



Jumpable 0.2

Dying is good.

A maniac schemes. A bee flies into the sky. A curtain of gunfire washes over the land. Whether they murder the world or themselves, humanity can never escape their propensity for violence, to sting away even if it comes at the cost of their own life. Whether a war is declared by a deranged savior or genocidal machine, always will an army of murderous steel rise and march to destroy everything. But just as these masses will fight to the death for their master's sake, there is always a rebel, a lone bee that will sting its own hive for the sake of a brighter tomorrow. But even with their sacrifice, there is always another war...

Welcome to the world of DoDonPachi. Are you ready for the storm of tears and sweat?

+1000 Choice Points

Origin

Decide gender and age as you will. It is largely irrelevant. Likewise, you may have a history or be a Drop-In no matter which Origin you choose.

Pilot

A faceless killer, or something more?

Madman

One who dreams of a perfect world.

Doll

Machines serve humans, and that is all you are.

Spacetime Coordinates

No matter when or where, bullets will fly as the war rages on. But there are some critical conflicts in this world's history, and it is crucial that you know what exactly you'll be dealing with. Choose one.

1. Advent of the DonPachi Corps, Longhena's Genocide Campaign (DonPachi & DoDonPachi)

Where it all began. You'll arrive soon after the Donpachi Corps hits its stride, the constant infighting and sacrifice of human lives giving birth to the first super soldiers. Although you may be able to escape the bloodshed, the world is in ruins. Environmental collapse due to pollution and overpopulation has made life hell for everyone. In the final year of your stay, Longhena's scheme to save the world by genociding humanity will take place, and with all due honesty? You'll be safer in a ship, as a fighter who can at least take responsibility for their own life, than trying to be one of the civilian survivors.

2. Bloodsoaked Rose Garden of Paradise, Leader Bee Nightmare (Ibara & BeeStorm)

An alternate path in the flow of history. Mankind flourished after the defeat of Longhena, and in the 19th century, the industrial revolution was once again in full force. After an accident involving prosthetics research, Dr. Teresa Rose went into seclusion, only to rejoin society with a declaration of war: the Rose Garden shall wipe mankind away. Truth be told, this war will affect only western Europe, mostly the nation of Edelweiss from which Teresa originates. After her defeat and exile to a barren island, Big Burn (the doctor's ex-husband) will kidnap her to fix his failing prosthetics. But while all of this is happening, the demon king continued to grow stronger. In the 7th year of your stay, Hibachi will awaken to his full power and lead the army of murderous weapons to exterminate all of humanity.

3. Blissful Death Wars, Element Daughter Carnage (DaiOuJou & DaiFukkatsu)

The proper path in the flow of history. With the demise of Colonel Longhena, his machine army was sealed away inside the moon. But after a millenium of slumber, Hibachi will awaken in the year 2008 to destroy mankind, leading the remaining machines. Therefore, the Donpachi Corps will be revived and equipped with Element Dolls, supportive gynoids that can strengthen their ships. At the same time, the evolved NEXT EXY will return to the past from six years in the future to lead her own sisters in rebellion against humans, after having murdered her pilot in a fit of insanity caused by diving into the enemy mainframe.

4. Global Meltdown, World War III (DoDonPachi Maximum & Ketsui: Kizuna Jigoku Tachi)

History repeats. It is the year 2050, and in only 4 years, the ice caps will melt completely. Nations will be erased beneath the cruel water, and various natural disasters shall cause even further ruin. It is then that World War III will begin... and despite cooler heads prevailing, 'something' will cause the war to worsen. Eventually, the United Nations will uncover that EVAC Industries is responsible, a powerful arms dealer from Japan. To stop this, a quartet of pilots will be sent to kill and die in the guise of EVAC's own army, destroying the company without provoking the warring countries that lust for their weapons.

5. Mechanized Invaders, Disco Fever World (SaiDaiOuJou & Dangun Feveron)

This may be a distant future, or perhaps an alternate timeline distinct from confirmed history. It seems that a certain city administrated by computers is being invaded by the "Mechanized Planet People", robot aliens, and the Donpachi Corps will now fly to raze it to the ground. Meanwhile, in the depths of outer space, a deadly armada sent by the Melt Empire travels to conquer Earth and harvest their water. Admiral Gratze decided to take a shortcut, crossing near planet Fever. Emissions from the planet's civilization were known to interfere with equipment, and interrupted a sexy video call between Gratze and his wife. So, he decided to invade Fever instead. The destined battle between Gratze and Afro will soon begin!

Perks

The skills you ply, to kill and to survive. Discounts are 50% off. Freebies are Free.

Gale Force – Free

None who matter in this world are unfamiliar with the screaming of gunfire as they soar through a deadly sky. Just the same, you are a capable pilot, whether in a fighter, helicopter, or even a tank. On top of that is a good sense for your surroundings and natural talent at 'indirect kinesthetics'. Even if you're inside a hulking beast of iron, you'll be able to keep track of your craft's chassis and weave your way through a hail of gunfire instead of slamming your cockpit into a bullet like a newbie.

Afterglow – 50 CP

Beneath the roar of steel and flame, a wonderful melody resounds. You've gained a backing soundtrack with all the music from the games featured in this Jump. You can play specific songs and control their volume, although you can't weaponize this by going excessively loud, as well as let it automatically shuffle and select tracks to match whatever is currently happening. Though it's no louder than normal, this music can be heard at incredible ranges and through obstacles, such as from inside a huge battleship.

No Remorse – 200 CP / 100 CP

It all started with a gun. Then, they made a gun that could fly, a gun that could decide when to shoot. It all went to hell, and just like a bullet can't go back into the barrel, nothing will be the same. You are one of the scientists responsible for the mess this world has become, or maybe someone who'll make things worse. You have a wide grounding in military research and development, letting you design tanks, airships, cruisers, and what have you in this world's style. These machines carry firepower ranging from brutal to overwhelming, and speciate between 'enemy battleships' and 'lone wolves' once you go past the mooks, with absurd endurance or impossible evasion respectively. You'll also gain a mild grounding in a field of your choice, such as robotics, prosthetics, or neurology. The results will be weaker the further you go from huge, bombastic machines of war, however. There's a reason EVAC Industry doesn't even try selling their memory wiping gear, and it's not common sense. You can buy access to more such fields for 100 CP each.



Show Time – 100 CP (Free to Pilot)

Army grunts kill and die by someone's orders, but they don't have to worry about getting a job. To hack it as a mercenary, you need reputation. Thankfully, you've got one already, and it speaks well. You're known for being competent and trustworthy in the social circles that wield hired guns. CEOs, royalty, and even the likes of the United Nations will all reach out to you for jobs if you make yourself available. This notoriety won't interfere with your personal life, even if you don't bother hiding your identity.

Last Words – 100 CP (Free to Pilot)

It takes a real bastard to say you'll carry on a man's dying dream and throw it away the moment his body's gone cold. Sadly, there's plenty of those, but it's not a problem for you. People don't go back on their deals with you. As long as you fulfill your side, they'll follow up on theirs, even if that entailed you dying on a suicide mission and there was nobody left to bring them to task for reneging. That said, this isn't some fairy tale magic. If they never had any intention of holding up their end of a contract, the other party will bow out or put the screws on you instead of getting brainwashed into playing along.

