Mobile Suit Gundam, GQUUUX Jumpchain

By KingPan1c



Welcome to a world where Humanity has carried its wars beyond Earth, spreading into the vastness of space. Here, battles are not just fought with ships and soldiers, but with towering humanoid machines known as Mobile Suits, whose power can decide the fate of entire regions. Combat is defined by Minovsky particles, a discovery that changed the world, allowing for new, unique military technology. In this world, the forces of Zeon obtained the RX-79 White Gundam, and the White Base along with it, allowing them to win the One Year War. Now in the aftermath, the people of the Space Colonies, massive space stations holding large amounts of humanities population, live under the rule of the ruling Zabi family. In this world, Newtypes are rarer,

Take +1000cp and decide how the future of space will be shaped

Origin

Each origin gets its respective perks 50% off, with 100cp perks being free

Drop In

You don't belong here, whether because you came from another world, another timeline, or simply appeared without a trace. The strange and unusual seems to gather around you, making it easier to stumble into events that should be impossible. Even among Newtypes, psychics, and people touched by the mysteries of the Other Side, you never quite fit into any category.

Zeon Military

You are a member of the victorious regime that emerged from the One Year War. Whether an officer, pilot, intelligence operative, or bureaucrat, you understand the machinery of power and how to navigate it. In a world increasingly divided by political ambition and hidden agendas, your position grants both opportunities and responsibilities.

Colony Kid

You grew up among the ordinary people of the space colonies, far removed from the halls of power. Life taught you how to survive through hustle, determination, and the support of those around you. While the powerful fight over history and destiny, people like you are forced to live with the consequences.

Location

1. Side 6 High school: The high school attended by Machu at he beginning of the story, located in the Zeon controlled colony of Side 6.
2. Side 6 Pomeranians hq: The home base of a group of Clan battlers, people who do battle in mobile suits for money and recognition.
3. Federation Newtype Lab: A lab on earth, home to many of the federations secret Cyber-Newtypes, their attempts at artificially creating psychic powers. This place is under heavy military control.
4. Kabas Estate: A luxurious pleasure house estate in Mangaluru, India, Earth. A common relaxation spot for high ranking Zeon soldiers.
5. Yogmagn'tho Array: A superweapon that was constructed under the guise of a humanitarian effort, this weapon truly belongs to the Zabi family and their newest Gundam projects.
6. Your Choice: Where ever you choose, fate will have you appear there.

Perks

General

Newtype (-300cp): A teenage space psychic. You have an enhanced spatial awareness, for things around you and your vehicle. You seem to get a strange twinkle when in danger, allowing you to react early. Beyond that, you have an innate connection with other Newtypes and psychics, able to sense them from a distance, and even communicate with them.

Under certain Minovsky particle conditions, your powers are enhanced, allowing one to sense targets from thousands of kilometers away, and have full conversations from the other side of a Space Colony. The side to this, is that in these conditions, Newtype power runs the risk of causing a Zeknova reaction.

Music (-0cp): What a unique soundtrack for the series, and now you have one too. Your soundtrack combines the classic tracks of the 0079 shows with the electro songs of Gquux. You can also combine your other music perks together like the shows OST does.

Drop In

Social Oddity (-100cp): People ignore your quirks and oddities, and can fit in even if you look or act strange. After all, this is a world where the old men of the One Year War and the Young Newtypes of the current age coexist to some degree.

Iron Gutted Orphan(-100cp): Hardship has become second nature to you. Hunger, poor living conditions, harsh weather, and long periods of discomfort affect you far less than they would an ordinary person. You can last up to three times as long as a normal person in the same situation

Homeless Charm (-200cp): Despite rough appearances or poor circumstances, people find themselves drawn to you. You have a knack for earning affection, sympathy, and romantic attention even when logic suggests otherwise.

Do It For Her (-200cp): When fighting for someone precious, your determination becomes nearly unbreakable. Fear, exhaustion, and despair lose much of their hold over you while protecting someone you care about. The stronger the emotional connection, the greater the boost to your resolve.

