



In the distant future, the nature of war has changed. "Objects"—massive, spherical tanks impermeable to standard weaponry and armed with destructive firepower—rule the battlefield; their very deployment ensures victory, rendering traditional armies useless. However, this new method of warfare is about to be turned on its head. Qwenthur Barbotage, a student studying Object Design, and Havia Winchell, a radar analyst of noble birth, serve in the Legitimate Kingdom's 37th Mobile Maintenance Battalion, tasked with supporting the Baby Magnum, one of the nation's Objects. Unfortunately, a battle gone awry places the duo in a precarious situation: mere infantry stand face-to-face against the unfathomable might of an enemy Object. As they scramble to save themselves and their fellow soldiers, a glimmer of hope shines through, and the world's perception of Objects is changed forever. Heavy Object follows these two soldiers alongside Milinda Brantini, the Baby Magnum's pilot, and their commanding officer Frolaytia Capistrano as the unit treks all over the globe to fight battle after battle. Facing one impossible situation after another, they must summon all their wit and courage to overcome the insurmountable foes that are Objects.

Take **1000 CP** to prepare yourself.

Origin

You may choose your gender and age for free. Any Origin can be a Drop-In.

Commoner - Free

A normal commoner with no special traits. You could be a refugee fleeing wars or a student abroad hoping to study Objects.

Noble - Free

Look at you, a noble now. Nobles are important members of society for the Kingdom and being one means you hold significant political or military influence.

Object Technician - Free

Object technicians are the unsung heroes of modern warfare. Their efforts and expertise in maintaining as well as repairing Objects have been crucial for an Object to emerge victorious.

Commander - Free

Commanding Objects may seem easy at first glance, but this ignores the lesser known aspects of Object warfare. Objects have certain weaknesses and strengths that a good Commander should know how to exploit. Commanders are also responsible for the logistical needs of an Object as well as constructing base zones to support Objects.

Object Pilot - Free

Arguably the most essential part of an Object. Pilots are specially trained to withstand the immense forces of a rapidly moving Object as well as firing back against an enemy Object.

Starting Location

You can freely choose to start wherever you want.

Perks

One 100CP perk is free for each Origin. All perks are discounted to half price with the corresponding Origin.

General

Kickass Soundtrack (Free) - You have a personalized soundtrack that will always play in the appropriate situations. You will also hear any previous songs that you listened to which would complement the current situation. The soundtrack will never interfere in your situational awareness and ability to communicate.

Commoner

Soldier (100) - You might not be a soldier and you may not have entered basic training, but you must have. You have the equivalent of several years of training at basic military skills. You will be able to shoot and kill the enemy as well as keep your wits about in an intense gunfight.

Quick Thinker (200) - Your mind is sharp and always on point. You will never forget anything and you will be able to quickly analyze any enemy units to determine the best course of action. You will be able to identify weaknesses with a quick glance as well as suss an enemy bluff with enough time observing enemy actions. This also applied to going over intelligence reports.

Improvisation (400) - They say military doctrine is only a placeholder for improvisation. You embody this concept as your ability to adapt and overcome anything that comes at you will be peerless. You can sneak into an enemy base to sabotage their stockpiles or quickly use morse code using small arms to send a message to allies.

Unconventional Warfare (600) - This world is cursed Jumper, the current Object Warfare has rendered every other military branch useless and classified as nothing more than collateral when Objects battle. This cannot stand. Shatter these false gods of war and show the world that Objects are not gods, but merely the creations of man, feeble and like everything created by man can be destroyed by man. You are able to devise strategies, doctrines and technologies to counter an important aspect of modern war. For example, if your enemies overwhelmingly use battlemechs in their militaries then you can come up with new technologies such as a new type of missile that targets legs to render battlemechs useless. You can devise a new strategy of combined arms to defeat battlemechs. Show the world just how wrong they are.

Noble

Beauty & Grace (100) - Standard beauty enhancer with results that will drive the most beautiful men and women jealous of your beauty. Additionally, this perk will give you a comprehensive knowledge of the local setting's etiquette and social rules along with giving you perfect grace.

