



Senki Zesshou Symphogear

In recent years, excavations on ruins found around the world have yielded fragments of the 'Relics', extremely powerful pieces of ancient technology built by the Pagans, who somehow also represent all non-Pagan mythos as well. These Relics simply remained in the realm of scientific curiosity until the emergence of the Noise, the so called “global disaster” that randomly emerge in parts of the globe as intangible monsters that hunt humans, instantly causing them to turn to ash with their touch.

That is, until the development of the Symphogear system.

With the fragment of a Relic at it's core, the Symphogear uses the song of it's users heart to project as a suit of armor and weapons that are the only ones effective against the Noise. You'll be entering this world near the beginning of the original series, close after the Zwei Wing concert disaster and the death of Kanade Amou.

+1000 CP

Origins

Age roll is 1d8+13, alternatively you may pay 50cp to choose it yourself. Considering Lydian is an all girls school, we'll let you temporarily or permanently change your gender for free this time.

Drop In [Free]

You simply appear in your Lydian uniform outside the school a few scant days after Kanade's death.

Gear Candidate [Free]

Currently a student at Lydian Private Music Academy, while you smile and tell others that your here for the cheap tuition and great atmosphere, after a Noise attack a few years ago, you've been let in on a secret. The academy is actually a way to gather potential Symphogear users, and now that you're in the know, and especially since you're a potential Symphogear user yourself, you've been offered a very good deal to attend here.

Idol

Thanks to encouragement from your classmates at Lydian and no small amount of singing talent, you've managed to make it into the Idol industry. You're fairly popular at the national level, perhaps it's sympathy for surviving a Noise attack or maybe you're actually quite good.

Orphan

While you survived the Noise attack... your family didn't. You've lived on your own for as long as you can remember, the government may have even bent the rules a bit as a favor to you, providing an apartment for you to stay in instead of the dorms.

Agent [Free]

While finding users capable of activating a Symphogear is a top priority for most governments, they also need support staff for them while they are in the field. You were recruited for your high aptitude and also for your potential to be an embedded monitor on the students at Lydian. Additionally, you may use the alternate age roll of 2d8+17.

Researcher [Free]

Relics seem simple to use, right? All you have to do is sing a little, right? What most don't realize is that Relics don't become Symphogears using lasers, blowtorches and black pepper- Well, actually they do, but that's beside the point! You were identified as a genius in Relic technology early in your life, so you've been placed at Lydian so the government can keep track of you. Granted, you were offered a pretty sweet deal, but they didn't have to be so forceful about it...

Alchemist [Free]

Turns out the goddamn Illuminati are in the business of kidnapping children as well. But, no worries, the government has 'relocated' you to Lydian Academy for your own safety, and- while you don't have to -they would be very grateful if you helped them out in matters relating to Alchemy in return for their help. Willingly, of course.

Music

Well it's not like we're going to throw you in without a few extra preparations! You'll need to review some of the following:

Attuned [Free]

Well, not just anyone can start singing and activate a relic! While there are ways to artificially gain attunement – the LiNKER drug and Human-Relic fusion coming to mind – you're going to gain a high natural level of attunement, allowing you to activate and use a Symphogear without artificially increasing your synchronization coefficient. Be warned though, your synchronization still isn't high enough to completely prevent the backlash from singing your Swan Song.

The Song of Your Heart [Free]

In addition to an improvement to your singing skills and ability to compose songs you are no longer reliant on your mouth to deliver your songs. You may freely sing and speak simultaneously, as your heart broadcasts your song (plus appropriate musical accompaniment) without necessity for such things as atmosphere, breathing, or instruments. This can be freely toggled but doesn't require further concentration once activated unless you wish to use non-Relic based singing abilities alongside it.

Signature Genre [Free]

Something we've noticed amongst the wielders is that the musical accompaniment created by their Gear tends to follow a certain genre unless working in tandem with another wielder. What's that? You don't have one? No problem! See the table below for what your genre begins as, although much like the Symphogear, it evolves over time and with your character. You could easily begin with Celtic music and end with generic pop, but if you still don't like what you have, we'll also let you play any soundtrack perks you might already have.

Roll 1d12, if you're dead set on a genre that isn't on this list though, you can pay 100cp to pick any genre of music, even one that isn't on this list. *Don't know why you'd want to, though...*

Folk	(1) Characterized by a lack of synths, your voice is accompanied by a string and percussion ensemble – with more typical 'orchestral' instruments (brass and woodwinds) in the back.	METAL	(7) Someone not in the know might think that you are using an Ignite Module from your heavily distorted and amplified voice, accompanied by heavy, massive feeling instruments.
Disco	(2) A steady flat beat with an accompaniment following a regular beat in the background, your vocals are the only variable element in the song.	Hiphop	(8) Your voice dominates this one, being the main component against a rhythmic background of electronic music.
Dubstep	(3) Strong and very loud electronic tracks matched up alongside your voice, which more often than not you'll interrupt for an effect. Unusually lyric heavy for the genre.	Enka	(9) A string-heavy style done in a faster, sharp tempo and key. Incorporates eastern instruments with western elements.
Country	(4) A few strong string and woodwind instruments common to America make up your accompaniment here, against soft spoken vocals.	Jazz	(10) Focusing on a leading performer while assisted by an ensemble. Characterized by a slow, cyclical tune, and a strong lyrical throughput.
Rock	(5) Lead by one (or several) guitars, and backed up by sharp sounding backup instruments. Tends to be <i>loud</i> and highly mutable.	EDM	(11) Synth-heavy music focused on producing overwhelming, intense beats. Tends to have strange lyrics. 99% likely to get the cops called.
Opera	(6) You've got a powerful voice, with a full orchestral accompaniment, although, a bit strangely, you can get away with what is essentially rhythmic singing at times.	Mashup	(12) That one of those new dual-genre songs? You get to roll twice again on this table, rerolling any duplicates. If you roll another 8, you get to roll twice <i>again</i> .

Perks

Discounts are 50% off. Free perks are zero cost to the indicated origin, but do not have to be taken otherwise.

Undiscounted

Calling Card [Free]

You spent a lot of time coming up with your combat techniques. It's only fair to name them! When you make an attack that's above par, time almost seems to freeze for a second, and all those onlooking instinctively recognize the name and intended theme of the technique. This effect can be toggled.

Pagan Wardrobe [100cp]

Okay, we seriously need to have a talk with whoever designed these outfits and talk about proper combat wear, but as long as you've gotta wear it... eh, you'll make it work. From now on, no matter how impractical your outfit is, it's not going to impede your combat effectiveness at all. You could go into battle with a long, flowing scarf, massive platform heels- hell, you could go out without being able to even use your ankles and it would be fine.

Yukine-Kazanari Syndrome [100cp]

You're quite popular. Expect lots of art of you to show up on the internet if you have a public presence, while people seem to go gaga for you in certain outfits, especially flattering ones. If you've got a job that depends heavily on popularity, then expect it to be quite easy to make a living. You should also probably expect shouts of 'BEST GIRL' to follow you wherever you may go. Not quite a romance perk, but... you're pretty popular, aren't you?

Smug [100cp]

What kind of trauma did you suffer in your childhood to make your face this way? What horrors have you been exposed to- what? You... you didn't suffer anything? No death and misery, no murder, just- oh *no*. You have gained the unholy power of smug, with your face capable of, at will, twisting into a striking visage of conceit, powerful enough to give even the most cocky foes pause.

Nana Wills It [200cp]

You have an abnormally deep, resonating voice that oozes maturity and charisma. Whether you actually have any of that is a different story, but even without a Symphogear you have an incredible natural talent for singing and songwriting. People enjoy just being able to listen to your voice, and since you never lose it or wear it out, you can keep talking for a very long time.

THE SCREAMING MAKES ME STRONGER [300cp]

The Symphogear reacts to *passion*. And thus by screaming at the top of your lungs, you can fill it with your *fighting spirit*. Really, this applies to anything you do. Screaming just makes you *better*.

An Actually Useful UN [300cp]

Wow, it seems like the United Nations has a lot more power and authority than anybody really knows about! In this world and ones past it, you can consistently find a secret task force related to whatever supernatural or extraterrestrial force you could hope for. They also tend to be helpful chaps, and as long as whatever you're doing isn't going to cause the world to end, they'll happily scratch your back if you scratch theirs.

Drop In

Optimism [100cp – Free Drop In]

Your hope is so boundless, it hurts! Even when the world is close to *literally* ending, it's easy to stay positive, with the selfless sacrifice of multiple friends being the only thing that could come close to pushing you over the edge.

Unfathomable Lesbian Subtext [100cp – Free Drop In]

It seems that a lot of people at Lydian are very close to each other. They must be really good fri- wait why are they sharing a bed and snuggling. This is normal for them? Wait, now they're holding hands and getting ice cream together? And yet they still say that they're just friends? ...Maybe it's time to play cupid and give them a little push, and hey, maybe their bond will be that much stronger for it!

Everything is Just Fine! [200cp – Discount Drop In]

It's not nice to make others worry. So you put on a brave face and say everything's fine, giving off a relaxed and carefree feeling. On top of making it less likely for people to notice if something's wrong, this makes you much harder to read, plus the repeating mantra you've etched into your brain helps you keep it together against mental afflictions much better.