Mech Engineer (-400cp): You possess advanced knowledge of mobile suit construction, maintenance, and repair. Given sufficient tools and materials, you can keep even heavily damaged machines operational, or even build your own. Your understanding extends to weapon systems, propulsion technology, and experimental equipment.

The Gundam's Voice (-400cp): Machines seem to communicate with you in ways others cannot understand. You instinctively grasp the condition, emotions, and quirks of advanced vehicles and artificial intelligences. Piloting, controlling, and synchronizing with technology becomes significantly easier.

Super Robot (-600cp): Mobile suit super form, Your suit grows in size, turns white with red eyes. Your mobile suit can transcend conventional limits and enter a terrifying awakened state using matter from the Other Side. Its size, power, and durability increase dramatically while it takes a strange white form. With this, even an outdated suit like the unmodified White Gundam can overpower two Awakened Psychommu Gundams piloted by a pair of Newtype Soulmates.

Zeon Military

Rotten Adult (-100cp): Age treats you unusually well. Your health, appearance, and physical condition decline at a greatly reduced rate, allowing you to remain active and capable long after your peers have slowed down.

War Hero (-100cp): Your accomplishments carry weight wherever military service is respected. Veterans recognize your reputation, subordinates trust your judgment, and superiors are inclined to take your opinions seriously. Fame alone will not solve problems, but it opens many doors.

Spotter (-200cp): Battles under Minovsky particles almost always take place within visual range, meaning the fighter who spots their opponent first has the utmost visual advantage. Your eyesight is beyond what is normal for humans, enhanced similarly to Newtype enhanced piloting.

Headhunter (-200cp): You possess an uncanny talent for locating exceptional individuals. Whether searching for skilled pilots, hidden Newtypes, political assets, or dangerous enemies, you always seem to know where to start looking. Tracking people through social networks and scattered clues becomes almost second nature.

CAPTAIN! (-400cp): You excel at command and battlefield tactics. Coordinating allies, adapting to changing situations, and exploiting enemy mistakes comes naturally to you. Under your command, even average troops perform beyond expectations.

Maestro (-400cp): Any vehicle belonging to your organization feels familiar after only brief exposure. You quickly learn operating procedures, common flaws, and maintenance quirks that normally require years of experience. This expertise allows you to extract exceptional performance from ordinary machines.

General Mastermind (-600cp):, You are a political and strategic genius capable of shaping entire nations. Long-term planning, manipulation, espionage, and factional maneuvering become your specialty. Given sufficient time and resources, you can influence events on a national or even interplanetary scale. You are truly capable of controlling all of space.

Colony

Bag Chaser (-100cp): You never stay unemployed for long. Opportunities for work, side jobs, and profitable ventures seem to appear whenever you genuinely need them. Even in unstable economies, you can usually find a way to earn a living.

Underground (-100cp): You know how to avoid unwanted attention. Law enforcement, intelligence agencies, and bureaucracies find it difficult to keep track of your activities unless you make yourself obvious. You instinctively understand how to blend into the background.

Pomeranian Dealings (-200cp): You have a talent for gambling, negotiation, and making money through unconventional means. Reading people, assessing risks, and spotting profitable opportunities becomes remarkably easy. While success is never guaranteed, your odds are consistently better than average.

MAV Prodigy (-200cp): You excel in paired combat and cooperative operations. Synchronizing with teammates comes naturally, allowing your group to perform complex maneuvers with minimal communication. The longer you work together, the stronger the synergy becomes.

Super Pilot (-400cp): Your physical abilities are off the charts. Maybe its just some kind of gag, but you are dexterous and athletic enough to easily jump up a mobile suit in moments. Running across a neighborhood, handling the G forces of piloting a mobile suit with no training or experience, and having the reactions to nearly avoid bullets if you have some help. Its almost like your were born to pilot.

Perfectly Natural (-400cp): Battle simply makes sense to you. You rapidly adapt to new opponents, fighting styles, and dangerous situations, learning from every encounter. Skills that take others years to develop can emerge after only a handful of real engagements.