Noble Education (200) - A noble education can be a valuable thing to have. You will be adept in noble politics as well as possess knowledge on the history of the local nobility which may come in handy as blackmail. Though gaining hard proof for that blackmail may be harder. This updates in future Jumps.

Connections (400) - You are able to forge new connections among the local nobility or an equivalent with ease. You can do this without being known to your new contact if you wish.

Royalty (600) - You are no mere noble, but a member of the royal family. This perk gives you even more connections and significant influence in the local political scene or military of a setting. You will be able to choose which royal family you are a member of if a setting has multiple or if you wish you may be the only heir of a long lost royal family or one that was thought to be wiped out. This perk will also give you the authority to command the creations of the royal family. For example, you will be able to command the dragons of House Targaryen if you choose to be a member of that family with none of the drawbacks included of hundreds of years of incest. Also if the royal family that you have chosen such as the have some sort of magic in their blood then you will have access to that magic, but training yourself in that magic will be up to you.

Object Technician

The Basics (100) - You know the basics of maintaining an Object as well as every military vehicle or weapon. However, manufacturing those vehicles or weapons is another matter entirely. This updates in future jumps.

Repair & Refit (200) - You are able to quickly repair any damage that a machine takes from either hostile action or neglect. You will also be able to design and refit existing machines to suit your needs though you will need a comprehensive understanding of machines and what each part of the machines does. This perk applies to software as well.

Never Shorthanded (400) - There will be some times where you will be shorthanded and fail to repair or refit a machine in time. Well no more, with this perk being shorthanded will not affect your schedule. You could do maintenance on anything on time and with some time to spare.

Object Genius (600) - Well, well, well looks like we have a nerd on our hands. You will be able to quickly and efficiently design weapons and implement them on Objects. Though this perk is not limited to only Objects and their weapons. You can design any weapon to be compatible with any vehicle as well as design munitions without limits. This means that if you want you can design nuclear pistol rounds though the TNT yield will be lacking. Additionally, if you want to stick a battleship main gun to a gokart you can, but that gokart will be slow and be flown away from the recoil and where will you put the ammo? Also the blueprints for every single Object and their weapons will be present in your memory for you to use as you see fit. This will update in future jumps.

Commander

Stiff Upper Lip (100) - You will have the perfect poker face and stature. This means that you have a similar power to Alexandria where you will always be in control of your body's movements. No you will not have her Brute power. You will never suffer from PTSD and will always be on point when commanding.

Multitasker (200) - The modern battlefield is filled with hundreds or even thousands of factors that can affect the outcome of the war. You will be able to keep up with all of them and give out orders to exploit an opportunity while piloting a jet to shoot down an incoming counterattack.

Tactical Nightmare (400) - Your tactical ability to win a battle is keen and unbeatable. So long as you have accurate information on the enemy's force composition you will be able to defeat them with barely a casualty on your side. However, inaccurate information can lead to more casualties and the need for a fighting retreat, but even when you are retreating you will be able to inflict massive casualties on any pursuing enemy force.

Strategic Singularity (600) - Your ability to plan and execute war is without peer. You can take your limited forces and defeat an enemy force that is many times larger than yours through guerilla or direct warfare. Having accurate information, a well trained military (or killbots) and good logistics can help lower casualties and win faster, but if not well that's what military contingencies and "liberating" enemy equipment is for. Additionally, your charisma to command has been increased to such levels that a soldier fighting under you will commit to a suicide attack for you as well as commit warcrimes if you order it. Finally, you will be able to hide your strategic genius so that not even a precognitive super AI will be able to deduce your next move or who is even commanding the new military that has suddenly become highly effective in war.

Object Pilot

Resilient (100) - Object pilots regularly experience G-forces that will slam anyone else to the wall due to the rapidly shifting movements of objects. You will be able to handle these forces with ease.