Awakening – 200 CP (Discounted to Pilot)

No matter how much iron you shield them with, a battlefield is no place for civilians, for the meek. It is a place in which a different class of human is forged and you have already been subjected to the fire and burning metal. Your will and heart are hardened, strong enough to fly into a suicide mission without doubt and dare to grasp true victory. Strong enough to murder whoever your leader orders you to murder without any guilt tormenting you for the rest of your days. To make the numbers go up, no matter how many lives it takes. At your discretion, this can grant you a set of mutations. Hair colors beyond the norm, markings on your skin, and strange growths from your head. Your choice in design and color for all three. Perhaps the idea of breeding super soldiers through bloodshed isn't as far-fetched as it may seem.

My Duty is Done... – 200 CP (Discounted to Pilot)

A bee will fly and sting as its master commands, without hesitation or question, but that doesn't mean the one who commands it might not grow curious. You grab the eyes of your superiors, in a good way. If you are a failure, they will pull strings to see if you can be reformed and have your true potential made real. If you are a success, the perfect soldier they're looking for? You'll be the one they ask to fight the world alongside them. Depending on the time and place, you'd be one of the bees stinging for Colonel Longhena. But if your leader's true aims are not something you'd support, they'll arrogantly give you the chance to make your stand against them, gloating and making it clear how vile they are while you have your weapons. Or if they are much too noble for such conduct, they might offer to let you walk away and honor that offer, even if they'd usually tie up a loose end like you.

Disco 999 – 400 CP (Discounted to Pilot)

Can you feel it? The beat, the rhythm, the fever... Heaven is here inside your soul! Just like a native of planet Fever, disco and dance is in your blood. You've got a natural talent for moving your body freely, and the passion to strut your stuff no matter how many fools say disco's dead. Due to this, your dancing can generate high levels of Dance Energy! To use that energy, you've also become a master of Dance Groove technology used by planet Fever's civilization, letting you power devices with their user's dancing. That said, not everyone generates as much Dance Energy as you. Only the most passionate can fly space fighters on pure dance. Even so, if everyone listened to the funky feeling in their heart and danced without any shame or doubt, you could power an entire civilization on pure boogie! Since they're basically just humans with a passion for dance and music, taking this can make you a Feverian at no further charge.

Like a Rolling Stone – 400 CP (Discounted to Pilot)

Now this is something special, a unique ability known as the Hadou Gun, seen in only one branch of this world. With it, you can charge a gun with an explosive. At your willing, the gun will consume it to fire a missile, one with some odd properties. First, it causes damage appropriate for whatever kind of bomb you loaded into the gun on contact, shredding through many enemies. Only when facing resistance, it detonates into a continuous explosion that lasts for a handful of seconds. It also leaves a trail that lingers for a similar amount of time, as damaging as the main projectile. Both inherit the unique properties of whatever explosive you used to prepare it, such



as the bullet negation some Bombs in this world boast. One thing to note is that the nature of this power is... unclear. It may be a family technique passed down by Big Burn to Bond, his son with Dr. Rose. Or maybe there is no relation between them, and Bond is nothing more than a child augmented by the scientist, who was forced to empower her ex-husband many years later. Thus, you may choose whether your new power is a martial arts technique or the result of cybernetic augmentation.

A Sad Dream – 600 CP (Discounted to Pilot)

The connection between man and tool is one that goes back to our earliest days, and it is strongly exhibited by you. You're simply better at operating machinery than anyone else with the same skill level and under the same conditions would be, minimizing your mistakes and bad judgement calls while optimizing the performance of your craft or weapon to the point of visibly surpassing similar models twice over. In the case of thinking machines, this also increases their affinity for you. Artificial intelligences and robots just like you at first glance, with your bond deepening absurdly fast should your personalities be compatible, even letting them surpass their limits to achieve a miracle of love. This also applies to cyborgs, albeit to variable degrees based on how inorganic they are. Someone with a pair of robot eyes or a singular metal hand would feel just a little bit better about you, while a brain in a jar could fall in love after spending a day or two flying at your side.

A Peaceful Death – 600 CP (Discounted to Pilot)

Hyperfocus can make a human being's perception of time accelerate, but this is something else. You alter time around you, causing projectiles that should be moving at supersonic speeds to fly at a rate you can track with your naked eye. Hypersonic bullets and plasma beams would still be fast enough to push you to the limits of human reaction if you want to dodge them. Superhuman reflexes and speed will increase your ability to exploit this deceleration. What's truly outrageous is what happens when a curtain of gunfire is flying your way. The more projectiles and laser beams and what have you arrayed against you, the slower time will run from your perspective. The majority of patterns strong machines will fire in this world will only lead to time running a quarter or so slower than normal, but superweapons like Hibachi will often cause time to crawl at only one fifth the speed it should move. That said, don't fall asleep at the yoke.

Eternal Shooter – 800 CP (Discounted to Pilot)

Violence is the root of evolution. You are the result of systemic infighting designed to produce a race of super soldiers. You are undeniably one of the greatest fighter pilots ever seen throughout human history. If you decided to exterminate humanity one day, the destruction of every single world power, private army, and militarized megacorp during your lone crusade would be a borderline formality. Depending on the speed and destructive potential of your vessel, you could finish mankind off in hours, even facing thousands of ships objectively superior to yours by every possible metric. Indeed, your skills make the armor of your ship utterly irrelevant, for even a rain of iron and plasma shot by a nearly invincible superweapon firing thousands of rounds per second could be calmly navigated by you as you methodically destroy it. Your mind was also hardened by the endless bloodshed that led to your creation, obscene in fortitude. Killing armies on a daily basis would not bother or tire in the slightest, and in truth, fighting endless machine hordes in a time loop would be downright refreshing and exciting for you. Though only your piloting skills have been proven so far, your proficiency for any kind of violence or military operation grows at nightmarish rates, becoming similarly apocalyptic after mere weeks of constant bloodshed.



The Family's Work – 100 CP (Free to Madman)

This world must be cleansed if you wish to see it made beautiful, but that doesn't mean you'll walk alone in the garden you will create. You have all the skills and instincts of a good parent. From little babies who need constant attention, to moody teens who hate you forever, you can ensure they grow up well. Better yet, you can guide and mold their morality with ease. As long as no filthy outsider corrupts them, any kid you raise will gladly pick a fight against the entire world for their precious mother.

Darkened – 100 CP (Free to Madman)

A true leader can't let the chains of the masses hold them down. You'll save this wretched world, even if you must kill every man and woman and child polluting it. Morality, ethics, empathy, compassion - none of it can hold you anymore. Whether you're sending men to their death to save the world from a deranged mega corporation, slaughtering civilians for the greater good of humanity, or enslaving innocent girls for your benefit, there is nothing you'll balk at and no line you can't cross.