Golden Child (-600cp): Something beyond ordinary understanding has chosen you. The weapons and gear you trust your life to respond to your mental willpower, often functioning better than specifications suggest. Nothing as blatant as a floating gun, but pulling the trigger or clearing a jam, or activating on its own to protect you.

Beyond that, coincidences, opportunities, and moments of destiny seem determined to place you at the center of important events, as if someone powerful from another universe has chosen you. You find yourself easily taking the role of any destined hero and chosen on in the world, to the point where you may find yourself piloting a mech with the soul of the true hero of this universe.

Mobile Suits

The titular mobile suits. Jumpers receive a 200cp stipend for this section or the Items section.

MS-06 Zaku (-100cp): An old thing from the war, people call it a grunt suit. The workhorse of Zeon's military and one of the most recognizable mobile suits ever built. Though outdated compared to newer designs, its reliability, ease of maintenance, and sheer availability make it a practical choice. A skilled pilot can still achieve remarkable results with a machine many dismiss as obsolete. Cheap and weak compared to some stuff in this world. Still, it's a giant robot.

RGM-79 Light-Type Guncannon (-100cp): Light or heavy, the reliable second fiddle. The main mobile suit of the federations forces during the war, designed based on the Guncannon and operations data from the prototype gundam units. Maintains the mobility and close combat ability of the Gundam with the firepower and durability of the Guncannon. Standard Gear includes a shoulder mounted beam cannon,

RX-75 Guntank (-200cp): A mobile suit created by the Earth Federation as part of the RX prototype project. Specializing in long range fire support and artillery fighting, it uses caterpillar tracks instead of legs, making it weak in close combat. Standard Gear induces 2 railguns, and 2 four-tube missile launchers.

gMS-01 Gelgoog (-200cp): One of Zeon's finest mass-production designs, created to rival the Federation's best machines. It combines high performance, excellent mobility, and powerful beam weaponry into a well-rounded platform. Many veterans consider it one of the greatest conventional mobile suits ever produced.

MA-08 Big Zam (-200cp): A monstrous mobile armor built to overwhelm enemies through sheer size and firepower. Its powerful defenses and heavy weapons allow it to engage multiple opponents simultaneously while shrugging off attacks that would cripple smaller machines. Entire squadrons may be required to bring one down.

MS-15/H Gyan (-200cp): A mobile suit with a cross shaped mono-eye, this weapon specializes in close combat, developed by the Principality of Zeon. It uses a unique composite weapon and has standard additional thrusters. The Hakuji weapon, a large lance with thrusters and a beam rifle at the tip. Along with that it comes equipped with a missile shield, and its two beam sabers.

MS-09 Rick Dom (-200cp): A high-speed assault unit designed for aggressive maneuver warfare. Additional thrusters on it's third leg and unique electrified cables that shock vehicle and pilot alike allow it to rapidly close distances and overwhelm enemies before they can react. Its pilots often favor bold tactics, teamwork, and relentless pressure.

MRX-010 Mobile Armour Psycho Gundam (-300cp): Is this a mobile armour or a souped up refrigerator? The psycho gundam is a transformable Psycommu suit that stands at 50 meters, developed by Murasame Labs to go from a mobile armour to a mobile fortress. Standard gear includes an I-Field Generator to deflect most beam weapons, a Minovsky Craft System to allow the suit to hover without thrusters, Reflector Armour-bits

MAN-03 Kikeroga (-300cp): A transformable mobile armour developed exclusively for Newtype pilots by the Flanagan Institute of Zeon. It's equipped with a Psycommu System, using the pilot's thoughts to control its wire guided mega particle cannons, allowing for omnidirectional attacks. Later development granted it a transformation mechanism into a mobile suit form. Equipped with its wide controlled mega-particle cannons, two twin variants and two single variants.

'White' Gundam RX-78-02 (-300cp): Apparently the classic and original, although it looks like it's been skipping some meals. Twin head mounted vulcan mini guns, two beam sabers and a constantly learning battle computer, all in a modular core block package with higher specs than almost anything out at the time. Standard Gear includes a beam rifle, Armour shield, and rocket launcher.