Analytic Mind (200) - The information war is the often forgotten aspect of war. Well not for you. You are able to infer facts and good intelligence from the smallest whisper of intercepted intelligence. You will know where an enemy guerilla is getting their resources from with a simple burned piece of paper that indicates it came from Central Africa or where a stealth ship is going to be and what type of ammo it's carrying from the slightest heat signature.

Counterattack (400) - A defense is a good counter offensive and you embody this statement. You are able to counterattack against an enemy's attack in such force and precision that the enemy will no longer be a threat to you. You can turn an enemy's punch into a knockout blow against themselves to knock them out. Or you can counterattack a major enemy base after wiping out their vanguard.

Never Outdated (600) - Being standardized means being outdated well not for you. You will be able to take standardized assets against advanced enemy prototypes and win. You could take a mook mech and take on a Gundam and be victorious. This isn't limited to a certain type of warmachine; you could take an outdated WW1 light tank and defeat a modern MBT many times over.

Items

General

Elegant Smoke Pipe (Free) - An elegant smoke pipe identical to the one that Commander Frolaytia uses.

Commoner

Radio (100) - A simple radio that can communicate to an unlimited amount of other communication devices across the universe. It can never be jammed and the audio coming out of it is crisp and clear. If lost or destroyed will return to you in one hour.

Smarrifle (200) - A rifle that has a computer in it that will allow precision firing on an enemy as well as infinite ammo. The ammo includes silent, explosive, armor penetrating, high velocity (basically a railgun) and fragmentation for light anti air. This rifle can guide bullets to their targets without active guidance from the user and the bullets that come with the rifle can do 90 degree turns. If lost or destroyed will return to you in one hour.



Hand Axe (400) - A new generation of explosives that is more expensive per gram than platinum. You have an infinite number of them. However, you are paying CP for this so this version has several explosive modes including conventional, plasma, chemical (can be nerve gas), cluster, adjustable nuclear (up to 50 megatons of TNT), matter conversion to antimatter (adjustable), mute charge (eliminates all sound around the charge), EMP, breaching and teleport (telefrag capability included). If lost or destroyed will return to you in one hour.



Fighter Jet (600) - A supposedly outdated warmachine, but still useful against Objects in certain conditions. However, you are paying CP for this so this version has a built in energy shield that can shrug anything up to a point blank 50 megaton nuclear explosion. Additionally, it has a built in inertial compensator that can allow the pilot to survive being accelerated to lightspeed instantly as well as allowing the jet to do 180 degree turns instantly. The engines on the jet have no warmup requirement and can do mach 10 instantly from rest. The weapons are varied and have no requirements for ammo as you can fire as many missiles as you want. The built in autocannon has no recoil and can fire 1 million rounds a second. Also, this jet is highly customizable allowing you to easily switch out the missiles for nukes or something more spectacular as well as replacing the main gun (yes you can put in a railgun and have it fire at 1 million **rounds per second**) the ammunition for the weapons can also be customized easily with only one example ammo required for the infinite ammo effect to kick in. You will also be able to customize the engines and you can add an FTL drive if you want. You can import a plane that you may have. If lost or destroyed will return to you in one hour. Show them that the pathetic Objects are nothing beneath your guns.

Noble

Noble Wardrobe (100) - A simple, but massive collection of clothes and outfits fit for a Noble. The clothes from this wardrobe are invincible and with a built in energy shield protecting you. A

50 kiloton nuke will be needed to break the energy shields. These clothes also come with stealth fields that can make you invisible. If lost or destroyed will return to you in one hour.