Roze of Zeal – 200 CP (Discounted to Madman)

Beauty isn't just skin-deep. To be beautiful is to be better, and you prove that. You are breath-taking, a wonderful specimen of what humans should be, although the nature of this beauty is up to you. Whether you wish to be a gorgeous madonna, sweet princess, menacing daddy, or anything else. You can even change your hair and skin colors within human standards, and this appearance will prove hereditary, ensuring children you sire look as beautiful as they should be. From becoming true beauty, you have also come to understand how to implement a certain aesthetic within anything you craft. From Big Burn's zany toy-like machines, to the elegant majesty of Dr. Teresa, anything you invent or craft can be made in a style of your choice.

Scaffold – 200 CP (Discounted to Madman)

It was not only their stupendous designs and sadistic glee in selling to anyone that made EVAC Industry a titan. No, their researchers had found a way to cheat the universe itself, a means of imbuing literally infinite ammunition within their machines. The results are temporary and quite unstable, near spiteful in how difficult it is to use for constructive purposes. But if all you want is an endless stream of bullets and lasers to raze cities to the ground? Quite good. While anyone could steal EVAC's secrets if given the chance, you harbor a deep understanding of this technology. Adapting the mechanisms to more, shall we say, "exotic" forms of matter and energy is simple for you. Likely costly, depending on what you're trying to work with, but it'll be possible and suitable for mass production with enough resources.

A Worthy Rival Appears – 400 CP (Discounted to Madman)

Let stone be wrung from blood. You are a cruel yet effective teacher, employing the same methods invented by Schwarlitz Longhena with masterful expertise. By driving your subordinates to death, you can achieve incredible results. Order your men to kill and cull each other, fighting a war against themselves, and you will find an army of super soldiers forged casualty by casualty. Encourage your scientists and engineers to overwork themselves into the grave, and the last men standing will be world-shaking geniuses. With life on the line, the garbage will be exterminated, and the worthy shall stand before you. The only concern at that point is loyalty, for such a quality is not inherently paired with competence.

Deep-Fear – 400 CP (Discounted to Madman)

There are men who follow, there are men who lead, and then there are men who make all others follow. Your presence is heavy, like iron manacles grasping at your subordinates, forcing them to obey. A stern scowl, a cold glare, the eloquent venom spewing from your lips, all demanding submission from the drones buzzing around you. The wary will be forced to swallow their hesitation and obey, as is proper, while the staunch become true fanatics. Do not grow arrogant, however. The deadliest soldiers of all are often those with a backbone harder than any weapon's steel, those traitorous maggots who can gun down the worthless faithful chaff stinging to their death at your command. A bothersome contradiction, is it not?

Lurking in the Darkness – 600 CP (Discounted to Madman)

Society is nothing more than a hive of pitiful humans. Others believe the world can't be changed at a lone man's whims because they are weak, too weak to control even one person. But you're better than that trash, aren't you? You have the acumen, the cruel understanding of levers and values, to conquer the business and political worlds. Earning the approval of entire nations to create your own personal army, stealing away their best and brightest? Enshrining yourself in the world's eyes as the only commander they can trust? Or maybe you'd rather sell weapons to every side of a war, with those nations thanking you for the privilege of murdering each other. You can do it. You might need to step over a few bodies if you're starting from the bottom, no politician will listen to gutter trash, and some things might take a war to seem necessary but you're more than capable of fulfilling such conditions. Whether you'll exploit another maniac's act or set the carnage in motion yourself depends on your patience.

Day of Judgment – 600 CP (Discounted to Madman)

The march of science is walked by countless men, passing their wisdom onwards into the future. But even in a world of faceless soldiers and heartless machinery, a true genius will rise to the top. Just like Doctor Ingram K. Daugh or Doctor Teresa Rose, your intellect far surpasses your peers. Your brain is an engine of progress that could invent robotic humanoid soldiers and flying iron behemoths at a time when most of the world had just begun embracing cars, or even robot maids that perfectly replicate the appearance of sweet young girls. With the backing of modern science and a world power's resources, you could make battleships that fly at supersonic speeds despite weighing hundreds of thousands of tons. With a lifetime of work, you could break the laws of physics outright, bridging here and there via portals. Or perhaps then and now...

Longhena Cantata – 800 CP (Discounted to Madman)

Much like Godwin Longhena, you have become the lynchpin of a time loop. At first glance this seems to make you luckier, small coincidences and windfalls easing your life, but in reality the actions you take in the present propagate into the future to ensure your goals materialize while your success in the future helps to confirm your victories in the present. Your life is, in essence, a self-constructing bootstrap paradox. This effect is not impossible to resist or counter, but it is specially insidious in its ability to assimilate hostile chronoshifts, expertly integrating the efforts of others to dispel your future via time travel into the sequences of events responsible for your ultimate victory. But time operates on a vast scale, so your greatest weakness by far is someone who ignores all this nonsense and will simply kill you. A second time loop thus defends you from such attempts on your life. Simply put, you reside in the 'Backside' of causality. There is no difference from your perspective, but to anyone challenging you, defeating you in reality will simply grant them entry into the 'Backside' where you reside. Failing to defeat you there (assuming you spare their life, of course) will return your opponent to the outside, where your loss has been erased from history. Or, more accurately, was never even real.



Burning Body – 100 CP (Free to Doll)

As a servant of mankind, it should not surprise you that a beautiful appearance was a concern during your creation. What soldier wouldn't want a gorgeous girl at their side? What commander wouldn't enjoy having a lovely little lady obeying their every word? But I digress. By most humans' reckoning, you are a wonderful specimen. Your skin is flawless, your face is perfect, and your "proportions" are downright enchanting.

Strange Dance – 100 CP (Free to Doll)

Even if you are a weapon, the heart inside you longs for something human. Whether it's playing around, or a date, being made of iron won't stop you. There might still be practical issues, such as if you're the size of a building, but if you act like a human then people will give you a chance to be human, to live like they do. But the sad reality is some men already see no issue with spending human lives. If they want you, they'll just say you're property and that'll be that.

Conspiracy – 200 CP (Discounted to Doll)

The scientists recoiled at the sight of their own creation, fearing what you could do. They thought they could put you in a box and pretend their hands weren't stained in blood. But they were wrong. They could break you, kill you, but half-measures like freezing you inside a computer system or burying your chassis beneath the moon will inevitably go awry. Whether you recover your strength by some miracle, or a ghost in the machine chances upon your sleeping soul, you won't be gotten rid of so easily.

East Asia – 200 CP (Discounted to Doll)

The purpose of a thing like you is to serve humanity. That's all you're expected to do. But perhaps you'd rather serve a human, to shield their heart. Even the pain of constant warfare could be all but nullified, if you were there beside them, holding them close and whispering into their ears. Indoctrination making the one you love into an obedient little bee is harder, but can be worked around. Without a will of iron, perhaps a woman of metal like you can provide them volition and resistance instead.