ORX-139 Hambrabi (-300cp): A prototype mobile suit developed by Augusta Labs, able to transform into a mobile armour mode for long distance travel. With a sharp design in dark blue standard, the twin mono eye design was developed by Augusta Labs, one of the Earth Federations Newtype laboratories. The suits standard gear include its two shoulder mounted beam rifles, and the claw blades on either arm.

gMS-Omega Gundam Gquuuuuux (-400cp): A state of the art Newtype Mobile Suit developed by Zeon using technology of the White Gundam. This suit was built around the prohibited Omega Psycommu system, allowing for complete control from the pilot's brainwaves alone, while also enhancing the pilot's reaction times, as long as the pilot has strong Newtype powers. Standard Equipment Includes an I-Field Generator Shield, A heavy beam rifle, head mounted vulcan miniguns, and two beam sabers, but the true strength of the suit is its Overdrive. When releasing the limiters on the Omega Psycommu system,new controls will be granted to the pilot, and miniature Zeknovas can be generated from the knees and shoulders of the suit, allowing it to block most known weapons and even resist the time warping effects of Zeknovas.

gMS-Kappa Gundam Gfred (-400cp): The sister unit to the Gundam GQuuuuuuux and almost equivalent in capabilities and loadout. Although with different standard colours and a new head design. This new head carries two 'ES Bit' remote weapons stored as ears. Standard Equipment are an I-Field Generator Shield, A heavy beam rifle, four head mounted vulcan miniguns, the same Omega Psychommu system, and two beam sabers

gMS-Alpha Red Gundam (-400cp): A mysterious upgraded form of the white Gundam tied to the strange events surrounding the Other Side. Built for elite combat performance, it combines terrifying mobility with overwhelming offensive potential due to its many upgrades, including psychically controlled bit weapons. Its appearance on a battlefield is often a sign that reality itself is beginning to bend.

Mobile Suit From the Other Side (Varies): Something not from this world. With this purchase, you are the owner of a mobile suit from another dimension. The power level of the suit will be along the lines of similarly tiered suits from this world, and as such will have a similar price.

Weapons and Upgrades

Upgrades and additional weapons alongside the standard equipment each Mobile Suit comes with. Jumpers receive a 100cp stipend for this section or the Items section.

Heat Hawk (-0cp): An Axe shaped close combat weapon that uses a superheated blade to cut through armour. The thermal energy is generated by the power output of the mobile suit wielding the weapon.

Armor Shield (-0/100cp): A small shield that barely covers your mobile suit's arm. Basically a piece of armor strapped to your suit. Helps with bullets and explosions, not very effective against beams on its own, but helps with explosions and physical attacks. For 100cp, it can come with missile tubes, or an I-field Generator.

Hyper Rocket Launcher (-100cp): A high power rocket launcher that fires 380mm missiles. This weapon is powerful enough to destroy enemy mobile suits in one shot, and carries about four rockets

Beam Rifle (-100cp): The standard weapon of advanced mobile suits and one of the deadliest firearms in the setting. Its concentrated beam blasts can pierce armor that would withstand conventional munitions. Most battles can be decided by who lands the first clean hit.

Iron Weapon (-100cp): A customizable collection of unconventional melee weapons. Chains, spears, blades, and other specialized tools like scissors allow pilots to develop unique combat styles. Their unpredictability often proves as valuable as their raw effectiveness.

Beam Saber (-100cp): The iconic close-combat weapon of the Gundam universe. A blade of contained energy can cut through most forms of armor with ease. Few weapons inspire as much fear in close quarters.

Heavy Machine Gun (-100cp): A dependable ballistic weapon with excellent ammunition capacity and sustained fire capability. While less powerful than beam weapons, it remains effective against lighter targets and support units. It is especially useful when beam weaponry becomes unreliable.

Redout (-100cp): Paint your machine red and somehow it really does go three times faster. Whether due to engineering modifications, psychological effects, or pure tradition, your suit enjoys a noticeable boost in speed. Enemies may find themselves wondering how you closed the distance so quickly, like a comet.

Pile Bunker (-100cp): A devastating close-range weapon designed to punch through armor with a powered metal spike. One solid hit can cripple or destroy even heavily protected opponents. It rewards courage, precision, and a willingness to get dangerously close.