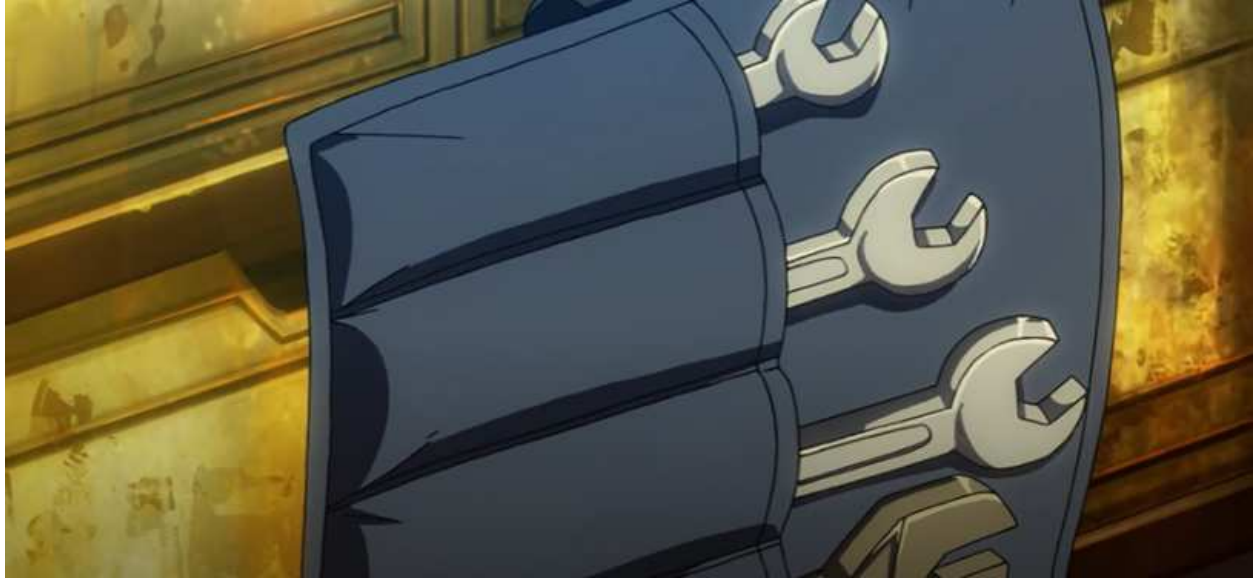
Money (200) - Money that makes the world spin and spin. This does not need to be paper cash but can be anything with monetary values such as stocks. The money has a value equivalent to 10 million USD.

Mansion (400) - A very large mansion with every comfort that you can imagine. It comes with its own crew of servants with hundreds of maids, cooks, janitors, security and butlers to maintain the mansion. However, since you are paying CP for this mansion, it has an energy shield that can shrug off anything, but a 1000 megaton explosion at point blank range. It has underground factories that can produce anything with no resources required though it will be slow. You could build an Object with this in 10 years with no resources or make resources for you though exotic materials like vibranium will take 1 year to make 1 ton. If lost or destroyed will return to you in one year.

Moon Resort (600) - A massive city sized resort located on the moon that has spectacular and luxurious facilities to host guests. It has its own staff of thousands of janitors, workers, machines and security to operate the resort. However, since you are paying CP for this, it has an energy shield that can envelop the entire moon if necessary and nothing, but enough energy to vaporize the moon will bring the shield down. It has a stealth generator that can hide the resort infinitely or hide the moon and project a false moon on the other side of the planet for 1 month. It has massive underground factories capable of building 100 objects every year and teleportation facilities to transport them anywhere in the solar system. If that's not your style then it is convenient that Objects are spheres which can be fired out of a mass driver. It also has thousands of weapons each equivalent to the main weapons of an Object to defend the resort as well as hundreds of thousands of secondary Object weapons (you can choose what type of weapons you want so you can choose lasers or railguns). If lost or destroyed will return to you in one year.

Object Technician

Trusty Wrench (100) - A wrench that never breaks and is quite handy for fixing broken things. It can also be thrown to knock out or down anything and will teleport to you when you want it. If lost or destroyed will return to you in one hour.



Lucky Rapier (200) - A lucky rapier that hangs above your workshop that will give you luck. Such luck can prevent a reactor from going nuclear or prevent a railgun from firing with you in front. This rapier will also speed up any maintenance and improve the capabilities of any work crew that you have with you. The rapier can also be moved to another large location if you want. Also helpful fighting off attackers if you can sword fight. If lost or destroyed will return to you in one hour.