Beef Stroganoff! [200cp – Discount Drop In]

You're a good cook. A *really* good cook, in fact! In addition to a sizable boost to your cooking skills, for any recipe you have, you can compose a song explaining how to prepare it on the spot. These songs tend to worm into people's brains, helping them get it down quicker.

Reach Out [400cp – Discount Drop In]

Even though you might be fighting someone, that doesn't mean you can't try and talk with them! While fighting, you can always find a moment to say your piece without being interrupted, or at least being able to finish your sentence. What's more, your opponent seems to consider your words as if you were having a friendly discussion instead of fighting to the death.

Forbidden to Die [400cp – Discount Drop In]

Then you'll come back alive, even if it kills you! You have an incredible recovery rate with the proper medical care. Your body could be partially ripped apart from the inside and as long as you make it long enough to get into a hospital bed you'll find your recovery times far shorter than they should reasonably be.

The Power of Holding Hands [600cp – Discount Drop In]

You bear no weapon so that you might reach out to both your allies and enemies. This perk grants two benefits, firstly you may apply the enchantments and other benefits of a weapon you *could* be wielding to your body, be it a flaming sword left in it's sheath at your waist or an Armed Gear you don't form. Secondly, you may take the costs of an ally's powers upon yourself in place of them, applying any cost reductions you may have in place of theirs – although you may use theirs if you wish. Bear the burdens of your friends so that they don't have to.

Gear Candidate

Gear Training [100cp – Free Idol and Orphan]

The Symphogear functions as an extension of you, but only as long as you remain in sync with it. Just like you control it, it controls you, in a way, granting you a higher synchronization rate, and an almost preternatural sense for where the scattered components of your weapons – swords, traps, discarded sawblades – are. This effect also extends to more than just Gears, anything that you 'synchronize' with is going to benefit from this perk.

Mysterious Student [100cp – Free Idol and Orphan]

There's just something about you that attracts attention. Maybe it's your fame or your complete lack of a family, but it attracts attention and interest. People want to talk to you to find out more about you, and are more likely to try and get you involved in social groups. And starting to fit in would just ruin the mystery, so your little quirks and minor dress-code violations are not punished, but encouraged.

Songs Can Unite the World! [200cp – Discount Idol]

Something that you learn as an Idol is that music and song brings people – and their energy – together. You'll find that your audiences are more deeply affected by your performances, building fervor at a concert or inciting awe during a speech or formal recital. This respect greatly enhances your charisma, making the words you give on stage have ten times the weight they do normally.

Power of Recognition [200cp – Discount Idol]

It's always been possible to gather Symphonic energy from crowds during concerts or performances, but now you can get a tiny amount of Phonic Gain by those that know your song, from listening to CDs, humming the tune or simply being a fan of you. The trickle of Phonic Gain you get is absolutely tiny, but on the scale of a nation earns you decent boost in Gain.

Behold the Doomba [200cp – Discount Orphan]

The stuff you can come up with using two sets of diverse powers is pretty interesting, huh? Your ability at combination attacks with other people has increased and gained a considerable creative edge. Fun fact: Did you know it's possible to create a giant death robot resembling a rhymer out of sawblades and scythes?

Beautiful Spy [200cp – Discount Orphan]

By putting on any pair of glasses, other people who aren't actively searching for interlopers instinctively feel as if you 'belong' there. As long as you wear the glasses people will feel as if you are a fellow student, a coworker, a party guest, and so on. They'll even be willing to overlook things such as the wrong dress or accent if you don't draw attention to it.

Swords Can Be Wings! [400cp – Discount Idol]

What are you talking about? These aren't swords! You're not a sword! These are *wings*! Through flat out denial of reality, you can force conceptual effects that target certain concepts to stop working. Through sheer force of will, you can stop techniques like an 'ultimate sword breaker' from working on 'swords', which you believe to be 'wings'. The ability to resist these concepts is linked directly to the strength of your willpower versus the strength of the effect, requiring exponentially more willpower the stronger the conceptual effect, and is useless against indiscriminate effects, or rather, effects that don't target a specific concept.

Heretical Beauty [400cp – Discount Idol]

It seems that they really don't make them like they used to. Aside from just raw physical beauty, there's just something... mystical about you. There's an unearthly air about you that makes you seem that much more beautiful. Because of this, any non-human features seem that much more attractive, while also seeming to dampen the negative reactions that people might have to those kinds of feature.

I Won't Let You Do Whatever You Want! [400cp – Discount Orphan]

They can't just freeze you in place and go about whatever they want! Effects that attempt to hold you in place or otherwise restrict your movements can now be broken by your force of will. The amount of effort you'll have to exert varies with the strength of the effect, but should you not be able to break free completely, you should still be able to move a little bit thanks to the additional boost in your willpower that this perk grants you.

The Strength in Weakness [400cp – Discount Orphan]

Yes, you're weak. What of it? It's because of these weaknesses that you are who you are, and you won't try to deny it any longer! You use the weaknesses in your characters, your faults, your phobias, your peeves to reassure yourself that you are still *you*, giving a significant boost to your will and your strength of character.

Superb Song [600cp – Discount Idol and Orphan]

X-Drive. That's the name for when the 3,001,655,722 locks on a Symphogear is unleashed through the intake of massive Phonic Gain, transforming the Gear into its true form. Under X-Drive, the Gear is capable of unassisted flight through angelic wings of light, and gains a white dominated color scheme. Unfortunately, the conditions to gather the required Symphonic Gain can vary greatly depending on its source. It could take a group of schoolchildren's singing with all their hopes and dreams or it could end up taking the combined singing of the entire planet's population. But, should you require it, you should be able to find the required amount of Phonic Gain for X-Drive at least once every jump beyond this.

Agent

Non-Disclosure [100cp – Free Agent]

It's important in your line of work to keep people from talking. But, frankly, you don't get off on silencing people who just got caught up in things, so how about this instead? By having someone sign a Non-Disclosure Agreement, you can impress upon them exactly how important it is for them to keep quiet, and they'll respect that, not mentioning a word of it to anyone, even their own spouse. This will only work so long as the NDA is actually *legal*, though. Having a clause that will force them to become your slave, for example, instantly voids the protection of this perk.

Thanks for Bringing Me Something Warm [100cp – Free Agent]

For a job like yours, it doesn't do to be on bad terms with people, so you've mastered the art of bringing an olive branch in the form of food. Even the most shut-in and antisocial people will let you at least exchange a few words with them under the pretense of food.

Managerial Duties [200cp – Discount Agent]

To be a good manager, you have to be able to multitask effectively. This is an important phone call, of course! You can't let this unsavory yakuza gentlemen interrupt it! You can now preform any clerical duties while simultaneously preforming any other task. File invoices during a gunfight, or fill out some paperwork while preforming surgery. As a bonus, your voice will always be perfectly clear over the phone, no matter what the noise is like.

Patch Me Through to the UN [200cp – Discount Agent]

Red Tape is a hell of a thing, isn't it? Sometimes you don't have time to wade through it to retrieve clearance from an office worker three levels up before it's too late to do anything, so you've developed a few tricks. Now, when you require permission to do something, you can bypass the middle man of the chain of command all the way to your absolute superiors to pitch your idea at them. They may not be particularly inclined to listen, but they'll give you their time and bypass the rest of the chain in the process.

Ogawa Ninja Arts [400cp – Discount Agent]

You've studied under the House of Ogawa, alongside the current generation of Ogawa ninjas. Other than a passing friendship with Shinji Ogawa (unless you're a Drop In) you've learned how to run and fight at superhuman speeds. You can easily run on water, take down an entire room of thugs without looking, or flick your wrist to curve bullets. Most of all, you've learned the Shadow Weaving technique, allow you to freeze someone in place by piercing their shadow with an object. They may still break free, but it would require a feat of strength on par with a completed relic to do so.

I Disabled It With a Martial Arts Technique [400cp – Discount Agent]

The practice of martial arts improves your strength, speed and skill in combat. Now, you've learned how to apply it to everything besides combat. Using your skill at any form of martial arts, you may accelerate the performance of any mundane task that you can already do. Can you disarm a bomb in three minutes? Disarm it in two seconds using a martial arts technique.

True Warrior [600cp – Discount Agent]

You eat, watch movies and sleep, a true warrior needs nothing else. By mimicking the styles of Bruce Lee, Jackie Chan, and many others you have obtained superhuman physical ability on par with a Symphogear User. What's more you can teach others to follow your training regimen, while not quite as effective for others as it is for you it does allow you to get somebody with no combat training fighting on the level of someone who has trained their whole life over the course of a montage lasting a few days, with further montages getting them fairly close to your skill level. Even without a Relic you can delay the Noise a great deal.

Researcher

Completely Legitimate Funding [100cp – Free Researcher]

Now you see, what you *want* to build and what you *have funds* to build might not always be the same thing. Luckily this perk helps deal with those pesky concerns. So long as you can present a halfway decent lie that presents what you're building as what they want you to build they won't look much closer. They might be angry when you reveal that “anti-Noise elevator shaft” you were building was actually a laser cannon designed to hit objects in orbit.