Extra Leg (-100cp): Your mobile suit now has an extra leg, granting it extra balance and mobility on the ground. The true benefit is that this extra leg, as well your first two are now covered in thrusters, granting you immense thrust.

Flash Weapons (-100cp): Specialized equipment designed to blind, disorient, and confuse enemies. Whether through grenades, emitter nodes on the body of your suit, or underbarrel flashlights, these tools create openings that skilled pilots can exploit. A distracted enemy is often a dead enemy.

AMBAC Magnetic Coating (-100cp): Created by Dr Mosk Han, this advanced friction cancelling technology that dramatically improves maneuverability. Your machine can perform rapid movements, course corrections, and directional changes with minimal loss of momentum. In skilled hands, this upgrade to a mobile weapon feels almost unfair. Friction cancelling tech that allows for quick movements on a dime.

Stigma Hook (-100cp): A set of grappling cables useful for mobility, restraint, and unconventional attacks. Clever pilots can use them to control the battlefield in ways enemies rarely expect like firing guns remotely. The weapons leave a unique mark on the armour of enemies it grabs onto.

Electro Cables (-100cp): Similar to those used on the Black Tri-Star Dom's, these electrified capture weapons are capable of disabling enemy systems. Even heavily armored targets can be vulnerable if the cables establish contact. They are particularly effective against machines relying on advanced electronics.

Shield Bunker (-200cp): A small but enhanced shield built with an I-field generator. Interference fields use the properties of Minovsky particles as a barrier against mega particles, allowing for a force field that can deflect beam weapons, although at the cost of high power requirements. Also built into the shield is a pneumatic piston launcher known colloquially as a pile bunker, for close range piercing power.

Remote Armour (-200cp): Sections of armor detach and move under remote control like bits. These floating defenses can intercept incoming attacks or reposition themselves to reinforce vulnerable angles. The result is a flexible defensive system unlike anything available to ordinary pilots.

Bobs and Bits (-200cp): A collection of remote-controlled components capable of carrying weapons, sensors, or support equipment. They dramatically increase battlefield awareness and offensive flexibility, buzzing around like speeding insects that can carry full beam weapons. A skilled operator can attack from directions the enemy never anticipated Remote control parts that can be equipped with weapons.

Wire Guided Weapons (-200cp): These Psycommu-controlled weapons remain connected to the parent machine by cables. Their range is limited compared to true Bits, but they offer excellent reliability and precision with much more power.

Psycommu Control (-300cp): Normal to Omega Psycommu: Known as the Newtype weapons, this technology allows for pilots to control their vehicles and weapons with their mind, granting greater control, reactions, growth, and allowing for the integration of unique weapons.

Transformation (-200cp): If things had gone differently during the One Year War, mobile suits may have evolved differently. Rather than the thin athletic weapons of today, larger suits could change from that of a Mobile Suit to a faster defensive Mobile Armour state. Your mobile suit has somehow gained similar upgrades. At will, you can switch to a nonhumanoid aircraft looking form where your suits speed and defenses increase drastically at the cost of the finesse that comes with a human form.

Items

Everyone gets 1 discount per price level while 600cp purchases are undiscounted

Poisoned Cake (-50cp): A perfectly ordinary-looking cake hiding a deadly secret. The poison is nearly impossible to detect through normal means, making it ideal for assassination or sabotage. Thankfully, an antidote is included in the form of a second cake, ensuring you don't become your own victim.

Hat (-50cp): An unremarkable hat with an inexplicable ability to conceal your identity. Cameras, recordings, and casual witnesses struggle to connect your appearance to your actual identity while it is worn. The effect isn't magical mind control, but it is surprisingly effective.

Smartphone (-50cp): A cutting-edge communications device adapted for the realities of a spacefaring civilization. It maintains reliable access to information networks, communications systems, and online services across much of the solar system. Staying informed and connected becomes vastly easier.

Uniform (-50cp): A uniform tied to a respected institution, military branch, or organization. While not granting authority outright, it encourages others to assume you belong where you're standing. This can make routine infiltration or questionable activities significantly easier.

