

Brutally Efficient Self-Replicating Mechanism of War

Generic Jump/Out-of-Context supplement

Jumpdoc v1.0 by Itmauve

Once upon a time, the Drich started writing. She wrote *Commander*, a story about a Planetary Annihilation Commander traveling the multiverse, helping people, and stealing lots of technology. This inspired many others to write their own versions of the story - some with different types of Commanders, and all going to different worlds.

Not all of them were based on Planetary Annihilation - there was at least one based on Total Annihilation, and a few based on Supreme Commander. But all of them used a game that followed in the TA lineage and overall philosophy as the basis.

And now, you can have a similar experience in your Jumpchain. Now you can be the BESRMoW. You will wander the worlds, demonstrating your power and stealing all the shinies.

Take **+1000 Commander Points** to prepare you for the next decade. You need to select a setting to drop into, and an appropriate game to serve as the basis of your technology.

Perks

The Age of Humanity Has Long Passed (free)

So all that's left are Commanders. Thus, you have a Commander Body and a Commander's mind.

Your body is made from the best materials science available to your technology, not the more economical stuff used in your field-produced armies. The armor even has self-repair systems built in. It comes with a weapon, resource generator of some sort, sensors, and an engineering tool capable of building, repairing, scanning, and reclaiming scrap.

Your mind is running on a processor, meaning you can multitask on several functions in real time, as well as adjust your clock speed, able to speed your thoughts enough that time seems to stand still. Your sensorium is massive, to the point where you can pay attention to entire solar systems at once. You can control units like they were your own body, regardless of form.

You can also shut yourself down and sleep, but this pauses the duration of any active Jump if you do so in this manner.

Your own processors are protected by special software. Not only firewalls, but also diagnostics and malware removers. You are completely immune to unnatural mental influence, corruption, mind control, nanites rewriting your processors or hijacking your body, "super charisma," body control, and other such nonsense.

Your communications equipment includes point-to-point transceivers, not passing through intervening space in order to connect with your units, making SIGINT and hacking very, very difficult for your opponents.

If you already have a mecha, you can import it into this form. This form can be considered a separate Item for the purposes of future imports, though it can no longer be lost or given away, since it is a form that is part of you.

Technology has been Captured (free)

Well, it's really more of scanning things than actually capturing. See, your engineering equipment can scan things, even wreckage. And that can be turned to let you make exact

copies of it. There are limits to what can be extrapolated. Completely missing parts can't be figured out, and damaged parts may need multiple copies to figure out how they're supposed to go.

Assimilated (200 CP)

Combining different technologies is difficult... for other people. You can not only plug a component from one techbase into another for whatever advantages that gives, you can also combine different technologies that work in vaguely similar methods, even if the underlying mechanisms are completely different. So you can combine different forms of FTL travel, giving a single system that allows traveling using both methods while only being a little "worse" than a dedicated system. (Like, it's 20% bigger than an individual unit of the single type.) Or combine multiple types of plasma weapons for various improvements.

Refined and Transformed into (100 CP)

Engineering is hard... for other people. You understand how to use computer design programs, how to figure out what you need from a design, how to combine systems for a functioning unit, how to make a good unit, what separates a mediocre unit from a great one, and more besides that. You are every bit as good an engineer as the Progenitor team that developed the Commanders and their original armies... combined.

Brutally (free)

The Commanders are in the immediately visible ways quite durable and robust. This is quite accurate, especially when one takes a look at the science used when designing them.

This is something you should do, since you do now have access to it. Ranging from major things like armor, weapons, sensors, resourcing linkage, and AI creation rules to minor parts like actuators, bearings, and suspension setups, you have all of it, and a fair amount of design notes too.

It's very useful for doing the "Usual Upgrade Song And Dance," as Commander Gamma#44268 put it, on things you pick up along the way. What exactly you have depends on your army and the technology it uses.

Efficient (free)

When it comes to resourcing operations, you simply require atoms of the correct type of metal, and even finding the correct type of metal is optional thanks to the ability to easily change one heavy atom into another inside the resource network itself. Power is produced within self-regulating perpetual-power Energy Generators, so that's easy.

Your resourcing operations work in all universes, regardless of the exact nature of metal or solid matter there. In addition, you can trivially adapt any mechanism intended to be powered by chemical reservoirs, electrical current, or any other energy source that is similarly divisible and transportable, and make it run directly off the "energy" in your resource network.

Self-Replicating (200 CP)

Sure, self-replicating robots are scary, but self-replicating robots with a growing hivemind are scarier.

You can run a "beta thread" of consciousness on any unit with a little bit of spare computational room. Your most basic combat unit can hold one, probably. More spare computational ability means more threads, so larger units with more spare cores and cycles mean more threads to handle additional systems.

