powerlevel of this setting will usually match you, but with different strengths and weaknesses. You can learn to beat them, but there will always be something fresh they can pull to keep you on your toes. +300 CP gets you a Canon rival- pick a canon character, and they will make your life a living hell. They will be able to hand out defeats like free candy for a while before you can catch on. Remember- rivalry doesn't always mean hatred. (But it sometimes does.)

**I Live A Normal Life (+300 CP):** You are now 11 years old no matter what you rolled. You are an average boy/girl living an average life, until war comes by and shatters your fragile innocence and childish wonder at the world with a serrated sledgehammer. Your mind is that of an 11 year old's in operation- you will not avoid your preconceptions and youthful ignorance being painfully destroyed. If you chose Commando, you will quickly find it's shoot or die as you're 'conscripted', Commanders will find themselves having to guide a small group or die, and Newtypes will be quickly found and taken off for their advantage. (Cyber-Newtypes will be quickly taken and experimented on for 4-5 years, giving them their extreme issues.)

**Zeon Rising (+300 CP):** Your enemy is growing larger, Jumper. Whatever faction you choose to ally yourself with, their enemy will grow much stronger than they would in canon- Zeon is able to actually afford decent mook suits, the Federation is able to continue its Gundam manufacturing much further and Zanscare is even more brutal and effective. If you *don't* ally with anyone, you will be set upon randomly by all forms of rebels, pirates and start-ups that want to be the 'Next Zeon'! Constantly.

**Mass-Produced Big Zam (+300 CP):** It's finally here. Entire squads of Char's custom Zaku II Commander, 3 fully-built Zeongs, a task force of 6 Gundam Alex, multiple Pale Riders, 2 Rafflesia, 20 Big Zam! Welcome to Ace Unit Hell, Jumper. No longer will mooks pilot mooks, limited-productions have become the mass-produced and you will find what was once unique is now many. Used against you. At once.

**Before War (+600 CP):** Well, do you **REALLY** want the CP that badly? Really? Well, here goes. *ahem* You know that the Universal Century is a cesspool of villainy, scum, genocidal plans, gassings, nukes and everything else under the sun? This makes it **worse**. **Much, much worse, much, much quicker.** Operation British's biggest drop won't be Sydney. Imagine Sydney over 90% of the globe. The Federation will quickly jump to gassing every colony they suspect of Zeon support. The Titans will take hold by themselves and begin nuking every single one of their oppositions. Zanscare will bring everyone besides their chosen few to the guillotines, and spread their apocalyptic plan of death via mind-wipe across the entire solar system to every colony and colonized planet. Nothing will survive. Except, hopefully, you. What will you do in what amounts to basically the backstory to After War Gundam X?

## Part VII- The Future

So, you survived. Maybe you made this a better place, or maybe you just fiddled while it burned.

Your choice, your story, Jumper. I'm not about to start calling you out. Anyways, it's time to make a decision.

**End of the War-** You've had enough- that's fine, all stories sometimes need an end. You'll be put back home with everything you've gathered and gotten so far. Don't let what you can do remain in obscurity, Jumper.

**Reguild-** So, you want to stay? Odd choice, but fair enough- your days jumping are over then. You will live the rest of your time in the Universal Century, however long that may be. At home, it will simply be as if you vanished, everything is taken care of. Enjoy your last stop, Jumper.

**Alternate Universe-** I thought you'd pick this one. Another place, another time, another world- you're heading someplace new and leaving this all behind. Maybe, just maybe, you'll see the stars here again someday…

**NOTES SECTION-**

After the jump, you receive this-

**Hangar (Free):** This is an addition to the warehouse designed *specifically* for housing *the MS and any vehicles you bought from this Jump, nothing more, nothing less.* It does not have space effectively for *anything else.* You may summon a Mobile Suit remotely, but it will take a minute to launch, a few minutes to travel and you will still have to clamber inside once it lands. The land battleship and cruiser will take much longer, at least 3x as long, probably more, and you cannot call and dismiss them at will- it takes time to reset. 1 day (24 hours) for a Mobile Suit or small vehicle and 3 days (72 hours) for any form of ship.

The NT-D System may give your unit a Gundam face in Destroy Mode if it doesn't already have one. How odd.

Laplace's Victory only gives you the bare minimum of years of life that you require to survive, and after adolescence you will simply age slower- at 155 you will effectively just be at the end of your natural life. You do not get this extension if you could already survive this passage of time naturally.

The NT-D System works better with a Psycoframe. It'll work without one, but at lower power and efficiency.

CHANGELOG-

V1.1- Gave 400 CP for a Lalah Sune to spend. Added a short append to all time periods for major factions. Gave more deliberation on Understanding/made it less shitty.

V1.2- Added Giant Robot Import option to Mobile Suit section. Added rival drawback(s). Made Hangar make more sense.