Spaceship (100/300/400cp): You possess a spacecraft appropriate to your purchase level, ranging from a nimble fighter to a legendary warship. The vessel arrives fully operational, properly supplied, and staffed by a loyal crew. Whether used for exploration, commerce, or warfare, it serves as a mobile base of operations.

For (100cp) you receive a core fighter or similar vessel, (300cp) gets a Musai or Magellan class, (400cp) gets a Pegasus class ship or warship, a ship that uses a Minovsky craft system to hover on earth and easily transition between planet and space, all while packing enough weapons to match any warship, and a hanger that can maintain the most experimental mobile suits around.

Plugsuit (-100cp): A high-quality pressure suit suitable for both civilian and military use. It provides life support, communications equipment, and a degree of protection against hazards. Designed for compatibility with advanced machinery like mobile weapons, it interfaces smoothly with most vehicles and computers.

Pet Robot (-100cp): A Robot pet, the type of thing you can bring around almost anywhere and no one will question it. The bot will be intelligent enough to take in and relay information, especially info regarding other technology. The frame of this robot can be a Ball like HARO, or a quadroped like.

Chekov's Gun (-200cp): A compact firearm with an uncanny talent for remaining hidden until the perfect moment. Searches, scanners, and security measures often overlook it, even if you were only wearing a skintight pilot's suit. If there's a dramatic moment to reveal a weapon, this gun somehow finds it.

Jetpack (-200cp): A personal propulsion system designed for both emergency mobility and routine travel. Whether crossing battlefields or maneuvering in zero gravity, it grants excellent freedom of movement. It is reliable enough to become part of your everyday equipment.

Personal Beam Weapon (-400cp): One of the most advanced personal weapons available to ordinary humans. Whether a rifle, pistol, or saber, it delivers destructive power far beyond conventional firearms. Owning one marks you as either wealthy, influential, or exceptionally dangerous.

Mansion of Pleasure (-400cp): A luxurious estate complete with staff, amenities, extensive living space and vast comfort facilities.The property serves as both a comfortable residence, a gentlemen's service establishment, and a gathering place for influential guests. Connections formed here can be every bit as valuable as the building itself.

Space Colony (-600cp): You own an entire 6.4 kilometer O'Neill-style space colony capable of supporting a large population. It includes infrastructure, industry, residential districts, and everything needed to function as an independent settlement. Controlling it places you among the most powerful private individuals in the solar system.

Yomagn'tho Solar Array (-600cp): A terrifying superweapon tied to the mysteries of Zenkova's and the Other Side. This weapon, when powered by an Omega Psychommu Mobile suit and a strong Newtype, can project massive destructive zeknova reactions to target coordinates, the gravitational force created tearing apart everything within the reaction zone. Capable of influencing events on a massive scale, it possesses destructive and strategic potential that few forces can rival. Simply owning it makes you a major player in the fate of worlds. The variant you own has only an empty Elmeth unit empowering it, and comes with a simple prototype Omega Psychommu Gundam to control and fire it.

Companions

Import (-50cp): Import or create a new companion, They gain an origin with discounts and freebies, as well as 800cp to spend as they please. They way take drawbacks. New companions' appearance and personality is yours to decide

Canon Character (-50/200cp): Unlocks a slot to choose a canon character to bring along with you. Guarantees a positive meeting in your first year, and at least two more meetings after that. Higher purchase allows you to choose your relationship with them from the start, and guarantee they follow you on your Chain

Operational Crew (-50cp): Import all followers with identity and history in this world related to one of the origins

Your Perfect MAV (-50cp): Soon after arrival, you encounter a partner uniquely suited to fighting alongside you. Your personalities, combat styles, and strengths naturally complement one another. The bond formed between you can become one of the most important relationships of your journey. Like Machu you will find this person early.

The Red Devil (-50cp): A fiery and aggressive pilot whose determination borders on self-destruction. She possesses exceptional talent and an equally exceptional amount of emotional baggage. Those who earn her trust gain a fiercely loyal ally.