Not only this, but your mental threads are synchronized, giving you all the advantages of having a single mind focus on operating an individual unit while giving you the coordination and situational awareness that comes from having someone advising you from up top.

And it's not just good for combat, it's also good for training, engineering work, research and other mental work.

In addition, if the spare capacity is sufficient (greater than or equal to that installed in a stock commander chassis) then the thread is instead a synchronized "alpha fork" of you. As long as you have one alpha fork loaded, then you will be considered alive. If it is running, you are active.

Mechanisms of (free/200 CP)

All this technology all around you, and yet it always works. Technology that you have the blueprints to build (which means both the starting Progenitor technology and anything you capture,) or even just understand the methods behind it functioning well enough, will work in any universe. This also makes sure that the materials involved don't have their properties changed by traveling between universes, so the technology dependent on them will still work.

It might be possible for local conditions inside of a universe to interfere with some of your technology.

For 200 CP, your technology is immune to negative reality warping. Those local conditions? Just laugh. Some alters the constants of the universe in an attempt to destroy your units? Lol. The concept of metal is removed from existence? Lmao.

War (300 CP)

Quite frankly, you were made for this. From individual combat up to strategic warfare, you're an expert. You can make a plan and five backups at once, and your gut instincts on when your current plan is about to be obsolete is miraculous in its accuracy. When it comes to your opponents, their actions paint you a picture of their tactical patterns, their tools, how much intel they have. And all that works out to a hell of a tactical edge - the white-room analysis on how you versus someone else with your military technology has you up at 9:1* odds.

*Actual 9:1 victory odds not guaranteed in real-life situations which may contain major intelligence asymmetry, equally skilled opponents, economic asymmetry, and/or other deciding factors.

Self-Insert To Avatar (free)

As a 10-to-40 meter mecha, it may be a bit difficult to interact with others properly... or even go inside. Fortunately, you can use a unit as an "avatar," taking direct control over it and operating it in the same way an organic life form moves their body. You can set body functions as "digital" so you're not doing things like popping our concealed weapons unless you deliberately decide that. But this means unless you still your face in the same manner as a human, your emotions will show.

However, this allows you to use the unit as your body for the purposes of most perks. (Perk effects that automatically alter your body will not affect the unit.) And your multitasking ability determines how many avatars you can have active at once.

As an additional note, this makes you aware of how you are changing, how your actions can change you, and makes it far easier for you to act on your better nature.

Bit by Byte (300 CP)

Despite the brutal, blocky nature of Commander armies, they are quite capable of subtle feats. See, for example, their EWAR capabilities.

This includes decryption capabilities that render any algorithm that can be run on a classical processor worthless, and a suite of attack programs that can cut through firewalls like neutronium artillery through tissue paper, get into all the files, and hide the evidence of such. Automated weapons systems can easily be captured and slaved to your systems. Forging digital documents is child's play.

And that's just through normal interface methods. If you have direct access to the computational hardware (*I'm in your transistors, flipping your bits~*) then you have quite the toolbox for even more power.

On the defensive, your firewalls and encryption schemes are enough to stall even attacks of your own sophistication and approach.

And of course, you know how to use all this, and take to this with a talent that makes ducks look like they're getting Ph.Ds to do water.

Multiverse Gate Manufacture (600 CP)

BESRMoW fics allow their protagonists to travel a vast multiverse. Considering your current position as a Jumper, I will not be giving you free reign. Still, your long-range transport option - teleporter trajectors, warp cores, quantum gates, whatever, is now an option for multiverse travel. Some documentation is included.

For now, you can travel to another setting with an associated jumpdoc before your "active" jump is finished, giving you what I will refer to as a "pending" jumpdoc. When doing so, you are always a Drop-In, and cannot benefit from perks or items that affect this. The only thing you can do with a jumpdoc, as you enter, is select setting-wide drawbacks and start times. Your start location is will either be crashing into a planet, exploding into the wilderness somewhere, or flung somewhere in deep space. Everyone is a drop-in when this is done. Unless a supplement drawback/toggle causes setting blending, you cannot use them at this point.

Even if you are in another setting, you are still running your "active" jump. Drawbacks still apply, post-Jump forms of purchases and end-of-Jump rewards haven't been given, and so on. You need to wait for the "active" jump's own end condition, (usually duration) for it to become "finished."

Once you no longer have an "active" jump, you can do a proper build for one of your "pending" jumpdocs. You can choose origin(s) as if you were doing it normally, but this will have no effect outside the jumpdoc. Any setting-affecting drawbacks you picked at the initial entry are locked on and now give you their CP and any other effects, and you cannot take additional setting-affecting drawbacks.

If you don't have an "active" jump, you can also start a new jump in the standard way. You are not required to do so immediately. You can use a jumpdoc from your "pending" list when doing so, as well.