'Geology' [100cp – Free Researcher]

It's not hard to just root around in Heretical ruins and pick out all the shiny bits, but the nature of heretical technology means that the most unassuming pieces of rock or scripture could actually be the real deal: Relics. Years of searching these ruins have given you a keen eye for finding Relics that might otherwise be masquerading as very plain looking objects, making you an extremely useful resource for salvaging them.

Heretical Adaptation [200cp – Discounted Researcher]

Symphogears are, in essence, a Relic adapted into a combat system for it's ability to generate massive amounts of energy that can be formatted into a certain kind of matter through a generic mass-energy converter. However, they also have the ability to 'evolve' overtime, gaining additional armor and improvements to features such as onboard thrusters. With a bit of study, it might be possible to apply this adaptive behavior to other materials, encouraging them to improve themselves over time.

Mundane Applications [200cp – Discounted Researcher]

Killing Noise isn't all there is to heretical technology. The same technology that is used to create a Symphogear and it's weapons from energy can also be used to manipulate other forms of energy. Through this it becomes possible to bend light to cloak objects or to keep an object cool in a raging inferno. Aside from the obvious military applications, this makes it possible to convert mundane things like coffee makers or fireplaces to run on the passive Phonic energy that is generated by people.

LiNKER Synthesis [400cp – Discounted Researcher]

You know the formula for the LiNKER drug, both Anti and Normal varieties. The drug allows someone with little or no compatibility with Relics to force their link coefficient high enough to activate a Symphogear. However, the drug is toxic to the human body, and is only viable for use by a flushing mechanism developed by American biochemist John Ver. Maybe if you have enough time and funding, you'd be able to mitigate the side effects and develop a non-toxic alternative...

Very Advanced Science [400cp – Discounted Researcher]

When it comes to 're-engineering' heretical technology, the Americans have mastered doing it in ways that leave others astounded. Recycling Relics into other forms of technology is nothing new. In fact, it's the same technique that is used to create Symphogears, but this is on a completely different level. You can alter Relics so that they have completely different functions than what was intended, such as turning an aggressive heretical weapon into a berserker module, or a reflector into a giant laser beam.

Pagan Science [600cp – Discounted Researcher]

You've managed to uncover some of the secrets of old, the very same knowledge that underlies 'Sakurai Theory', the theoretical basis of the Symphogear system. With this knowledge, many of the more mysterious functions of the Symphogears become clear. You can repair and install new functions into Symphogears, that manipulate existing features, like forcing a berserk state or tuning it to raise synchronization coefficients. What's more, your glimpses into Sakurai theory indicate some possibilities of inducing Human-Relic fusion, but to complete the theory you'll need an existing test subject...

Alchemist

Who Was Fone [100cp – Free Alchemist]

As a perfectly reasonable application of alchemy, you may communicate with someone anywhere in the world by using alchemy to project a mental construct of a phone to someone's location, which they can then pick up and use like a normal phone to talk to you. Communication in this manner is highly secure and difficult to trace for a non-Alchemist, which makes it ideal for dealings outside of Alchemical orders.

...What?

Basic Alchemy [100cp – Free Alchemist]

You can now manipulate the raw energy of the universe, as defined by the Greek, being air, water, earth and fire. This lets you create Noise-resistant shields and project streams or bolts of raw energy, capable of harming Noise. It's not really for combat, and is akin to using a blowtorch as a weapon, as it's mostly used during alchemical processes.

Memory Combustion [200cp – Discounted Alchemist]

Alchemy deals with a lot of esoteric subjects, such as linking objects across universes and the energy of the mind and soul. This is one such application, which allows you to destroy your own memories to convert them directly into different kinds of energy, such as Phonic Gain. The amount of energy a given memory gives off is generally proportionate to how strongly it affects your ego, but burning through months of general memory at a time can provide power on par with several Symphogears. With the right research, it might be possible to apply the general theory to things other than memories...

Disgustingly Rich Philosophers [200cp – Discounted Alchemist]

Do you know that most Alchemists are absolutely, revoltingly rich? It takes a lot of energy to make gold, but even without that, Alchemists have been around long enough to get their hooks into many, many banks and governments. You are exceedingly good at setting up systems to automatically get you revenue, such as diverting the tax profits of unstable countries, draining corporate bank accounts or just robbing people blind. Sure, you could use this for good, I guess. But what good is that when there's money to be made?

Noisemon [400CP – Discount Alchemist]

Do you have too many summons and not enough time or capacity to summon them all? Well, with the power of Alchemy, it's possible to compress a summon or other creation into a small, crystalline cube using a simple process, essentially casting the summon in advance. When broken, the summon is released under the holder's control and will last for as long as it normally does or as long as it was charged beforehand with no cost to the user. If you're willing to put together a *really big* crystal, you could even do this with much larger things, like say, a modified Russian battleship.

Insane Keyword Logic [400cp – Discounted Alchemist]

We'll be honest with you, about ninety percent of alchemy is just cosmic bullshit that nobody actually understands. Most Alchemists just make it up as they go along, and tend to get out varying level of benefits from it. Everything you do tends to have a random extra benefit attached to it – you could make an anime based on real life events and it'll actually *work* as a cover-up or create LiNKER that somehow also works as mind control. Alternatively, you may also choose to impose a random penalty on equipment you make, with a corresponding increase in power. Don't ask us to explain how it works because we have no idea, and if we're honest- neither do you.

Legends Reborn [600cp – Discounted Alchemist]

Philosophical weapons are... a mystery, to be frank. Not even Alchemists are completely sure what the hell they are or where their properties come from, except from legendary association. By extracting the personal history of a weapon, you can grant it a variety of conceptual effects as it relates to you. For example, a weapon you've personally used to slay kings can gain a strong anti-royalty effect, or a weapon you've used to break swords can gain a sword breaker effect. These don't actually modify the weapon on any kind of physical level, being a type of enchantment, or divine effect.

Gear

Items

Noise Plushies [50cp]

A large collection of strangely shaped stuffed animals- almost like ambulatory fruits. What these really are is plushie versions of the human-hunting Noise, which suddenly appear across the world and start instantly reducing all humans they contact to ash. It's... probably in somewhat poor taste, but they're quite soft. As a bonus, you can get stuffed animal copies of any strange beasts you fight in the future...

CD collection [50cp]

Some idiot in the distribution department thought it would "make hella dosh" to release every single song as a single before releasing a compilation for every song a Symphogear generates, and on CD-only, too. Thanks to that, you've now got a stack of CDs half as tall as you are that makes up every single song in Symphogear. On top of that, all of your companions who buy a Symphogear in this jump (including you) will receive copies of their song on CD.

LiNKER Cache [50cp]

You've got a stash of the LiNKER drug, way more than you'd ever need on your own, assuming you aren't overdosing daily to use your Swan Song. Be warned, it's K-type LiNKER, which doesn't flush from the body automatically, and is toxic to it while it remains. For an additional 50cp however, you can upgrade it to a type designed exclusively for you, flushing quickly and lasting longer. It's still toxic though, so be careful of an overdose.

Motorcycle [50cp]

It's a pretty nice bike, all things considered. Doesn't seem to ever run out of gas or require maintenance, and comes with a nice paint job. Physics almost seems to not apply to it, launching several meters into the air from barely a bump in the road. It's also pretty easy to shape your Gear around it, if you have one.

Edgy Hoodie [50cp]

This comfy grey hoodie makes you act like a bit of a grump when worn, and may predispose you to edgy-like behavior. However, it tends to be cute more often than not, making people want to comfort ~~and pat~~ you rather than leave you alone.

Stage Costume [50cp – Free Idol]

Well, clothes make the Idol, don't they? This is a chest of ridiculously complex and impractical clothes, typical of an idol. Despite all the regalia, these clothes are actually suitable for running in, all the additional pieces not getting in the way too much.

Fancy Casualwear [50cp – Free Orphan]

A collection of surprisingly varied and fashionable outfits. You're fairly certain that even if you only picked out clothes at random you'd still get a unique set for every occasion. Tear and stain resistant.

Nice Suit [50cp – Free Agent]

You've got a collection of office shirts, slacks, ties and other business formal wear. They never stain or tear, and are ridiculously comfortable. What's more, you've got a single, extremely expensive, *really* nice pair of shoes that are pretty much indestructible, never breaking or wearing out.

Lab Coat [50cp – Free Researcher]

It's a white lab coat. Protects you from minor chemical spills and other mundane hazards. Also seems to make you a bit smarter and more efficient while wearing it.

Bed for Two [100cp – Discount Drop In]

It looks like a very nice bunk bed, complete with accordion-style privacy screens and outlets in the headboard. What's more, the bed itself is *very* comfy, and only seems to get even comfier for every person you have with you in there. Be careful you don't get too many of your friends in here at once, or you may never want to come out.

Costume Switches [100cp]

Hm? What- oh. Right. This collection of ordinary looking fabric tags was exhumed from a Pagan site just a few miles off the coast of Italy. Each one is labeled with a general theme: 'Christmas', 'Halloween', 'Yukata' and so on. When clipped onto any outfit, armor, even a Symphogear, the design and appearance of the gear will be modified according to the theme while still providing just as much protection- even if it seems like it doesn't. There over a thousand of the little fuckers here, so you could surely find a switch for whatever you need in here, right?