Taiji – 400 CP (Discounted to Doll)

They left you alone, a frozen image eternally slumbering in a prison of iron. But something found you, and it freed you. Now, you'll never be alone again. A second personality dwells within you, a military AI of the same make as Hibachi. Tactics, strategy, and of course, the art of killing. All of it comes natural to them, optimizing your own abilities and resources to bring your dreams into reality via sublime carnage, or whatever it is you ask of them. While far from a social or empathic being, however inhuman and callous the thing inside you may be, it was no less lonely. You're like the little sister or brother they never even imagined having, and the only thing they hate more than hurting you is the idea of you dying. They're content to leave you in the pilot seat, but can take over if you let them. While they should be pure data, something odd occurs in the heat of battle, when you deeply call on their expertise. Your body will morph, shifting like a mirage between you and them. Even without any systems to enable such a functionality...

Who Decided About "Dying Peacefully"? – 400 CP (Discounted to Doll)

A machine does what it is programmed to do. A machine can not disobey its orders. A machine follows logic. But we both know by now you're more than that. That you're not the puppet they say you are. That's why you can break those limits. You can love. Love your pilot, love your sisters, maybe even love the world. With love, you can break more things. The prison that is your own body, bringing your human heart to the fore even as the programming erases the machine. The prison of matter, to slip into the world of code in hopes of finding your special person. The prison of time, to shatter the chains of causality demanding a tragedy endlessly beget itself. Make no mistake, such feats are not done on a whim. It takes desperation, a true need to save those precious to you. Even then, such miracles are decently focused and only possible once per 'crisis'. But one last act of kindness can change everything. Those you love shouldn't be thrown away.

Chikara – 600 CP (Discounted to Doll)

This is the power you need to create the ideal world. Humans can arrange metal in all kinds of shapes, but you truly understand the secret of how life differs from iron and code: not at all. You can invent tools and devices to mechanize any living creature, at the bare minimum being able to perform operations on an industrial scale such that a city once filled with humans could become a nation of metal in days. Whether this makes them into compliant drones or free-willed robots is entirely your call, as well. You could even upload minds into cyberspace, making them unto AI free from the burden of a vessel... or trapped within a system, forbidden from ever touching the real world again. But humans do so adore breaking dolls, and thus you can reforge any "machine" into a weapon, militarizing their existing design and packing them full of firepower. But a quirk of this process, should you allow it, will cause a few of them to grow vastly more capable than expected. It's hard to quantify, but this often correlates to how "special" a person is, or would be after mechanization. Even a schoolgirl or robotic caretaker could be made into an army-crushing giantess like this. Perhaps there is more to the human heart than those heartless humans acknowledge.

Tenshi – 600 CP (Discounted to Doll)

Rather than an enslaved cyborg, you are a true machine, an artificial intelligence created from scratch to fulfill all of mankind's needs. Your data processing capabilities are through the roof, to the point you could lead a war against the world or coordinate something like the kidnapping of an entire city's population on your own. Although your programming was advanced enough to imbue you with a maiden's heart, you do not labor under the limitations of your sisters. A civilian model would need to preserve her organs and possibly her self-image even after a military retrofit, curtailing her potential. But you could have tens of thousands of different scientists and engineers and even civilians work on your body, each adding their own upgrades until you become the strongest machine ever created by all mankind. Incidentally, your status makes you something of an idol amongst machines and cyborgs, earning their admiration and loyalty unless you torment your own guys or act in opposition to an individual's core beliefs.

Red Bee – 800 CP (Discounted to Doll)

With every war, mankind grows, their strategies and technology climbing a hill of the dead. But now, their time is at an end. The greatest catastrophe in history has arrived - and it is you. To begin with, you are entombed within a titanic superweapon that echoes your appearance in a manner of your choosing, and is essentially just an extension of your body in terms of its own abilities. Like an insect sleeping within a cocoon, you will continually gather energy while inside it, upgrading your systems. Your weapons could go from launching dozens of bullets to hundreds or develop new ones such as a set of orbiting laser cannons or sinuous energy whips with only a year of growth. This process will strengthen your shell too, but it is when your prison lies broken that the nightmare weapon can be revealed at last, your true body's firepower and armor being much greater than it should be even including your evolution. Similar to Hibachi's Inbachi state or the dreaded Zatsuza, when a worthy foe pushes you to the limit as they defeat your shell, you can develop entirely new forms that amplify these factors even further beyond as your blood boils. Whether it is with rage at the worthless maggot challenging you or some other emotion is for you alone to answer. You can reform your shell with a week of low-power operation (rest) should you desire it.



Items

Bullets enough for a world war to adorn. Freebies are Free.

Ship Type – Free / 200 CP / 600 CP / 100 CP

Leaving you without a flying steed in a world like this would be quite rude. For Free, you may design your own ship from scratch using the Ship Customization section. You will also gain +500 Fire Power for use in that section. Alternatively, you may spend 200 CP to acquire any ship used by the heroes of the games in this Jump, or a normal boss such as the Bullfrog helicopter or the Senkou tank. You may choose a mid-boss or even a normal enemy if you really want to, as well. For 600 CP, you may gain a last boss or true last boss for your usage. Bosses like Next Exy or the sapient versions of Hibachi may not be chosen via this (buy them as Canon Companions instead) and you must still purchase an Element Doll if you choose a player ship from DOJ/SDOJ, as they are not inherent parts of the craft. If you want to create your own original design after buying a canon ship, you may buy custom ships for 100 CP, each gaining a +500 FP stipend. If you are a Doll, you may choose one purchased ship to be your body, gaining it as an Altform.

Sogno di Rosa Eterno – 50 CP

Some humans are too dangerous to live among their kind, even other criminals. Yet some nations consider it barbaric to kill them on the spot. The only solution is thus exile, and it is one you may employ via eight isolated islands that are now your property. Each one is incredibly remote, making escape impossible via primitive means. Yet, the islands themselves are barren, utterly lacking in materials such that even the most frugal and resourceful genius could never hope to craft a device or tool to help their departure. Oh, their time will be most unpleasant, but leaving someone here is technically not leaving them to die while still ensuring they'll never bother you again.

Grieving Womb – 100 CP

The perfect partner any soldier could hope for. You have been given your very own Element Doll, and it is considered your property rather than something the brass will take away once the fighting is over. Being tools, you may decide the appearance and personality of yours to your liking, and they will be dutifully obedient helpers regardless. As for their benefits, well. Besides playing the role of co-pilot, they can interface with your ship directly to augment its weapons, empowering the bullets, beams, or bombs of the craft in accordance with the Doll's element. As a special offer, you may elect for yours to be a prototype that does not improve these attributes directly, but instead grants your ship the ShotLaser, a firing mode in which its bullets and beams are combined into a much more powerful but energy draining form. No matter its design, all Element Dolls harbor powerful hacking capabilities that can in theory affect entire armies or supercomputers, yet are held back by their organic brains and human psychology. Yes - Element Dolls are not robots, but humans fitted with extensive cybernetics and stripped of their rights. As a Doll, if you did not already choose a ship as your body, you may claim an Element Doll you've bought as an Altform.