Goal Tape (400) - A network of mines that can slow down and heavily damage an exposed component of an Object. However, since you are paying for this, the minefield can work both in space, air, sea and ground. Each mine has variable explosions including, EMP, magnetic, chemical, nuclear, teleport and several more which can be added by you. Each mine has stealth fields that make it impossible to detect and can be remotely detonated through unhackable,

unjammable and infinite range signals. These mines can also reposition though unless you add FTL capability to each mine it will be slow to move in space. You have infinite mines. If lost or destroyed will return to you in one year.



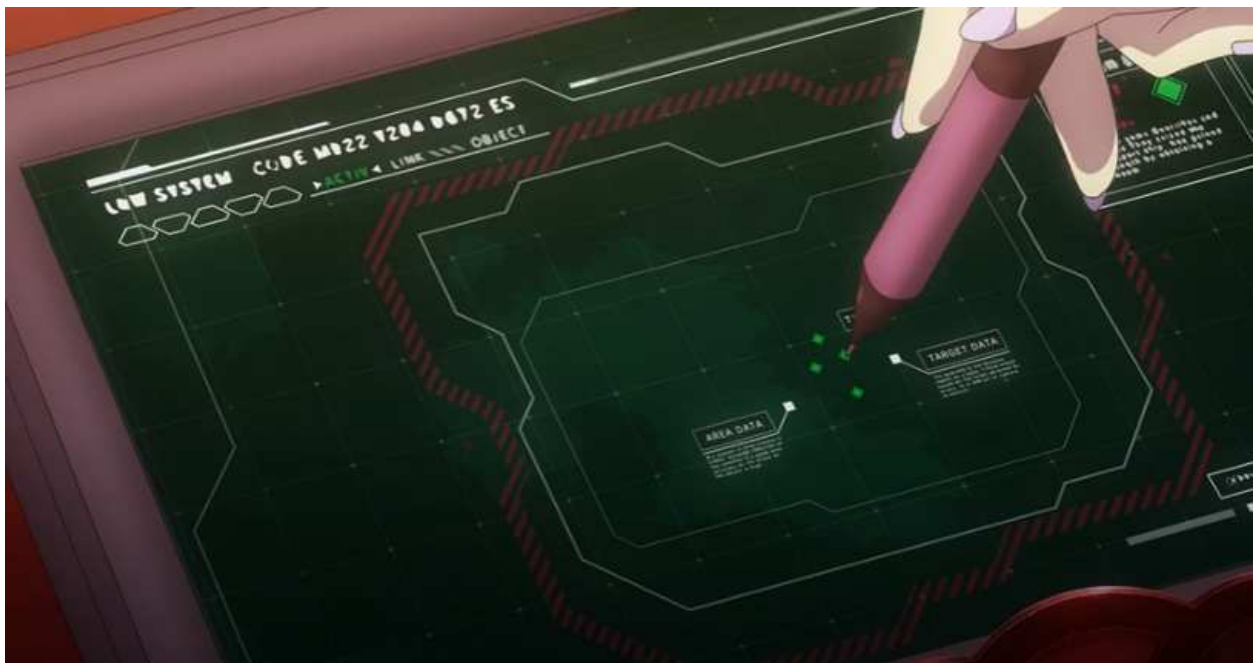
Base Zone (600) - A base zone for hosting an Object for repair and maintenance. However, since you are paying CP for this, this version has automated factories that can produce an Object a year along with hundreds of parts to repair Objects. It also has some Object main weapons as defenses and an energy shield that will need a 50 megaton explosion to the face to break. It also has a stealth field that will make it undetectable by any means. It also has an automated work force that can finish repairing an Object in less than an hour. If lost or destroyed will return to you in one year.



Commander

Pistol (100) - A pistol that is useful for self-defense. This version has infinite ammo, no recoil and the bullets travel at mach 10 when it comes out the barrel.

Command Tablet (200) - A tablet that displays crucial details for a military campaign and automatically plots any reports made by scouts. It also displays your allies and forces accurately.