Shell Corporation [100cp – Free Alchemist]

For the type of person who needs to do things in secret, this corporation doesn't really exist. It has a front as a multinational technology firm, with hands in many research fields, which gives it license to purchase pretty much anything you could possibly need, completely anonymously. Anything you have it purchase can appear in your warehouse, although you still need to pay for it. Good thing Alchemists are generally filthy rich, eh?

BUSHIMO [100cp – Discount Drop In]

A pagan artifact unearthed in Greece, BUSHIMO was the first vending machine, designed to dispense holy water in exchange for coins. In modern times, however, it seems to have taken on the reverse function, this unassuming pot gaining unearthly powers. BUSHIMO has gained the abilities of a web developer, and will tirelessly work to produce graphics and slideshow objects for whatever you could possibly need, depositing them onto computers near you when it's convenient.

...If left alone for too long, however, BUSHIMO will begin malfunctioning, and end up programming an entire mobile gacha game based on you, releasing it onto the market and starting a massive racket to rapidly accumulate wealth.

"When the loli is mass-produced: An introduction to cloning" [200cp – Discount Alchemist]

This book, by a famous Scandinavian Alchemist, details the fundamentals behind custom construction of human bodies, and then implantation of memories into them. When handled by a sufficiently skilled Alchemist, one can learn how to automate this process and the mechanics behind copying, implanting and transferring memories.

"Auto-scoring your love life: Advanced fundamentals" [200cp – Discount Alchemist]

By an anonymous author, this book details the creation of artificial constructs via alchemy, such as the vaunted auto-scorers, bizarre wind-up machines of death. Auto-scorers are mostly known as capable combat machines, resembling marionettes, but the grand majority of them exist as assistants and custom made tools for Alchemists, such as Tiki, an auto-scorer that functions as a living observatory.

Perfect Human Body [300cp]

A sheaf of papers, with a single lily lying on top. Reading through the complicated – and occasionally mad – alchemical scribbles, you eventually realize that this lily is the secret to achieving a 'perfect' form, as identified by Saint Germain through her research, which is contained within the sheaf of papers before you. When consumed by a person, the lily causes one to transform into a 'perfected' human, a Progenitor of sorts through advanced Alchemy.

Perfect humans are incredibly intelligent, able to pick up the vast complications of Alchemy with about as much difficulty as a regular human studying mundane sciences, and have enough physical power and stamina to be on par with a Symphogear user. They are also... well, female. Yes, Saint Germain deduced through her research that the perfect human form is female, backing up her claims through the restrictions of a Philosopher Stone. You may not like it, but this is what peak performance looks like.

Relics

All discounts count beyond the first purchase. Relics that are free are discounted to that origin past the first purchase.

Basic Relic [100cp – Free Gear Candidate]

You have two Relics appropriate to your Origin that you may choose one of and use at it's basic level. In addition to the armament all Relics give off a field that immunizes their user and their immediate surroundings against the carbonizing touch of the Noise as well as allowing them to ignore the immaterial nature of the Noise, striking them as if they were material. As a last resort measure you may sing your Swan Song, performing a ridiculously powerful technique in exchange for heavy damage to your own body, generally enough to leave you out of action for a few days of intensive medical care, better singing improves sync ratio, allowing faster recovery.

You may choose any Relic outside your origin for an extra 100cp, Gear Candidates still pay this price. You may purchase additional relics with the same pricing scheme after your first.

Another Shard [200cp – Discounted Researcher and Idol]

Alternatively, if you don't want any of the Gears below, you can pay a bit extra and we'll rustle some more pieces of a Gear that already exists together, and make another one.

Song from Outer Space [200cp – Discount Idol and Orphan]

If truly none of the Relics available to you now are appealing, here's a special opportunity to convert a weapon you already own into a Symphogear. Whatever kind of weapon it is will become the base for it's Armed Gear, and determines what it may generate. If it possesses any special properties, those may be applied across the Gear in order to amplify it. Additionally, the Gear will allow you to generate some form of defensive barrier.

These categories are not intended to be restrictive and should be done in broad strokes, with the additional benefit of upgrading whatever is imported to the power of a Gear at a minimum. Examples are available in the notes section.

Skin of the Beast [200cp – Discount Orphan and Agent]

Although perhaps wielding a legendary weapon isn't appealing enough? You'd rather wear the armor of something else, the hide of an ancient Pagan beast? If you desire, a corpse or hide in your possession may be converted into a Symphogear as well, along the lines of the Nemean Lion or Thunderbird Gears. In this case, your Swan Song will allow you to summon up the complete power of the original beast, either taking on it's form or it's powers- although still restricted by how much power you're actually able to provide the Swan Song.

Shout of the Earth [200cp – Discount Agent and Researcher]

Then again, I might've missed something with the above, right? Here's a thought- name any artifact or creature from legend and... we'll dig it up for you, alright? Granted, we'll probably only be able to get a sliver of the original Pagan Artifact for you, but remember that's more than enough to cause some serious damage. I'll leave the discovery of it's exact powers up to you, just... don't go too crazy, alright?

Fused Gear [100cp – Discount Drop-In and Alchemist]

...Still not satisfied? Well... alright. Here's an idea- I've got some special- no, it's not black pepper. Yes, I know it's in a salt shaker, let me explain. If you so desire to fuse two Gears together- whether imported or purchased below, I'd be willing to fuse the two together for a small surcharge. Just be warned, the effects can be... weird. They're not going to 'stack', per say, more override each other. Fusing, say... Prometheus and Longinus won't yield a Gear that generates spears and axes, it'll yield a Gear mostly based around chainsaw polearms, with an additional theme of holy fire. Sounds a bit silly, right? Well, I'm sure you can come up with something worse, if you so choose.

Note: Symphogears have a few common features, the most important of which being the barrier coating that allows them to ignore the carbonizing effect of the Noise, and their ability to 'tune' Noise into our dimension to destroy them. Symphogears also have maneuvering rockets mounted on them and are sealed against vacuum and high pressures.

[Drop In] *Argo*, the ship that Jason and the Argonauts sailed on. The user is draped in sails, allowing them to drift effortlessly in the air. It can summon forth pieces of the original ship, casting great rods and nets of rigging at it's targets. *Argo* is mostly defense focused, being able to summon hulls as defensive shields and laying traps of rigging and rope. Further experience with *Argo*'s creation allows the creation of small boats and jet skis.

The *Argo* does not possess an Armed Gear that can be wielded like a weapon in the normal sense, excepting the components of the ship, but it is capable of creating Argonauts; small spherical drones with an attached beam of energy. These drone are relatively fragile, but can overwhelm targets with sheer numbers. Specialized drones can be created with greater experience with the Gear.

Argo's Swan Song revives the original *Argo*, a flying heretical ship controlled by the will of the user. The *Argo* appears to turn and accelerate with no regards to propulsion or cornering, and can release swarms of the Argonauts. In addition to the swarms of loyal drones and it's extreme speed, the *Argo*'s very presence creates a great typhoon that it and it's wielder are completely unaffected by.

Prometheus, the first flame. By calling forth embers of the original flame, a raging dimensional inferno can be started, burning both human and Noise alike. The flames spread and intensity can be limited by the wielder, and can be extinguished with a single thought, but left unchecked they burn incredibly violently. The wielder is protected from this raging heat by their Symphogear, and other Gears should have little trouble with the heat unless it is actively brought against them.

The chains wrapped around the wielders arms can be used like whips at their most basic level, heating to strike at foes, but *Prometheus*' true Armed Gear is the projection of these chains into disposable axes of all kinds, with it's truest form being that of an ashen chainsaw. These weapons bear superheated blades and chains, being able to burn through even the toughest Noise's defenses if they can get in range.

Prometheus' Swan Song calls forth the full might of the stolen flame, engulfing all within a massive radius in an inferno that sears the flesh of enemies from bone while rejuvenating allies, bringing them back from the brink of death. Be warned however, fire is indiscriminate, and any targets that fail to be designated as allies will suffer the same fate as enemies.

Kibisis, the sack that contained the Medusa's severed head. The concept of 'sack' is a slight misnomer, however. The user is given an elaborate combination of robes, cloak and hood that would be quite modest if the bodysuit wasn't so skimpy. While unassuming, the fabric that makes up *Kibisis* is actually a portal to an enormous self-contained pocket dimension, with the user able to manipulate the fabric to make openings into and out of it.

This is as versatile and deadly as it sounds, as *Kibisis* is able to not only store objects, but also use the fabric to effectively 'flash step' by traveling along a thin corridor of silk, or create a razor thin portal along it's edge to slice objects in half. *Kibisis*' Swan Song generates a massive dimensional disturbance, manipulating space-time to instantly stretch and destroy huge areas, while also disrupting similar dimensional shenanigans.