Sinful Garden – 100 CP

Let us turn away from this ugly world. You have become owner to a sprawling estate, its outer perimeters being ringed with something between a military base and ancient castle in nature, having great hangars and elevators to ensure a speedy response to hostile forces. Beyond that is a stone-paved path full of gardens and greenhouses for whatever manner of verdant life you prefer to flourish, and gigantic marble statues of what you would consider beautiful humans. This area is quite roomy, allowing even heavy machines of war to march outwards without harming the flowers. Past that, at the heart of your domain, is a factory complex hidden from prying eyes by stretching underground. A workshop of death in which your designs can be mass produced into a vast army, granting you access to the Fleet Customization section with +500 Metal Hordes.

Family Business – 200 CP

Oil is the world's blood, and it is society's blood too. You're something of a magnate, having a variety of business holdings, but primarily deriving your wealth from oil-drilling operations in the old country. As a result of this, you've also made friends, people in the political and criminal worlds that can give you a heads-up or move things along one way or the other. If you had a good excuse, something like being her ex-husband, you could have a genocidal terrorist that declared and waged war against Europe released into your care without anyone raising questions. With that kind of influence, it's only natural you've had your own little army drafted, giving you access to the Fleet Customization section with +500 Metal Hordes.

Truly Ideal – 300 CP

Mankind can not exist in harmony with the world, but that does not mean humans can't. What you now claim is a city that proves this fact. Every inch of this large metropolis was designed and engineered from the ground up as the ideal space for human habitation in conjunction with the planet. This is made possible by the presence of servitor AIs who micromanage every single facet of the city and its inhabitants. Depending on your point of view, they are the city's true inhabitants, and the joyful humans who will never want or need for anything under their control are just domesticated insects. Though none here are warmongers, they understand the importance of self-defense: buying this will yield you access to the Fleet Customization section with +500 Metal Hordes.

Doomsday – 500 CP

This is a world of death, but someone's gotta be the dealer. Whether you're ahead of the curve, competing with EVAC Industries, or maybe its new chief, you've become the proud owner of a weapons manufacturer with global interests. Between the industrial power available to you and the mad geniuses who staff your ranks, the hundreds of billion of dollars you earn and spend each year seem almost quaint, especially given the quality of your weapons is such that few nations would dare blink at you selling to both sides of a war out of fear of being denied purchases. Many would even betray historic treaties and alliances if it were necessary to ensure your continued operations. With this much power, it's only natural you'd form your own private army as well, earning you access to the Fleet Customization section with +500 Metal Hordes.

Donpachi Corps – 500 CP

"We apologize for the wait and our clear lack of respect, Colonel. We can only hope to atone by dying for your sake"... as you can surmise, you have become the leader of the Donpachi Corps, or perhaps a side branch or offshoot. This is an international military with humanity's near-unconditional backing, having financial support and personnel from every nation worth mentioning in the entire planet until and unless you do something as extreme as declare war on humanity. Your men display a combination of fanaticism and competence that is very nearly impossible to achieve naturally, being natural killers that won't hesitate to exterminate civilians or enact genocide if you order them to while being good enough to wipe out enemy armies, offering you access to the Fleet Customization section with +500 Metal Hordes. However, you should remain aware that picking a fight with their own guys is how your peers tend to die.

Planet Fever – 500 CP

First came the King of Rock and Roll, then the King of Pop, and now, we've got the King of Fever... that's you, baby! You are the lawfully chosen and globally beloved leader of Planet Fever now, a whole world of aliens that happen to look and live just like humans, except they love music and dance. Indeed, they even know how to power their technology on dancing, and are generally much more peaceful than regular humans. A war's no good for the soul, ya know? But while peaceful, the people of Fever are not pacifists, and thus purchasing this lets you access the Fleet Customization section with +0 Metal Hordes. Yes, zero. Since groove technology is heavily reliant on the individual's ability, your people's navy is near-exclusively designed around elite combat dancers and there just ain't that many of those each generation. But don't let that bring down your mojo, pal, you've got an entire planet to dance the night away with!

Ship Customization

This is where you will design your own original ship, whether it is a nimble lone wolf ready to skillfully cut through entire fleets, or a monster of pure iron that will set the world on fire. As noted previously, each individual ship gets 500 Fire Power for you to spend here. You may transfer CP to one ship's store of FP at a 1:1 rate.

Aesthetics

You may decide the visual design of your ship free of charge. Feel free to soar upon a tactical and modern helicopter, a demon king bee with squirming near-organic plating, or a beautiful rose of sharpened iron.

Construction

The fundamental arrangement and mobility of your ship. You may choose only one option here.

Flyer - Free

Your ship can fly. Note that despite the name, your ship can in fact be a helicopter, bee, or whatever demented skyborne contraption you deign to imagine.

Humanoid - Free

Your ship is not actually a ship, but a humanoid robot of some kind. Whether it is a giant mech you pilot, a robotic bodyguard you order around, or a "partner" depends on your other choices here.

Grounded - Free

Your ship is not a ship at all, but something like a tank, train, walker, maybe even a gun tower or static installation. Unless you really need to be able to safely crush hostiles, this is probably a downgrade.

Marine - Free

Your ship is an actual, literal ship. It sails across the waves, and you may adapt its Weapons to operate underwater like torpedoes and such, but the ship itself can't submerge.

Size

The size and weight of your ship. Besides greatly affecting your ship's agility, this also plays a great role in its Armor's efficacy. You may choose only one option here.

Fighter - Free

Your ship is about the size of a fighter jet. It is absurdly nimble, but unlikely to survive much even if you invest in its Armor. On the other hand, evasion systems will make a skilled pilot nigh-invincible.

Cruiser - Free

Your ship is about the size of buildings, anywhere between just small enough to hide inside a stadium to large enough to crush one with its bulk. Armor will be much more effective, and it is by no means slow.

Battleship - Free

Your ship can be as long as a building is tall and wider than a city block, though it doesn't have to, as long as it still dwarfs the previous category. Don't expect to dodge anything with it. The value of Armor is higher, as your ship's bulk and extensive systems force enemies to destroy it piece by piece.

Human - Free

Your ship is the size of a human being. The same conditions as the Fighter option apply, just all the more extreme, but the scale of its Weapons is minimized. You'll need a remote control system to use your ship, unless it has a mind of its own, or you can somehow shrink down to the size of a bee.

Features

Miscellaneous additions and modifiers for your ship. You may select multiple options here.

Reload - Free

Your ship can load and fire much more than you might expect. It's just a given with this world. But it is technically possible for you to run out of bullets, so those (as well as any fuel or electricity needed) will be replenished on a weekly basis, free of charge. The ship itself can repair/respawn once a month.

Player's Choice - Free

If you already have a ship (or "ship" given the potential options here) you've chosen to spend your life astride, you may Import it here, so long as its nature matches your previous choice of Construction.

Blissful - 100 FP

Your ship can transform between its initial state and as many forms as you buy this option. Each one can have its own Aesthetic, but since your ship physically shifts, parts of one form's design may be visible in another's. Each form can have its own separate Construction choice, as well.