Helicopter (400) - A helicopter that can serve as a quick transport across the world. It has a curtain to allow showering while on board. It comes with an autopilot that can pilot the helicopter with no pilot. It has an energy shield that can take an Object's main gun before breaking and a stealth field that will make it difficult to detect. If lost or destroyed will return to you in one year.



Object Battlegroup (600) - An entire Object Battlegroup of comparable strength to the 37th Mobile Maintenance Battalion with the added command staff, technicians, soldiers and intel staff. It also has 2 aircraft carriers to transport your Object across the sea with its own personnel and pilots to pilot the aircraft on the carriers. If lost or destroyed will return to you in one year.



Object Pilot

Eject Seat (100) - A reliable and controllable ejection seat that will eject you out of your exploding Object. Don't worry, no need to panic about ejecting when the enemy has blocked your ejection hatch just override the eject sequence. If lost or destroyed will return to you in one hour.

Object Simulator (200) - A whole suite of hundreds of simulators that can train pilots to pilot an Object as well as added subliminals that can trigger in a pilot to control them when in an Object. This version can train a pilot to veteran levels of skill in a couple of weeks and is not limited to Objects. It can also train people to drive a tank, sail a boat, etc. If lost or destroyed will return to you in one hour.

Object Pilot Suit (400) - A pilot suit that protects the wearer when piloting an Object. This version can protect against bullets and extreme heat as well as cold. It can repair itself when damaged and comes with a survival kit. If lost or destroyed will return to you in one hour.

Object (600) - The stars of the show themselves the Objects. Each Object has an Onion armor made up of layers forged by mixing in a powder of high-performance anti-fire reactant milligrams at a time. Also by laminating conductor and insulator materials together on the armor plates the Object can draw power from the central reactor without a single cable needed. An Object can withstand a direct contact nuclear detonation and still have weapons to return fire. It can also shrug off several anti-ship missiles with its armor only being slightly scuffed. The armament of the Object can vary wildly with railguns, coilguns, plasma guns and mass drivers. You can customize your Object below.

Object Customization

You have a stipend of 800 CP to spend for this section alone, but you can use any remaining CP if you have them. Note all weapons in the weapons section can be main or secondary

General

Import (100) - You can import any weapon of warfare into this customization section.

Size (200) - Each purchase of this will increase your Object by 50 meters.

Mobility

Electrostatic (200) - Electrostatic propulsion systems uses static electricity and a special static electricity repellent sprayed on the ground that is harmless to animals and plants. This propulsion is only for floating with the forward movement varying. You can choose what type of forward movement your Object uses such as the Baby Magnum's lasers detonating the air behind it. Or Water Strider kicking using its legs. This propulsion system cannot cross oceans or rivers so naval floats are included.

Air Cushion (400) - Air cushions move the object through air pressure alone, but can blow away infantry if used close by.

Water Jets (400) - Like the Tri-core your Object has water jets to propel your Object to much higher speeds when in a body of water compared to standard Objects. Water Jets require physical contact with the water to work.

Weapons

AA Lasers (100) - A crucial requirement for any Object. These lasers are so good at shooting down missiles, planes and artillery shells that Objects have become the prime method of warfare. Though AA lasers can be saturated and breached with enough missiles fired at your Object.

Coilgun (200) - A coilgun fires a massive steel projectile using electromagnetic coils. The shell weighs a ton and is just under a meter long with a muzzle velocity of many times that of speed of sound.

Railgun (200) - A railgun uses a pair of parallel conducting rails. An average railgun can fire meter long steel shells at mach 10 with secondaries firing can exceed mach 5.

Laser Beam Cannon (400) - A laser beam cannon that fires at speed of light and is invisible to the naked eye though lasers create orange trajectories due to burning dust or moisture from the air.

Rapid-Fire Beam Cannon (400) - A rapid-fire beam cannon fires an electron-based beam continuously for short intervals.

Low-Stability Plasma Cannon (400) - A plasma cannon uses a special gas that is ignited using massive amounts of energy and then directed towards the target using electromagnetics.