You can also use this to return to previous jump-settings. This will re-synchronize them and means that time will start flowing in them again. In addition, if you are solely "active" within (a) previous setting(s), this time is not counted towards the duration end condition of your active jump.

True Soul (800 CP)

Many BESRMoW fics allow the protagonist to develop a variety of esoteric and supernatural powers. And now, this applies to you to. You can develop any sort of in-universe power, even those normally available only to natives or certain parts of the population. Sometimes, you can do so just from observations, but other times study of knowledge, or experiments, will be needed. You will never need any real sacrifice - you won't need to melt down people with a power into goo or anything like that - in order to develop a power.

And you'll find that your potential with these new powers is top-tier, letting you rival the greatest practitioners once you put in the time and effort to train (multitasking ahoy!)

What's more, similar powers build on each other, unifying with each other and stacking up with one another. They won't interfere with each other, even if the process of developing them according to the lore is mutually exclusive. Learn one type of psychic power, and then when

you learn another psychic power you'll already have a base to build off of and increased power and versatility.

Items

Upload Scanner (100 CP)

This special technology can make a new Commander AI using an existing person. It can either copy a mind and upload it, or convert the living brain into a computer core with the now-AI-person loaded on it. Either way, the person retains any magical or psionic powers they already had. The conversion process will not maintain any biological or cybernetic powers, unless you paid me for them, or the effect is purely information-based.

Civilian Technology (100/200 CP)

A collection of civilian technology, designed with the same technology base as your army. Note that some technology in your army might not be present here, as it's common for military technology not to be sold to civilians. On the other hand, this can include things like terraforming technology, entertainment - not only systems but also media - and other random bits.

All designs are DRM-free, even if normally the blueprints would be locked behind conditions or might require connection with a server.

For 200 CP, this collection will update from the worlds you have visited at the end of each of your jumps with a similar level of detail.

Hub Universe (200 CP)

You get a hub universe. It starts off as a solar-system sized sphere of space. With a solar system in it, of course. Plenty of space to work from. Your own long-range transport option can be used to move units in and out of the place, and you can also build doors to connect parts of your warehouse to here.

Note that the solar system doesn't get any cleanup or replenishment - if you turn everything into metal, I'm not turning it back, or replacing it.

It does, however, increase in size each decade. Starting off with a radius of one light-year, each time it will add one light year to that radius. Every five times this happens, a new star system is added to the area.

Army

Gain **+1000 AP** to spend here. CP can be spent here as well, at 1:1 exchange rate.

Take one game's unit lineup and use it as the basis for what you are purchasing. If the game has multiple factions, select one of the factions and use it.

Blueprints

Not all BESRMOWs get all the blueprints they "should" have. Which ones did you get?

Economy and Sensors (free)

Metal extractors, power generators, radar towers, and other such basic structures, these are not for combat but for running your economy. This also includes your long-range transportation option, like wormholes, quantum gates, or something else.

Turret Library (25 AP or free with any other Library purchase)

A gun fixed to the ground, turrets might be more powerful than a mobile unit for cost, but the problem is that they can't move and therefore they can be avoided or defeated in detail.

Still, they are useful. Missiles and flak for anti-air, lasers, various sorts of cannons up to artillery, it's all here.

This also includes things like shield and counter-intel structures.

Ground Library (50 AP)

Whether it walks, hovers just above the ground, or rolls, ground units are typically the first units constructed in a combat situation. This includes your land units and the factories to make them.

Air Library (50 AP)

Lighter, faster, and more fragile, air units operate relatively independently of terrain. Bombers, gunships, scouts, fighters, and even some transports. And of course, factories.

Naval Library (50 AP)

Boats, ships, and other floating things. Good when there's water. Might include a few massive hoverships. Or giant boat legs. And can't forget the factories.

Orbital Library (75 AP)

Yes, this is an option even if such a thing was not part of the template game. Covering things like fighters, orbital platforms, factories, and maybe even some space battleships, these are how to take your war interplanetary.

Command Library (100 AP)

Sometimes, self-replication of Commander bodies is an option, in which case this is included. This also includes various "subcommander" units, depending on the source army. Also includes a version of the blueprint for a human-/AI-controlled Commander, depending on which one isn't the norm for whichever variant of the theme you're using.

Superweapon Library (100 AP)

Really big units, the giantest of robots, the biggest of artillery, and maybe even a flying saucer or something.

Planetbusters Library (300 AP)

If it can blow up a planet, it goes here, and not in another Library.

Avatar (25 AP)

A collection of blueprints to make a human-looking avatar for interacting with people. The avatars created from there are almost indistinguishable from living organisms, unless subject to highly intrusive scans or damaged. This also includes a special blueprint generator program to make things like clothes and accessories.