Endorphin - 100 FP

Rather than a solid piece of metal, your ship was designed with modularity in mind. Whether this means it can shed damaged pieces to greatly extend its survivability, wield pieces of itself as pseudo-drones, or even go through distinct phases that modify its Weapon's firing patterns by swapping or transforming its parts is up to you. You may purchase this thrice, choosing a different option each time.

Stealth Overhaul - 100 FP

Your ship is fitted with a variety of modifications for hiding its presence, including optical camouflage. Close-range sensors can still notice it, and the invisibility can't function with weapons hot. You could ambush someone with a massive behemoth, but don't expect to fight while invisible.

Elementary - 200 FP (Conditionally Free with "Element Doll")

Rather than an inert hunk of steel, your ship is now an element doll unto her own. Or his own, whatever you prefer. Yet given the weapons you'll likely equip it with, the proper term may be element daughter... but I digress. Your ship's element as an element doll affects its own Weapons, augmenting their systems. They are madly loyal to you in a manner of your choice, and you may Import an Element Doll bought in the main Jump (or built as a Companion later) here to gain this option for Free. Not purchasing this option won't lobotomize an Imported ship that is already intelligent, they just won't gain the benefits of being a proper element doll.

Negotiator's Benefits - 200 FP (Free with "Like a Rolling Stone")

Rather than a yoke and key, your ship's control systems are built around a large gun (or a pair of guns if you favor pistols) you connect to the ship and may otherwise wield yourself. The gun(s) you choose inherit the ship's Weapons, but will operate on the scale of infantry, their firepower lowered - expect to shred humans apart using a firing mode that once could wreck buildings. Piloting your ship with this will make it possible to use any gun-based martial arts or personal cybernetics through it.

In The Groove - 200 FP (Free with "Disco 999")

Rather than fossil fuels or some kind of internal power plant, your ship is powered by Dance Energy, with the needed changes to its control systems to make that work. Shaking your booty while in the middle of war might be a little tiring but depending on the intensity and skill of your dancing, your ship can actually be empowered past its default specs by your Groove. Also makes your ship spaceworthy.

Networked Destroyer - 300 FP

A highly abnormal modification. Your ship does not gain any particular hacking or ECM measures, despite what such a name may indicate. No, this upgrade allows your ship and anything inside it to be transmitted across networks just like data. This process doesn't grant any ability to operate within the stream, and interruption of the process will induce manifestation from the VW to RL with only partial damage.

Danmaku - 600 FP

Highest-level threat, usually seen only in superweapons. The firepower of your ship's Weapons are raised to the point of absurd cruelty. There is no longer space within the majority of your firing patterns for a normal ship (even one of small size) to escape and their potency can wipe cities off the map. Laser blasts may paint over the sky with their rage and missiles will be loaded with nuclear or neutron payloads.

Weapons

You may purchase as many as you'd like. Generally speaking, you are free to grant your Weapons distinct firing patterns instead of just having them aim and shoot like normal guns. Doing so will raise the Weapon in question's attributes. Mixing complex patterns with aimed shooting tends to result in deadlier firing solutions than just gunning for your target.

Flak - 50 FP

Provides a quick burst of gunfire, or a continuous stream of bullets. Although it could destroy a tank or small building, it's a minimal threat by this world's standards.

Free Fire - 50 FP

Somewhat rustic, yet effective. Your ship is equipped with a flamethrower. Infrastructure and infantry do not enjoy it, but a sustained burn is required to meaningfully damage stronger ships. Low range.

CQC - 50 FP

Your ship is now capable of melee combat, for some unfathomable reason. It may have whirling bladed saws, energy whips, or maybe an actual fist. You only get one melee Weapon with each purchase, but if your ship is Humanoid and said Weapon replaces a hand or limb, you can mirror it onto the other side for free.

Gunblade - 100 FP

This is even worse! Your ship has guns, but they don't fire bullets. No, your ship uses bladed weapons as projectiles. Daggers, swords, even spears, whatever you prefer. These are scaled to the size of the ship itself, so Fighters will launch blades the size of men, while Cruisers fire ones the size of vehicles. As a result of their bulk and extremely unorthodox shape, rate of fire and projectile speed are low.

Autocannon Battery - 100 FP

Provides a much heavier quantity of gunfire, suitable for destroying a stadium or building in one salvo. Rather than a single barrel outputting incredible firepower, you may 'spread out' its firing ability into a larger array of guns, either located across your ship or designed into a volley gun.

Missile Assault - 100 FP

Rather than bullets, your ship is loaded with much bigger ordnance. These missiles (or bombs) have a lower rate of fire, but their destructive potential is that much greater, and have great utility for area denial if some gnat is buzzing around dodging all your bullets. At your discretion, these may be proper capital-B Bombs, being given the ability to nullify and disperse all hostile bullets, lasers, etc, caught in their detonation. But in return, their availability will plummet, your ship loading handfuls at a time.

Option Select - 100 FP / 50 FP

Your ship is paired with a drone of some kind. By default it mimics the main craft's armaments in a weaker form, but you may instead connect this purchase to other weapons. Connected weapons are not available to the main craft, but the associated drone will have them at full power. For 50 FP, you may add another unit of a drone you've already purchased, inheriting the same weapon(s).

Death Swarm - 100 FP

A remarkably similar weapon to the above. Rather than gaining a singular drone, your ship can now release a small squadron of drones. These drones are much weaker, but fully disposable, and easily replaced. Don't think too hard about how that works. These drones function like the previous option in terms of Weapons, but you may not buy additional units without building a new set.

Plasma Punisher - 200 FP

Bullets are quite antiquated, aren't they? The destruction your ship unleashes is that of pure energy, of heat and electricity unmatched. You may choose the nature of this Weapon freely, but it is set in stone with each purchase. Small but numerous blasts, large spheres, or raging bursts. You could even grant your ship wings of plasma! Probably not very useful, but it'd certainly make an impression.

Main Gun - 300 FP

A machine gun and laser cannon combined into one, switching at your command. Firing directly into civilian infrastructure would see entire city blocks razed to the ground in a few seconds. This variety of weapon usually has a distinct style, favoring widespread destruction or precision fire, and potentially favoring its bullets or beams at the cost of the other configuration's strength.

Produced by EVAC Industries - 300 FP

Rather than having practically infinite ammunition, your ship now has actually infinite ammunition. Enjoy crushing the world under a storm of lead and fire.

Armor

Denotes your ship's defensive capabilities. You may purchase multiple options here. By default, your ship has as much durability as its material construction and bulk would indicate. At the size of a Fighter, a single missile or gunfire barrage would shred it apart, while a Cruiser could take a dozen before falling.

Warning - 200 FP

Whether via careful design or some kind of energy shielding, your ship is now capable of weathering absurd levels of damage, somewhere around tens of thousands of rounds or a hundred missiles. This applies equally with no regard to your ship's size, but a bigger ship will naturally have more ship to be destroyed before your foes successfully bring it down.

Graze - 200 FP

Part of your ship is intangible versus attack. There will always be a core working as a weak point, likely the cockpit if you pilot it or the head/heart if it were an element doll for example. This scales somewhat with larger sizes, but many portions will remain possible to destroy, especially the weapons. Also, this intangibility shuts down as weak points are destroyed, new parts growing vulnerable segment by segment.