The Caged Bird (-50cp): A troubled young soldier burdened by enormous power and impossible expectations, their newtype power made them aware of many of the horrors of the past and future of humanity. Their desire for freedom drives many of their actions, for better or worse. Given proper guidance, they can become one of the most dedicated allies imaginable. Pilots a strange mobile suit with pointed ear fins, glowing green eyes, and a uniquely fleshy paint job.

Someone You'll want to Kick (-50cp): An energetic troublemaker with a talent for finding danger, extremely fond of transforming mobile suits. While frequently frustrating and often found annoying, they possess surprising courage and a willingness to stand by their friends. Their enthusiasm often proves contagious to some, despite his annoying voice. He pilots a red, blue, and pale yellow transforming mobile suit.

The Spider (-50cp): A brilliant pilot and engineer whose spiderlike machine is as unconventional as she is. Intelligence, creativity, and technical skill allow her to overcome opponents far stronger on paper. She approaches problems from off the wall angles others rarely consider.

Drawbacks

Sniffer (+100cp): For reasons known only to fate, you have developed an unfortunate habit of sniffing people. This behavior tends to create awkward social situations and damages first impressions. Explaining yourself rarely improves matters.

Obsessed (+100cp): Your attention is consumed by a particular mystery, phenomenon, or goal. The Kirakira, the Other Side, or some equivalent fascination occupies your thoughts constantly. Ignoring opportunities to pursue it becomes extremely difficult.

Forced Youth (+200cp): You are physically reduced to adolescence regardless of your actual age. Adults are less likely to take you seriously, while legal and social restrictions become much more common. On the bright side, you regain the energy and resilience of youth.

Gunstaller Key (+200cp): All guns and projectile weapons locked in any mobile weapon you pilot, simply refusing to fire. Looks like you'll need to get up close.

Cyber-Newtype (+200cp): Your psychic abilities come at a physical cost. Chronic health problems, weakness, or dependence on medical equipment accompany your gifts. Maintaining peak performance requires careful management of your condition.

Prisoner of the Gracious Victor (+300cp): You begin the jump imprisoned aboard one of Zeon's vessels, the ship of one Chalia Bull. This investigative and scheming man will have an immediate interest in your activities and intentions. Escaping or earning your freedom becomes your first major challenge.

Wanted (+300cp): Authorities view you as a dangerous criminal, terrorist, or person of interest. Police, military forces, and intelligence agencies actively search for you. Remaining hidden requires constant effort and caution.

Mav Dependant (+300cp): Choose one companion or canon character to designate as your MAV. When fighting without them, your effectiveness and confidence are significantly diminished.

Workaday (+400cp): Life insists on burdening you with ordinary responsibilities. Employment, bills, obligations, and daily survival consume large amounts of your time and energy, something as tedious as being an ubereats delivery person on foot. Saving the solar system is much harder when you still have a shift tomorrow morning.

Maid House (+400cp): You are compelled to maintain the image and duties of a maid or butler regardless of circumstances. Social expectations will naturally accept this as normal, even on the battlefield.

Gauntlet From the Other Side (+600cp): After your first year here, enemies from alternate dimensions periodically invade your life, about once every 6 months. Strange mechs from alternate Gundam worldlines, and even other mecha franchises like Evangelion, Mazinger Transformers and Battle tech. These opponents often possess unusual abilities, unfamiliar technologies, or knowledge that goes beyond anything in this universe.

Zeknova Catalyst (+600cp): You attract instability like a magnet. Psychic phenomena, dimensional disturbances, and Zeknova-related incidents occur around you with alarming frequency, increasing as you demonstrate your abilities. Gravitational explosions can come about just from you unleashing your full battle power. Even your allies may find themselves caught in the fallout of your presence.

THE END

Stay Here

Move On

Go Home

Notes
Designs and further details for mobile suits can be found on the gundam wiki

https://www.pixiv.net/en/users/53141488 has great art of GQUUUX styled Suits

Expy companions are Asuka Langley (Evangelion), Eren Yeager (Attack on Titan), Kicker (Transformer Energon Dub), and Peni Parker (Marvel Rivals)