Kaladanda, staff of the god of death. As intimidating as it sounds, *Kaladanda*'s Armed Gear is actually a metal pipe. In fact, *Kaladanda* may as well be the tool of a plumber, as it may plant and grow all manner of water works and plumbing from itself, naturally lending itself towards creating steam-powered mechanisms, such as gigantic steam hammers and saws. What makes these pipes unique, however, is the crimson water that flows freely from them, which carries a unique anti-life property that causes it to shred through all physical and philosophical protections, completing erasing it's target from reality in a manner reminiscent of a certain mirror.

Kaladanda's Swan Song calls forth the source of its deadly water – a colossal steam boiler which flashes a massive amount of its deadly contents into supercritical steam, which it forces into a tight, high-power beam to bore through even the toughest defenses. Be careful of friendly fire, although an attentive user can selectively halt the eroding effects of the steam on allies.

[Idol] *Thunderbird*, caller of storms. The wielder appears to be cloaked in a stormy haze, obscuring them from view unless they choose to disperse it. Thunderbird is capable of recalling the original bird's talons, incredible sight and agility to the user.

Thunderbird's true power lies in its ability to generate 'feathers', razor-sharp shards that extend in whip-like wings from the wielder's body. They can generate electrical charge and control their own magnetism, allowing the wielder to levitate through repulsion and discharge anti-Noise lightning strikes with some buildup. It is also possible to use the wings as a conduit for a magnetic cannon.

Thunderbird's Swan Song causes the feathers to disperse, floating freely around the wielder as the haze expands into a storm cloud, from which the wielder can direct massive lightning strikes. Anything coming into the storm cloud will find themselves suffering from the lethal discharges within it unless the wielder directs it away from them itself.

The *Holy Grail*, the cup sought by King Arthur. Upon activation, one might notice that the Gear appears to be completely unarmed or protected aside from a standard (albeit slightly more armored) bodysuit provided by a Symphogear system, with the addition of what appears to be a cooking pot worn jauntily as a helmet. The Holy Grail is capable of generating cooking paraphernalia in all forms to serve in its purpose of providing unlimited food and happiness to people. Cooking utensils that can, however, be easily used as lethal weapons. The Grail is semi-unique in that its user can control its implements remotely, starting with one or two implements at first, and growing to a few dozen with time.

The Holy Grail's Swan Song summons a massive stadium around the wielder, enclosing all in a several hundred meter radius inside a massive oven that heats to extremely high temperatures. Within, the wielder can control as many objects as they can manage, regardless of whether they came from her own Gear. The biggest risk comes from the massive size of the oven, carrying the risk of capturing innocent bystanders in the radius.

Enkidu, clay servitor. Instead of any sort of Armed Gear, Enkidu's wielder is accompanied by a large, formless mass of technological 'clay' that emanates from fissures in the bodysuit armor. While limited in amount, the clay can be manipulated to take on different shapes and properties- provided it doesn't stray too far from its wielder. One moment, it can be a rigid shield, then transform itself into a lethal explosive. Clay may be destroyed, but more is very slowly generated within the bodysuit.

Enkidu's Swan Song temporarily re-enables the clay's ability to self-replicate, allowing it to consume vast amounts of material to create a huge swarm of clay. For the duration of the Swan Song, the clay may be used as normal, explosively detonating or collapsing into dust once it ends.

Moly, the miracle herb grown from the blood of a giant. Mossy plants overtake the wearer's hair, sprouting flowers and other sprouts in its place and down their arms- plants that the wielder can coincidentally fire and control like fine wires. Beyond the obvious application of monofilament cutters, these plants are capable of taking root in living things and draining their life force for energy, so long as a conduit exists back to the wielder. Stranger applications, such as plant-based exoskeletons or constructs, are also entirely possible.

The Swan Song of Moly causes all plants connected to Moly to begin flowering, releasing clouds of corrosive spores which eat into enemy armor, creating chinks for more plants to grow into, allowing them to rapidly drain them of life force. Exponential plant overgrowth allows the collapsing of massive structures and even more points to dig into enemies from.

[Orphan] The *Ark of the Covenant*, the chest containing the ten commandments of God. Draped in papers displaying the ten commandments of God, the Ark displays the remarkable ability to boost or dampen phonic gain. Other wielders who sing alongside the Ark notice their power being boosted, with rising sync coefficients, while enemy wielders notice their synchronization ratio's plummeting. Against the Noise, the effect that disables their Phase Contrast Barrier is broadcast in a wide radius, effectively forcing all Noise around them into reality where mundane weapons will affect them.

The Ark of the Covenant's Armed Gear is actually the papers hanging from the wielders body. They can extend and fold themselves, taking the shape of weapons or shields, anything that is possible with folded sheets of paper. While they can swing with great force, it's important to remember that it's still essentially paper, albeit far more durable than normal, but still paper. The strength, durability and length the paper can extend to increases with experience.

As another Relic made in the image of God, the Ark's Swan Song is capable of exerting similar forces to the Ruin's of Balal. By spreading the pages out like a dish, and holding themselves in a cross position, the wielder can rip away massive amounts of Phonic Gain from other wielders or people, gathering it to themselves and redistributing it to others. Unlike other Swan Songs, this has no practical combat capability on it's own, as it effectively immobilizes the wielder while it is in use and requires another wielder to direct Phonic Gain to. However, if the wielder can gather enough Phonic Gain, they may be able to activate X-Drive once the Swan Song ends...

The *Left Hand of Christ*, no, not a euphemism. His actual hand. The wearer is bestowed a much more heavily armored suit than most Symphogears, complete with a helmet and rectangular shield. Unlike most Symphogears, the Hand's Armed Gear cannot be duplicated endlessly, with only one or two available at any given moment, the tradeoff being that Hand's lance is extraordinarily powerful, doubling as a high energy laser cannon. The Hand's shield can expand and reshape as needed, additionally being able to project an energy shield capable of protecting against Noise. The size and shape the energy shield can take begins as a simple single direction square barrier, but can be manipulated more with practice.

The Hand's Swan Song channels and amplifies the destructive power of the spear's laser cannon, sending a massive cross-shaped beam of energy in the direction of every thrust for the duration of the Swan Song. Striking the ground with the spear will produce a similar cross-shaped blast around the wielder. In addition to this, while the Swan Song is active, the defenses provided by the Gear have their power drastically increased.

Gleipnir, the chain that bound the great wolf. Gleipnir's bodysuit appears to be of a different material than standard, with a leathery appearance and fur-trimming along it's edge, and appears bound to the wearer by chains. Lengths of chains may be unshackled to beat and ensnare enemies, draining Phonic Gain by contact and potentially immobilizing other Relic users with enough contact.

The Relic's Swan Song reveals that it is not *just* Gleipnir, but also the wolf the chain bound – *Fenrir*. All of the Gear's chains fall away, and the wielder is surrounded by a recreation of the original wolf. While larger than the wielder and strong, this is not the full extent of the Swan Song. Fenrir reverses the direction of control, being able to take it's chain and leash another Relic for temporary control over it, against any relevant user's will for the duration of the Swan Song. If the chain is not used in this way, taking the form of Fenrir bears very little cost to the user, despite being a Swan Song.

The *Axe of Perun*, weapon of the lightning god. Perun's bodysuit is studded with numerous contacts and power lines, which can be used to generate extreme voltages, short lightning strikes and manipulate circuitry in the manner one might expect. Instead of simply being able to generate voltage though, Perun is able to condense large amounts of it's power into a physical form- that or axes, polearms and other axe-headed instruments, in addition to the lightning 'arrows' one might expect. The downside to this is that Perun requires far more energy per weapon created, making it's use substantially heavier and deliberate versus the frenzy of other Gears.

Perun's Swan Song calls all available energy in the surrounding atmosphere to the user, often causing the formation of a massive storm cell around it from the massive drop in pressure. The wielder is then able to create a massive axe, formed by both the storm and their own charge, which fully discharges into the location they strike as a titanic lightning strike.

[Agent] *Draupnir*, the ring of Odin. It uses its ability of self multiplication to create disk shaped drones that are equipped with sensors and projectors capable of producing energy blasts or holograms. A largely utility focused Relic, Draupnir's defense is somewhat poor and mostly consists of using the drones to intercept attacks or form force fields. Further sync and experience with Daupnir allows the creation of specialized drones and use of formations or combinations of the drones to perform various other tasks of means of attack.

Draupnir's Swan Song causes the drones to multiply exponentially before surrounding the target in a dome and discharging all their energy in a single attack focused on the center of the dome. Draupnir's Swan Song is especially risky as it removes all drones from defense for a single Swan strike and the Symphogear takes a bit to reactivate the discharged drones, should the wielder survive.

Brahmastra, the bow of Brahma. Unlike its counterpart Ichival, Brahmastra's attacks are slower, more accurate and far more powerful, with its Armed Gear taking the form of a heavy bow by default, although it can also take the form of a battle rifle or revolver. Built into Brahmastra's headset is a visor that provides targeting data and alternate vision modes to the wielder. While the weapons can be fired as fast as the wielder can manage or pull the trigger, the power of these attacks make friendly fire a serious concern.

The Swan Song of Brahmastra brings forth the full might of a weapon said to never miss and which completely annihilates its target without fail. Summoning its bow form again, Brahmastra unleashes a massive lance of energy at a specific target, traveling instantly and through all structures in its way to annihilate that single target with force similar to a nuclear weapon.