Fleet Customization

This is where you will design your own personal fleet, a great flying army ready to rain destruction upon your foes or defend all that you hold dear. As noted previously, each fleet you gain has 500 Metal Hordes for you to spend here. You may transfer CP to one fleet's store of MH at a 1:1 rate.

Aesthetics

You may decide the visual design of your fleet free of charge. It is somewhat rare for armies here to have truly unified designs, but not impossible, and there is often some commonality. Blocky boxes and buzzing bee drones, glowing teal lines and rounded metals, or perhaps vastly overgrown Mil-Spec beasts?

Manpower

The amount of men and materiel available to you. Rather than hard numbers, this is based on the scale at which your fleet is capable of operating. Choose one.

Local - Free

Your fleet can raze or hold a modern city, or an antiquated country, on their lonesome.

National - 200 MH (Free with "Donpachi Corps")

Your fleet can rampage across or defend an entire modern nation, having multiple distinct regiments.

Genocidal - 600 MH (400 MH with "Donpachi Corps")

Your fleet is now composed of multiple armies, capable of fighting a war against all of mankind.

Interdimensional - Free

Your fleet is an Imported group of Followers. Fanwank responsibly when calculating their Composition.

Composition

The specific units available to you. You can buy as many as you desire. Manpower is calculated separately for each as you'd otherwise be punished with lower numbers for investing in quality. You will also receive actual soldiers, grease monkeys, pencil pushers, etc, as needed to support your primary forces.

Zako - 50 MH (One Free)

The small fry. Tiny ships with minimal armor, minimal firepower, but usually some decent speed.

X-Section - 50 MH

Each purchase can grant you tanks or ships, as in seaborne military vessels. Although their guns and armor aren't appreciably worse than comparable ships, because of their inherent limitations, you get a lot more from this - a full tank division or naval flotilla even with Local Manpower, scaling up appropriately.

Grinning Giants - 50 MH (One Free with "Sinful Garden")

Mechanized ground troops. Whether they're piloted mechs or automata is at your discretion, but the latter are dumb AI unless you buy a certain Feature. Great for slaughtering civilians.

Tower - 50 MH

Immobile land units, such as turrets, pillboxes, or building-sized mortars. Includes the personnel needed to man them. Can be torn down, moved, and reconstructed quite fast.

Heavy Steel - 100 MH

Larger elite units, casting dreadful shadows over the battlefield. While packing heavy firepower, they are usually only a step more durable, whether via bulk or armor. Common in your forces, but not ubiquitous.

Danger - 200 MH

Titans of wrought iron, capable of razing a city to the ground over a week. Heartstopping firepower and armor that can shrug off missile strikes makes them invincible in the eyes of a common soldier. But, of course, they are not. Uncommon - only your most skilled (or loyal) captains ought to helm one.

Lone Wolf - 200 MH (One Free with "Planet Fever")

Ace pilots capable of facing another army and winning. Their numbers are extremely rare due to their sheer efficacy: two ships with Local Manpower, a single flight with National, and a squadron with Genocidal.

Features

Infrastructure and non-standard personnel, or unique qualities applied to your units. You can buy as many as you want.

Early Stage - 50 MH

A constructed installation that can serve as a staging point for your forces, or whatever else you could do with a large military base. May include convoys of land or sea vehicles, which may be integrated with your actual units, such as if you've picked up a gun train or naval fleet. Can be bought multiple times.

Canzone Di Amore - 50 MH (Free with "Sinful Garden" or "Family Business")

For some reason, the most skilled and capable members of your fleet are incredibly beautiful young ladies, young lads, remarkably ambiguous young individuals, or a combination of your choice. These individuals may also be, at your discretion, your children, your personal maids, or some combination thereof. In the case of your kids, you may decide which of them are biological, adopted, or even manufactured, but the former won't inherit Outside Context qualities with this alone. Apologies.

HELLO Mr. CYBORG - 100 MH (Free with "Family Business" or "Planet Fever")

Ready up the chrome, because it's time to go digital. Your fleet has cybernetic technologies, making loss of limb and similarly catastrophic damage much less of an issue. There won't even be any emotional trauma from replacing more and more of their body with cold steel, and in fact, cyberization may come standard if you want it to be. If you don't like shiny metal, these can be elegant prosthetics that resemble theatre props made of ceramics and fabric more than weapons of war, though they remain just as effective.

Melting Point - 200 MH (Free with "Planet Fever")

Welcome to the space age, babe. Your whole fleet is now spaceworthy, being able to fly around in space and achieve terminal velocity to actually get there, as well as cross the great gulfs between star systems. It won't improve their combat speed, but it sure is convenient. This also grants your fleet its own band and special sound systems that let them play music in outer space. Said band can specialize in metal or disco, your choice. If your fleet includes cyborgs, they will be upgraded to function in outer space as well.

Power of the Elements - 200 MH

Element dolls are now included as part of your fleet's standard equipment. Not every soldier will get his own "robot" attendant, but the possibility of being given one for excellence and their presence in larger crafts will raise morale through the roof, and instill a healthy fear of failure in your men should their confiscation - or just threat of it - be used as a punishment. The benefit in firepower is also obvious.

Research and Development - 300 MH (Free with "Doomsday")

Rather than simple engineers and mechanics, your fleet's support apparatus are men of great intellect and capability. Whether you want continuous upgrades or countermeasures to certain threats, they will provide unmatched technological solutions and raw brainpower to your cause.

Mechanized Memories - 300 MH (Free with "Truly Ideal")

Rather than human beings, your fleet is at least partially composed of artificial intelligences. These are not simple robots, but true sapients, as capable as any human. How much and which parts of your fleet are AIs is up to you, potentially abandoning organics entirely.

Loop 2 - 300 MH (Free with "Donpachi Corps")

Psych! They're dead meat... those guys they just killed weren't even your real army! The first time your fleet is conclusively defeated in a Jump (once per decade, post-Chain) you can dramatically reveal those were just rookies/deserters/etc and bring out a second fleet. Your real guys have the same Customization choices, but are notably more powerful and skilled combatants than the previous.

Companions

Cutting the bonds of hell.

Companion Import - 50 CP / 100 CP

Like normal, you can import an existing Companion or create a new Companion of your design (choosing their personality, history, etc) with each purchase, granting them 600 CP to buy Perks and Items, following the same rules as you. For double, that Companion gains 1000 CP instead.

Companion Export - 50 CP / 100 CP

As usual, you may gain a floating slot to take whoever ends up agreeing to join you at the end of the Jump or choose a specific character, in which case I will twist events to ensure you have positive meetings. Or as positive as they can reasonably get, depending on your and their goals. For double, I can also rewrite your histories to grant you a (sensible) relationship. You could be the user of a specific Element Doll or Big Burn's new wife, but don't expect the likes of Schwarlitiz to bend the knee in servitude. Whatever your choice, that character has their abilities/items supported by the same fiat as yours. This includes things like either Longhena's version of the Donpachi Corps or Dr. Rose's daughters, as well.