Additional Features

Strategic AI Juliet (600) - Like the Object Rush, your Object has an AI that is capable of unmanned control. You can use this AI to run an idol show too.

Generation

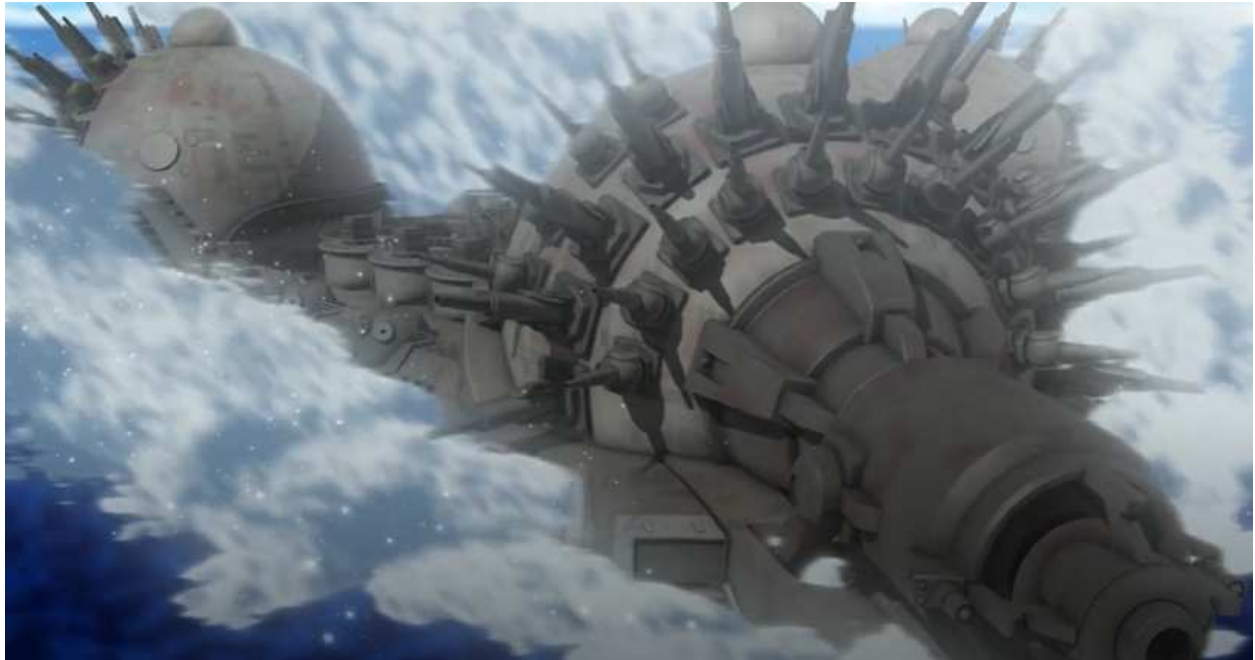
1st Generation (200) - Your Object is a first generation model specialized in destroying conventional weapons such as tanks and jets. It is also generalized to combat in any environment or terrain.



2nd Generation (400) - Your Object is a second generation model specialized in destroying other Objects and is specialized in combat for a specific environment. Your Object can be quickly adapted to fight in another environment after a few days refitting.



2.5 Generation (1000) - Your Object is a 2.5 generation like the Tri-core which has three Object cores and an attached base zone for repairs and maintenance. You can choose what else is attached to your Object, but it must be integrated into the Object's structure like the mobile oil extraction and refineries that the Tri-core has.



Companions

Companion Import (100-1000) - You can import up to 10 companions with each getting 600CP to be sent on whatever they want. Although they will not receive the Object Customization stipend.

Qwenthur Barbotage (100) - Qwenthur is a young military cadet studying to be a Heavy Object engineer due to his fascination with Objects. His kindness and chivalry is only second to his quick wit. He is Havia's best friend and partner in their missions and usually acts as the brains of the duo. He is also close friends with Milinda after saving her from capture by the Faith Organization.