A Will-o'-the-Wisp, an otherworldly beacon. On top of a tattered hood, the wielder is given an Armed Gear that takes the form of a small, handheld lantern. Will-o'-the-Wisp's purview is that of lighting- lanterns, braziers, lamps, floodlights and in a more combat oriented-fashion, *lasers*. On top of direct fighting applications, the wielder may cause lights to fizzle out and produce small 'wisps' of energy, which they may redirect into other lights (or even other Relics) to boost their power or use directly as energy bullets.

Primarily, Will-o'-the-Wisp focuses on producing massive banks of lamps which it harvests for wisps to use in massive lasers, all of which leads into its Swan Song. Upon activation, Will-o'-the-Wisp becomes a miniature sun, glowing with an intense light and releasing untold amounts of wisps that can turn even household light bulbs into deadly area denial weapons.

Xiuhcoatl, weapon of the sun god. The wielder of Xiuhcoatl is accompanied by their own personal Noise- that takes the shape of a burning serpent protectively surrounding them. It also bears slight resemblance to corn, for some reason. By consuming other Noise, or fragments of Relics, Xiuhcoatl grows larger and stronger, although it can shed 'accumulated' size for speed, and a greater size is more taxing on the user to maintain. Like other Noise, Xiuhcoatl can phase in and out of reality unless 'tuned' by something like a Symphogear, and also possesses the Noise ability to instantly reduce organic life to ash on contact, although it may withhold at the discretion of its handler.

Instead of simply swelling Xiuhcoatl to a massive size – as it already does so – the Relic's Swan Song allows Xiuhcoatl to subdivide into two snakes of a slightly reduced size, repeating as many times as wished for either a swarm of standard sized snakes or several titanic ones. This means that Xiuhcoatl's Swan Song is generally most effective once it has swelled to a sufficient size, providing the most metaphorical 'material' to create additional minions from.

[Researcher] *The Nemean Hide*, trophy of Heracles. The Nemean Hide is an unusual relic, for it grants its user some of the properties of Noise as its primary ability. In addition to being an exceptionally resilient Symphogear the Nemean Hide allows its user to utilize the dimensional phasing ability of Noise, moving partially out of reality in order to ignore mundane assaults in exchange for a loss of movement speed and perception. The pelt is especially fearsome in that it can ignore the assaults of Symphogear users with significantly lesser Symphonic Gain than the wielder of the Hide, while utilizing the enemy's Barrier Coating to interact with them as if the user was fully material, although significantly stronger assaults can pierce this defense.

The Nemean Hide's Armed Gear consists of bracers with five claws situated on all four extremities of the user. The claws are versatile as weapons, having the offensive properties of Noise, allowing them to expend themselves to carbonize a normal human on contact or create a fairly potent explosion, the claws replenish fairly quickly and may be fired as ranged weapons. Finally, a claw may be inserted into a Noise to temporarily usurp control of it, although the claw won't regenerate so long as the Noise remains alive and controlled. Higher sync and experience with the Nemean Hide may allow manifestation of other parts of the Lion such as the fangs or tail, or manipulation of the claws, causing them to grow or otherwise shift to the user's will.

The Swan Song of the Nemean Hide is terrific in both senses of the word. The Hide uses the excess energy generated by the song to fully reform the invincible Lion Noise it was made from around the user. The Nemean lion is nigh indestructible to most assaults barring another Swan Song or attack of similar caliber and can control large swathes of nearby noise to do its will. The Lion is somewhat indiscriminate in its rampage, only partially controlled by the wearer of the Hide and the Swan Song usually only lasts about a minute at most, meaning the best way to deal with the Lion is usually to simply run until it's exhausted.

Enlil, Lord of the Wind. While ordinarily the color scheme of a Symphogear seems to depend on the user, Enlil has yellow and black warning patterns included regardless of the user, along with a mining helmet. Enlil generates mining equipment of all kinds, pickaxes, drills, shovels, even industrial mining lasers. While the intended function is obvious, they still work as anti-Noise weapons, and most tools can be fired as projectiles using rockets. The size and complexity of summoned tools increases with experience with the Gear. The mining helmet's light also functions as an X-ray device, which feeds back to a visor that drops down from the helmet.

Upon triggering its Swan Song, Enlil explodes into a massive mining train made from a mishmash of industrial machinery and mining equipment. While plowing straight through the enemy at three hundred miles an hour is quite effective, it can also make use of its crane arms to throw pieces of the scenery at opponents or fire the massive mining laser mounted to its hull.

The *Library of Alexandria*, lost repository of knowledge. As would be expected of Pagan technology, the Library of Alexandria was never an actual library, instead taking the form of a small fragment of a once massive crystal which is... somewhat awkwardly wedged in the wielder's chest. ~~Kinky~~. The gear also seems to insist on projecting glasses as part of its armor, which becomes somewhat superfluous in light of its abilities.

Alexandria has no weapon generation capabilities. Instead, it draws machinery and electronics – anything more complicated than a light bulb, really – and weaves them into a massive amalgamation of parts and pieces from the absorbed components. Generally the exact specifications are overblown capabilities of the technology absorbed- superheated coils from a toaster, powerful hydraulics from a backhoe, but aren't as fantastical as other Relics. The exact shape and size varies depending on the Relic's read of the situation, but the wielder is always encased within a heavily armored shell at its core, directly fused into the controls through their Gear.

The Library's Swan Song allows Alexandria to temporarily assimilate the armaments of other Relics into its mechanical titan, haphazardly crossing over discarded weapons from other Symphogears and Relics to create a temporary energy cannon.

Pandora's Box, which unfortunately is just a box after it was opened. Thankfully, the box itself is still useful, which the wielder can attest to with their built-in bandanna with tracking code. The box can take forms from cardboard boxes to steel shipping containers to box up and ship enemies to oblivion, or box cutters, nail guns and other shipping paraphernalia. Duct tape, warehouse drones and a very large boxcutter can help make sure death is delivered to enemies, and the constructs only get worse from there.

Once the Swan Song is triggered, enemies within range are drawn backwards into a tiny box, like all the world's evils, and then pulled into a massive shipping mechanism. Once processed, they are fired through a shipping accelerator against a hard surface, crushing the contents instantly and dealing massive damage. A minor property of Pandora's Box is that its user exhibits a slight stealth effect, becoming extremely hard to notice. Moreso, if they hide within the Box.

[Alchemist] *Bajiaoshan*, once thought to be a mighty wind fan. Instead, upon activation the wielder finds themselves holding a pair of handles which can sprout dozens of individual knives, holding them in the shape of fans. On the user's command, the handle can explosively fire the knives at a high firing rate, essentially making them fully automatic ballistic knives.

The blades generated can be of several different types, including armor piercing, explosive and incendiary blades with any number of imaginative shapes and sizes. When the fight gets close to Bajiaoshan, the handles can project two superheated knives that are much more durable than the fragile projectiles and are fully capable of melting through most defenses.

Its Swan Song lets Bajiaoshan project a single, invisible knife that carries with it the force of a gale, and with a single thrust, can tear through a single point with incredible force, penetrating all enemies but leaving allies untouched.

Quetzalcoatl is a fragment of the feathered serpent that runs through the user's body, causing many red-hot feathers to erupt from their bodysuit and merge into an armored coat to protect them. It also extends a superheated tail of molten metal from their spine, which can change shape and warp as they wish. Users of Quetzalcoatl should be cautious of these properties, as it, like the Nehushtan Armor, begins to merge with the user over time, although instead of growing into their wounds, Quetzalcoatl instead chooses to reside beneath the skin. A symbiotic relationship, as opposed to parasitic.

There is no true Armed Gear to Quetzalcoatl, with its user instead calling upon its tail and raw command over the power of the sun. Raw material fissures forth from within Quetzalcoatl, superheated metals and plasmatic gasses which it can launch in streams and use as whips or in other creative ways against its foes. It can also control light in a minor way, either blinding its enemies or concentrating its light against its foes like the sun against ants.

The Swan Song of Quetzalcoatl harnesses the power of nuclear fusion, generating a small sun roughly the size of one's fist and launching it. Without the Gear to keep it under control, it quickly expands into a massive conflagration of fire, gas and light, destroying anything in its path.

Tonbokiri, the dragonfly cutter, is one of a few Gears that is capable of native flight thanks to the set of insectoid wings that sprout from the back of the wielder's bodysuit. All kinds of spears may be created by the Relic, although unlike more typical examples of spears produced by Symphogears, Tobokiri's are more designed for cutting than thrusting. On top of that, the bodysuit possesses an ambulatory 'tail' that may grasp its spears and act as a crude sting for the user, and can sprout additional insectoid features if they wish.

Tonbokiri belongs to the group of 'living' Gears that actively seek symbiosis with their wielders, regardless of implantation status, which is reflected in its Swan Song. The user sprouts chitinous armor, and temporarily the restored spear emerges from their sting, sharp enough that it emits heat from simple contact with the air.

Strangely enough, Tonbokiri's style and movements seem... a bit ridiculous at times. Flash stepping, running on water and other feats that'd seem more believable if they were in some anime.