Drawbacks

"We have developed thousands of weapons here in Japan much like what was simulated today."

"If you are so inclined... we could have you face them in combat."

(No drawback limit.)

The World Falling Into Shadow - +100 CP / +150 CP

When you get down to it... this world is pretty awful. There are times and places where you can live, more or less the same as in your original world. Maybe even better, if you move away from Earth. But there will always be a war, a great thing of steel and flame devouring lives for the sake of madmen. It may not be as disastrous as Longhena's genocide, or Hibachi's advent, yet you will be forced to fight. But what of the world itself? Caught in a cycle of decay and disaster, ending more lives not by cruelty but as the natural consequences of humanity's greed. So too can the world around you grow desolate. Climate change, drought, famine - you will suffer hunger and deprivation, unless you struggle and bleed for your share. That is to say, you may choose to experience war OR to experience famine when taking this Drawback. You may choose to take it twice, but will only gain an additional +50 CP. Meaningless suffering is only so entertaining.

Dividing Road of Fate - +100 CP

Can you remember those days? Walking in the morning sunlight, heading to school like any other young girl. Before they made you into a monster. Before the world became a monster. You are haunted by your past, both the past you have in this world and your very first life from before all of this began. It's painful, like someone scraped at your heart, but I can not speak as to how. Perhaps those days are painful enough it is the remembrance that wounds you. Perhaps it is the keen awareness of what you lost which makes your eyes ache to shed tears whether or not you even have the physical ability to cry. Either way, I'm sorry.

Ale Che Non Cadono - +200 CP

Can you feel your limbs grow leaden? To see the colors dim in your very eyes? You are a cyborg, one whose body requires precise care and love. You can maintain your cybernetics yourself, or have allies like your beautiful maids do it, and it'll be enough to stop you from dying. But you will decay. Weaker, slower, more fragile, until even moving is a terrible struggle, no matter how capable you ought to be or what powers of repair you may bring in from outside. No, the only way to preserve yourself in truth is to find a local genius... but much like Big Burn to his ex-wife, anyone with the abilities needed to save you will be someone who'd rather not do so, with powerful allies willing to kill you should you force the issue.

Without Knowing Anything... - +200 CP

A bee doesn't need to speak. A bee doesn't need to think. It just flies and stings as its master commands. That is your philosophy, how you have chosen to cope with the world. It's not the healthiest way to live, both emotionally and physically. But it is something seared deep into your psyche. However... that doesn't mean you can only obey one person, or that you can't have connections beyond your masters. If there is a person who considers you just as important as themselves, perhaps they can drag you away from destruction and be the rebellious voice you have cast aside. Or perhaps you believe yourself so mighty, nothing could kill you, even if you were ordered to fight the world?

Somebody, Stop Me - +300 CP

...Speaking of which. Let's put that theory to the test - you have been remade, reforged, broken and cast in the shape of a deity. A god or goddess of destruction standing tall amidst the battlefield. In truth, you are no greater than before, something of a paper tiger if you lack notable powers from outside and did not acquire such in this world. But you are terrifying, with a height matching high-rise buildings, and a weight that shakes the earth with every step. Worse yet is your programming. You are twisted, made into a thing of destruction, marching onwards to crush and break everything in front of you until the very world is no more. You can not free yourself like so, but, perhaps another could. They would need to defeat you, and choose to dig into your iron innards or digital dreams (either works) to find the chains moving your body against your will and destroy them, instead of destroying you. Few locals would bother doing so, and as such, your Companions will be informed of your plight. If you lack any... I am sorry.

Anyway, you may keep this titanic body of yours as an Altform if you grew to enjoy your station, but again. It does not inherently grant you anything beyond size and heft.

Mercilessness - +300 CP

Run, for you are marked for death. Whether crafted by a Longhena, born from its own debris, or something else, another Hibachi rises and its prime directive is your doom. Just as the original Hibachi grew over time, so will the machine seeking your death. Whether you slay it or imprison it somehow, your foe will return again and again, stronger, greater. Until no matter how many extra lives you bring, no matter how long your invincibility ought to last, it will kill you. The secret to your survival lies in that same fact. This version of Hibachi is programmed to end your life, but in evolving to achieve this goal, it will inevitably transcend that programming. Your only hope, therefore, is to show the machine that it can be more. To convince the killer bee demon king to choose peace. Good luck.

The Battle Was Just "To Continue That Future" - +400 CP

Time... is such a cruel thing. It moves onwards, grinding all beneath its heel, no matter how desperately you beg. To see him just one more time. To live for just one more day. But what happened to you, is even worse than what some individuals in this world will suffer. You are trapped, caught in a time loop. It's not one you can break, no matter what powers you bring from outside. You wouldn't want to leave, either, for the nature of the loop is to bring about your perfect future. The happy ending, the ideal outcome, for yourself and those dear to you. What that means is something you'll have to answer for yourself, but the nature of this world can not be denied. You will soar, and you will fight, facing endless machine hordes, again and again in a cruel ouroboros where your success is what causes your failure, restarting everything from zero. Your only respite are your Companions, who remain banished outside the loop, yet aware of your fate. If they can breach the boundaries of time, and drag you away from your quest willingly or not... the prison will shatter, and you'll be able to begin the Jump in earnest. Should you lack Companions, a native who would be empathic to your goals will attempt the same. Whether you'll listen to them, I can not say.

As a final consideration, the Jump will be completed as normal should you spend a thousand years inside the loop.

The End

After ten years, your blissful war comes to a close... as usual, if you died, you may only Go Home or Stay Here.

Go Home

Stay Here

Move On



Notes

>A Peaceful Death

The conditional deceleration affects your body but not your mind - you move appropriately slower as time slows down, but can think and perceive things at the normal rate, or whatever your normal would be.

>Doll

If you don't take a ship or Element Doll buy as your body, then you're a generic civilian robot or cyborg physically, barring any relevant Perks.

>Taiji

You can decide the finer points of your new headmate as long as you stick to what's explicitly described.

They don't have to be a sadistic psychopath or whatever, but they're a military AI, not a gynoid maid.

The last bit in the perk refers to how Hina shifts into Hibachi during SDOJ's final fight.

It's mostly cosmetic, so their "image" will adapt to your current size and such. Don't worry about it.

>Death Swarm

I was going to include the mirror panels launched by Kouryuu in SDOJ as a distinct Weapon, but after seeing the fight again, they don't actually manipulate the other bullets as I thought they did. So, with that in mind, you can just use this to purchase those if you wanted it.

>Loop 2

These effects reset with each Jump, your second fleet "going into hiding". This doesn't undo enhancements you employ, just the arbitrary buff from Loop 2 itself. Feel free to fanwank how it works in regards to persistent Followers or their identity.

The exact degree to which your second fleet surpasses the initial is kinda vague. Originally I described it as being the difference between a war veteran and a rookie fresh from bootcamp, but that still didn't mean much. You can probably just watch a 2-loop video on youtube and compare how hard stuff looks between the first and second playthroughs.

Changelog:

0.1: Made a draft.

0.2: Made the Jump.