Havia Winchell (100) - Havia is a member of the powerful Winchell family, and joins the military in the hopes of gaining enough fame and renown to earn his inheritance as the head of the Winchell family. He is Qwenthur's best friend and partner in their missions and typically handles all of the fighting. It is later revealed that he wishes to take control of the Winchell family in order to end its feud with the rival Vanderbilt family, so that he can marry his fiancée who is part of the Vanderbilts.



Milinda Brantini (100) - Milinda, often nicknamed "The Princess", is the pilot of the Legitimate Kingdom's Heavy Object "Baby Magnum", a first generation Object. After being saved by Qwenthur and Havia, Milinda quickly befriends the two soldiers and happily provides whatever support she can to their missions within Baby Magnum. She also develops a crush on Qwenthur following him rescuing her, and often communicates with him via texts. Her jealous outbursts whenever Qwenthur is involved have led most other characters to learn this fact, though Qwenthur himself remains oblivious, believing her to be out of his league as an Elite.



Frolaytia Capistrano (100) - Frolaytia is Qwenthur and Havia's strict and heartless commanding officer. She's often happy to throw the pair into extremely dangerous missions and is quick to punish them for any disobedience. However, she secretly does care for Qwenthur and Havia and does whatever she can to make sure they complete their missions and survive. Her reason for joining the military is because she wants to avoid an arranged marriage with a long list of suitors who want to use her to produce a male heir offspring. Qwenthur's actions help end the pressure of her 3rd suitor, Halreed Copacabana, who had just become 1st on the list.



Drawbacks

Fanfic Toggle (+0) - A toggle to jump into a fanfic setting of Heavy Object. There aren't a lot of fanfics of Heavy Object, but if you see one that you like you can jump to that fanfic.

Light Novel/Manga Toggle (+0) - This jump is based on the Anime of Heavy Object, but you can either jump to the Light Novel or Manga version. Or you can jump to a setting with both Anime and Light Novel/Manga canon combined.

Ohohoh (+100) - You have a verbal tic that keeps making you laugh in the most annoying way possible. You will always start and end your sentences with Ohohoh.

Gullible (+100) - You are extremely gullible and prone to falling for simple bluffs and lies.

Pervert (+100) - You are a pervert of the highest degree. Your room or Object will be filled with porn. Better not let anyone inside. You will also stare at the breasts of every woman you come across or try to look up their skirts.

Mirror of Truth (+200) - You have been affected by the audiovisual cues of the Mirror of Truth which will ensure you will always act in a negative manner to any instructions such as attack. Your perception has been twisted and continuous interference will only support the Mirror of Truth. You can fight against this with extreme willpower.

Realistic Damage (+400) - A person standing near an Object while its firing has been shown to suffer no damage to their ears from the massive overpressure of an Object's main guns. Well not for you, if you are standing close to an Object while its firing plasma guns then you will melt under the immense heat. Your eardrums will shatter near an Object's main railgun or coilgun.

Always on The Battlefield (+400) - Events will conspire that you will always be on the battlefield. Whether that's voluntary (like you're in the military) or not (you are a refugee or civilian) will not matter and you will always be on the most dangerous battlefields. Better be prepared.

Hunted (+600) - You have committed an act that has ensured that every nation in this world will send their most advanced and destructive Objects after you. They will not care for any collateral damage and will do their best to destroy you and anyone who follows you.

Total War (+600) - This world has seen an era of a clean war with little to no casualties due to Objects being the main combatants. Well no longer, every nation will utilize their military to completely annihilate each other. They will use as many nukes as needed and will even try deorbiting an asteroid to destroy their enemies. I hope you brought some SPF 9000 sunscreens.

Ending Choices

Go Home

Stay Here

Move On

Notes

Credits -

- Heavy Object Wikipedia Page for the companion character descriptions.
- Images and Intro description from Zoro.to.
- Fandom.com for Object weapon descriptions

Object's Equipment & Engagement Ranges

- https://heavyobject.fandom.com/wiki/Object#Body_Armor
- Please read the above link for an Object's equipment and engagement ranges.
- Fanwank Responsibly

Made by High-Commander