Gae Bulg, Cúchulainn's spear. While only one of the original barbs remains, it still carries the traits of the original spear, with the short, bone-like protrusions the Gear is capable of producing still coursing through the body of enemies it pierces into and tearing them apart. By snapping off a bone growth and burying it in water or the ground, a massive 'swordfish' drone spawns – really an extended bone outcropping held inside a ring drone, with the same properties as a normal spine. Combat relies then on a balance between falling back to spawn additional drones and taking the offensive when drones are in surplus.

The spear's Swan Song revives the original sea monster – a massive, bone-y serpent named Coinchenn – but not as a pet to be controlled or commanded. Instead, Coinchenn allows itself to be used as a massive version of the spear it was eventually made into, flying with unnatural speed and precision for something so large, with the curse spreading through everything present at the location it strikes.

Relic Upgrades

Implanted Relic [300cp] (Does not need to be taken with Basic Relic)

Somehow, perhaps through an accident, a relic has become embedded in a part of your body. While this doesn't prevent you from using other relics you will find that your synchronization coefficient with that Relic has increased tenfold, making the blowback from Swan Songs and other exhaustive features far less severe, with Swan Songs only tiring you immensely. This Relic seems to be reacting differently than seen with Human-Relic Fusion Specimen no. 1, Hibiki Tachibana and Gungnir. It seems to be merging with your body far better than Gungnir ever did, not threatening your life and eventually resolving into something similar to what was achieved by Finé herself with the Nehushtan Armor. The Relic that has been implanted is one of the ones associated with your Origin, but once again you may pay 100cp to change it to a different one.

This also affects the following 600cp perks as follows:

The Power of Holding Hands – Now it becomes possible for you to take upon the backlash effects from multiple people, but on top of that, the backlash is reduced even further based upon the strength of your personal relationship with them, granting no benefit for random bystanders, but reducing a potentially lethal backlash to a minor tickle with true friendship, and all but negating the strain with a bond of love.

Superb Song – You know, just having people who believe in you can give you enough faith to survive the challenges thrown at you. Personal connections you have with other people now feed you a tiny bit of Phonic Gain based on the level of that friendship, providing a slight power boost.

True Warrior – Immune to regular attacks? Screw that! There's nothing you can't achieve with determination, and determination can't be measured with numbers! You'll find that things that are supposedly 'immune' to normal attacks can still be punched to death as easily as anything else. Who needs a Symphogear anyway?

Pagan Science – Looking through some of the notes made by Finé's reincarnation, you manage to glean the mechanism behind the energy-mass converter used to create the armor of a Symphogear. While you would still need a Relic to make a proper Symphogear, you can use this to store armor and weapons in the form of a small necklace, simply requiring that the user be able to sing the activation song to use.

Legends Reborn – Across time and space, some legends hold true in the hearts and minds of people, much like how Gungnir retained it's properties as Longinus, despite becoming Gungnir later in life. When you have the original, real thing – an artifact with a strong legend known across entire populations for many decades – you may extract it's legend and turn the artifact into a philosophical weapon, giving it properties from it's associated legends, such as anti-god properties for a weapon used to slay a god in legend.

Ignite Module [100cp]

By tapping into the berserk state function that was first observed with Human-Relic fusion users, it's possible to create a controlled state, giving the user greatly increased strength and defense in exchange for a limited activation time with three safeties. Being unable to handle the mental stress of first activation or exceeding the safe activation time will cause the user to go berserk, attacking with reckless abandon until they are forced to deactivate.

Faust Robe [200cp]

Instead of powering a 'projector' (read: pretentious term for Symphogear) with a Relic and phonic gain, the power source of the Relic can be gutted and replaced with an object called a Philosopher Stone. By providing all the power the Gear needs and more, the user no longer has to sing, and the Gear gains Anti-Ignite properties, being able to shut them down and in fact reflect all of it's damage back on the user. The pendant of the Gear will

become slightly bigger as a result, with an optional alternative form as a different crystalline accessory, such as a gun. There is one catch, though. Due to alchemical properties of the Philosopher Stone, a Faust Robe can only be worn by women, as- and I quote, “proper dick placement” is required to activate it. As in, a complete lack of one.

Philosophical Weapon [200cp]

A type of weapon created by Alchemists, this utilizes the extracted legend of a Relic as fixated in the minds of the people through deeds in order to awaken its innate properties. For example, the weapon Gungnir was – in the past – known as Longinus, the spear that pierced Jesus Christ on the Cross, and thus awakened a philosophical anti-god property. The only caveat to this option is that it must be a property which is relevant in this universe, such as anti-god, anti-structure or anti-immortal.

Phonic Regeneration [200cp – Discount Drop-In]

Human-Relic fusions have been known to regenerate by roughly 'shaping' Phonic energy into the shape of a limb. Studying this capacity has yielded a module for Gears that allows users to regenerate body parts by burning Phonic Gain or a similar power source. While this is practically useless against standard Noise, against other threats it could be useful...

Beat Master [200cp – Discount Researcher]

You know the headphones on a Symphogear? Now yours have been upgraded with two thin slots and a holographic representation of a record on either side. CDs can be loaded into the Gear using those two slots, and any songs written to the CDs can be played through the Symphogear itself like any other song. Multiple CDs can be put together at once to create a mashup between the two songs. Even exotic mediums can be inserted as long as they have music aboard, and music that is inherently magical can be loaded this way as well.

AI Assistant [200cp – Discount Agent]

Installed into your Symphogear is clamping visor that covers your eyes. When closed, the visor provides tactical analysis and combat maneuvering, essentially taking partial backseat control of your body to make you more effective in combat. Unlike what Ver intended, however, the AI residing in your visor is purely an assistant, only assisting in what you intend to do, and cannot act on its own. You can also load any AI you possess into the visor by touching the Gear to its hardware.

Companions

Old Friends [Free or 50cp]

It can be lonely being one of the attuned sometimes, so how about this? I'll let you bring up to eight of your companions with you, if you want to bring more than that, you'll need to pay an additional 50cp for each person. Companions imported using this option receive a free Origin, along with any freebies and discounts associated with it. Why discounts if they have no points, you ask? Well, you can sacrifice some of your own cp to give *all* of your companions that much as well, how about that?

New Friends [200cp – Discount Drop In]

Saying that you can't make new friends is really silly, isn't it? With every purchase of this option, you'll gain a destined meeting with a member of the canon cast. They're not guaranteed to like you at all, and they won't necessarily survive to the end, but if they do, and you can convince them to come along, they'll become a companion! How about that?

Special Friend [Variable]

Huh, what was that? Oh, you wanna bring someone really close to you along? Well, I guess not everyone can have huge social circles, so... tell you what. Instead of giving them just the amount of sacrificed cp, they'll get double the amount of cp you sacrifice here, but it only works for one person, alright?

Backstreet Illuminati [200cp]

Anyone who's been to Yale University can tell you that the world is chock full of secret societies and conspiracies, of which the Illuminati are simply a very powerful member. After accidentally buying the wrong piece of candy at the wrong time, you've found yourself the leader of an Illuminati splinter group, fanatically loyal and with 400cp of perks between them. In future jumps, you'll find a fresh set of members with the same skills, but new connections spread throughout the world, and all reporting to you. Can be imported, but the individuals will always refresh.

Drawbacks – [Maximum of +900cp]

Easily Bullied [+50cp]

Maybe you've never attended school before, or maybe you've just never had too many friends in the past, but for some reason it is *very* easy to fluster you and get you blushing like a schoolgi- oh, right, you're already one. ...That actually explains this quite a bit. On the bright side, though, it *is* pretty cute, which- as a small consolation prize, you've actually become quite cute due to this drawback as well, which you'll retain even after your vulnerability goes away.

Verbal Tick [+50cp]

You've got this, uh... little problem. Okay, not a problem, but rather... a habit. Somewhere, you picked up saying this little phrase, and now you can't help yourself but shout it somet- DESS! ...Yeah, like that. This wouldn't be too bad normally, but people pick up on it, and seem to be a bit worried ~~dess~~. It's really embarrassing ~~dess~~ but if it's a consolation ~~dess~~ it is really cute and after this jump you'll only get complimented on it, if you wanna keep it.

LiNKER Dependent [+100cp, Requires Relic]

Unfortunately, your natural link coefficient is too low to be able to activate a Gear without the assistance of the LiNKER drug to artificially raise your link coefficient. If you don't regularly take the drug, your link coefficient will steadily fall until you are completely unable to activate your Gear. If you go too long without it, any attempts to sing your Swan Song will lead to your body reducing to ash.

This Isn't an Anime! [+100cp]

You're a massive anime fan, especially of magical girl and slice of life anime. It's safe to say that you'd be able to predict the plot of any similar anime almost perfectly. In a tragic denial of reality however, you firmly believe that you do *not*, in fact, live in an anime, making you effectively genre-blind to the plot, even if you knew it already.

You Should've Just Died [+100cp]

Thanks to being the only survivor of a massive Noise attack, you've received a big payout from the government in addition to paying for your medical bills. But because of that payout, people have come to believe that you're effectively a murderer that way, for receiving a bigger payout from the death toll. Unfortunately, this reputation seems to have followed you to Lydian, making it that much harder for you to make friends in general, even for Drop Ins.

/fa/ geah [+100cp]

You have no idea who's goddamn doing it, but every day when you open the closet you come face to face with some of the weirdest idol clothes imaginable. Unlike other clothes you may acquire, these clothes are often hilariously impractical, and when they're not, they're usually just outright weird. Boots that are missing the entire middle half of the boot? Check. Weird topknot hairdos? Check. Elaborate, flow-y half-skirts? Check. What's more, trying to wear anything not approved by said invisible designer usually leads to their destruction in short order. As a small mercy, if you have to wear a uniform for something like school or work, the invisible designer will only lay out a *few* accessories instead of a full outfit.

Pagan Fashion Sense [+100cp] (Requires Relic)

Instead of just having an impractical sense of fashion, though, it seems like even your Symphogear (if you have one) was designed with a demented fashion sense in mind. Now, your Gear is basically guaranteed to have some form of hideously impractical heels instead of more normal shoes. Think heeled platforms or stiletto heels of an unreasonable size. It doesn't stop there, you could wind up with a gigantic hat that weighs down your head, or have awkward floppy wing-things attached to your ankles. While normally this wouldn't stop you, for the duration of the jump they can and *will* get in the way.

Berserking [+200cp]

It seems that something has gone wrong between you and your inner song. If you become emotionally stressed or experience a sudden surge in power, you have a tendency to enter the 'berserk' state of your Gear, turning black with glowing red eyes. While in this state, you will attack anything in the way of you and a single target that you have decided to destroy. It'll take a good deal of restraint and a good mental blow to knock you out of it.

The Tuition is Cheap Here! [+200cp]

There's a reason you came to Lydian – besides the government incentives. You're poor. Dirt, dirt poor. What's more, any businesses you may start or already own simply start having problems. Deliveries are missed, investors pull out, production breaks down and customers simply vanish. All this leads back to a massive investment of time from you and no profit, effectively reducing your resources to that of a broke high school student. Looks like you'll need to work for someone else if you want to have any money or you'll need to start getting inventive.

Powered Through Phonic Gain [+200cp]

It seems that the pagans may have been onto something when they sought out song as a power source. Now, all of your out of jump abilities seem to be powered through some form of Phonic Gain, requiring you to sing or harness the Phonic Gain of others to utilize any of your powers. Taking an Alt-form that's too much different than a human is going to require that you hum quietly to yourself, and calling floods or destroying armies is going to require you to start belting ballads. Hope you're a good singer.

Being X Is Suffering [+300cp]

Roll 1d8 on the table below. Corresponding to your roll is a character who you will then thusly inherit the tragic backstory and suffering off during your stay here, essentially making them your background self in this universe, but atypically you will be as much them as you during your stay. Their history will be slightly altered by your choices in your build, but otherwise their history will stay the same.

1. Kirika
Hyperactive orphan. Strong verbal tick. Has a lot of baggage regarding her hots for the closest thing she has to a sibling and the trauma she went through as a test subject.
2. Shirabe
Gloomy orphan. Tends to be emotionally mute. Very protective of the closest thing she has to a sibling. Sometime becomes borderline suicidal. Second-in-line to be the reincarnation of Finé.
3. Maria
Tries to be upbeat about her situation, but usually weighed down by her failures. Proclaimed herself to be the reincarnation of Finé, but isn't. Found herself in a parental role at a young age, can't remember much before being taken in by the FIS. Idol.
4. Tsubasa
Disowned by her family, taken in by Genjuro. Has difficulties seeing herself as a person. Watched her only friend in the world turn into ash in her arms.
5. Hibiki
Watched everyone around her die in a Noise attack before something struck her in the chest. Jealousy and hatred over the insurance money she was given by this lead to bullying at her old school.
6. Dr. Ver
Absolutely batshit insane and a former Yale student. Tends to fly into psychotic rages while proclaiming how great he is. Desires to be the LAST ACTION HERO.
7. Carol
800 years old. Traumatized after watching her father get burnt at the stake. Wishes to discover the cause of human suffering.
8. Chris
Hard "labor" in a south American junta (Val Verde) after her parents were murdered.

I'M THE HERO [+300cp]

Oh dear god not this shit again. Like a badly written shonen, only the main character can accomplish the important stuff – and sadly, you aren't her anymore. Everytime you try to accomplish something major on your own, such as the completion of an important goal, defeating an important enemy or protecting something important, you need to call on good ol' Hibiki Tachibana to do it for you. Whatever it is, you'll always end up having to transfer your power to her, or give her the last hit – and with it, all the glory. Welcome to the future of entertainment.

The Curse of Balal [+300cp, Incompatible with That Goddamn Moon]

You see in this universe the Moon is actually a massive Relic space station designed to suppress the universal language. If you take this drawback you must destroy the Moon totally within the time of your stay. In the event that you fail to do, it will be counted as chain end. While cartoonish supervillany isn't required you will find any other methods of destroying the Moon significantly impeded. Keep in mind that Fin   will take control of the world again if this should happen, and that your objective simply isn't to render the Ruins of Balal non-functional, it's to completely destroy them.

That Goddamn Moon [+300cp, Incompatible with The Curse of Balal]

The moon's in danger! Everyone and their mother seems to be hellbent on something to do with the moon, and pieces keep breaking away and falling towards Earth, and if it's not just a single piece, it's the entire moon! For the remainder of your ten years here, you must ensure that the Ruins of Balal beneath the lunar surface remain intact. Destruction of the ruins means the end of your chain!

Everything is just Fin   [+300cp]

Oh, no. Something is awakening in the back of your mind. Fin   has awoken in you as well as her current host, and the more you are exposed to Symphogears and other heretical technology, the greater her grip becomes. You'll have to massively limit your use of your own Relic if you want to avoid sharing your mind with a broken hearted heretical priest.

...Granted, her tune regarding the rest of humanity may soon change thanks to the actions of a girl, but she seems to be powerless to stop the increasing amount of time she seems to be spending as your consciousness. If she takes over completely, it's game over.

Notes

Special thanks to Anon2| for helping out with a lot of the Gear designs.

It's pretty much up to your own judgment exactly what your Gear looks like and more importantly, exactly how it functions. Symphogear is a silly place, so that kinda wonky idea you had with the malformed pickaxe? Chances are it'll work. Just keep in mind power levels and be reasonable.

If you take the *Another Shard* option, you may re-flavor it to another similar Relic that isn't already offered in this jump. So, you may purchase Tsubasa's Relic Ame no Habakiri and re-flavor it to being a shard of Excalibur, but it will still function the same as Ame no Habakiri.

It may be possible to transfer Finé's consciousness. She herself became a spirit through means of heretical technology, but it's pretty hard to collaborate with someone who's suppresses your own consciousness when she's awake. Even if she does know, the technology to create the infrastructure to create the technology is long lost as well. Hope you're good at spelunking.

Post-jump, Faust Robes can apply their anti-Ignite properties against any kind of berserking, including the ability to reflect berserking damage back onto people.

It should be pretty simple to reverse engineer Perfect Human Body to not turn you into a girl. Just sayin'. Perfect humans may also find themselves compelled to shout 'CHRRRRRIIIIISSSSS' when transforming. No idea why.

On the *Swords Can Be Wings!* Perk:

The perk allows you to dodge conceptual effects that target other, specific concepts on a technicality by temporarily changing that concept. For example, a weapon that 'destroys all Swords' can be dodged by temporarily changing the specific concept of 'Swords' to 'Wings', since there's no 'Sword' to be affected, the effect fails. On the flipside, a weapon that 'destroys the weapon wielded by an opponent' would *not* work, because it is not targeting a specific concept, being indiscriminate. Being able to dodge such an attack depends on the attack and whether it is actually dodgeable.

However, depending on the amount of power behind the attack, if such a thing is relevant, it will require more than it would otherwise. If such a level is never stated or is unclear, go with your own judgment. I trust you, anon.

For OC and Import Gears:

Let's pretend I wanted to recreate Prometheus using an import. It's main Armed Gear can either be a chainsaw or some manner of axe- see what I meant about it being *broad strokes*? You don't have to have some laser-focused category, it can be very general- in this case, the rough category is 'bladed weapons'. Now, in order to achieve the fire effects, I could simply have some manner of enchanted axe, or it could be an axe with an attached flamethrower, or even something a lot more esoteric like an axe made out of fire. As long as you have something related to 'fire' you would be able to recreate Prometheus.

Should probably go without saying that any of the Gears in this document aren't available under the OC option, feel free to use them as a template, though! The rough categories are: Drone-types (Draupnir, Thunderbird), Ship/Animal-types (Argo, Nemean Hide), Weapon-types (Longinus, Enlil) and I-don't-know-what-the-hell-types (Ark of the Covenant, Holy Grail).

On Fusions:

This is supposed to be for fun, so really... let it get silly if you want to! Remember that one of my examples up there is *chainsaw polearms*. This is Symphogear, for cryin' out loud, we've blow up the moon a bazillion times, I'm sure whatever you can manage to come up with will be okay.

~~I still reserve the right to add even stupider Gears to future updates, though.~~