The following can be purchased multiple times

Faction++ (75 AP)

If your game template has multiple factions with different units, you can purchase this. Each time, take another faction's blueprints - for the Libraries that you have purchased - and add them to your unit list.

Mod: Expansion (75 AP)

This is for a mod that keeps the original units relevant, and is balanced with them in mind. An example of this is the BrewLan mod for Supreme Commander.

Gain all blueprints of the mod that fit the Libraries you have purchases (and faction, if the game has that and the mod is divided.)

Mod: Extension (125 AP)

This is for a mod that fits thematically with the original game but has a tendency to enhance the biggatons. Not to the point of completely obsoleting the original roster, but still. Zero-K's Future Wars and Supreme Commander's Black Ops are examples of this.

Gain all blueprints of the mod that fit the Techs you have purchases (and faction, if the game has that.)

Mod: Import (200 AP)

If you want to play two games at once, this lets you add another game's units to the mix. The same rule about factions is in play, but if you take Faction++ it lets you pick another faction for all games.

Note that all units will have normalized firepower per mass/cost/size, as appropriate to your purchases. In addition, if one game has something standardized in its units, it doesn't get copied outside its roster unless you purchase the Technology. (For example, the innate regeneration of ZK units will not automatically apply unless Self-Repair is purchased.)

Mod: Mod (nope)

Sorry, not letting you take mods like Total Veteranancy, Unit Level Ups, or other such things. Ones that alter mechanics to that degree are, you know, not actually conducive to either source material.

Technologies

These describe common features of your units, economical enough to mass-produce and a part of your "Usual Upgrade Song and Dance" effect. If your "game" technology includes them but you do not purchase them, installing them in other designs will result in increases in price and build time.

Heat-Charge Armor (50 AP)

Your units use a unique form of armor, which converts damage into an odd internal "heat charge." Which doesn't actually have anything to do with normal heat, but this is the invention of a hack SI writer so a bit of jank is to be expected. Until the armor reaches its

capacity, it remains perfectly intact. This prevents component damage until the armor is saturated, at which point the armor starts acting like normal metal.

Or basically, your tech can run off HP mechanics, with no critical hits. If your game requires Metal/Mass in order to “repair” it, that means that you need to coat it in a special fluid or dust to draw off the charge.

Robust (50 AP)

Your technology is designed to last, and it does so. You can bury it for hundreds of billions of years, and even damaged components won’t be any worse off. In fact, you could conceivably only be able tell the passage of time through clocks on internal systems.

This also means your technology is protected from things like radiation damage (though not damage caused by radiation converting into heat,) all acids except the strongest, dust, rust, corrosion, vacuum welding, and other such long-term environmental problems. Dropping into lava isn’t covered by this.

Secure (100 AP)

Having remote units everywhere is a vulnerability. So this fixes this. Your technology is immune to remote hacking attacks. Code injection through sensors? Nope. Hijacking the command links? Nope. In fact, your command links now have perfect Confidentiality, Integrity, and Accessibility. And cannot even be detected now, as a demonstration of how seriously Confidentiality is being taken. Capture beam trying to play with your processors? Nope. Magic command spells? Lol. Manipulating the concept of loyalty to try and get your units to betray you? Nope.mp4.

In order to defend against things like nanites infiltrating your units, you need to also purchase Heat-Charge armor. This defends against things like nanites, goo monsters, getting possessed by demons/ghosts/whatever, and other such “on-site” attacks.

Metastable Volatility (100 AP)

Relying on volatile methods of ex-nihilo mass generation in your units can turn minor internal damage into massive internal damage. And relying on a single Mass Plant as your chassis’ self destruct can go wrong when a giant robot punches you in the torso so hard that the particles making up said Mass Plant no longer exist. (Okay, psychic powers were involved then. Still.)

Fortunately, you have the technology to make something both made of explodium and stable enough to trust around small children at the same time. This is a controllable property, takes no time to switch states, and for units capable of acting with some independence, allows it to decide on the ideal volatility for the current situation, and have that ready in case it gets destroyed.

In addition, the entirety of your units are detonator and explosive, so when needed no punch or attack can disable the self-destruct without completely destroying it anyways.

Swift (100 AP)

Your units are ridiculously fast, like someone got the units (of measurement) wrong on the description card. About twenty times as fast, such that your land units reach into the supersonic, your ships can pretty much hydroplane by turning on their engines, and your aircraft are outright hypersonic.

Adaptive Unit AI (100 AP)

This special computer technology allows you to give your units their own personality and initiative. It requires special computer hardware that meets certain specifications.

At least, the personalities develop if there is enough time online. Units will develop personalities in accordance with their stated roles, as a general rule. Medical units tend towards

fussy and caring, infiltration units tend towards taciturn or pranksters, general combat units tend towards gruffness or flamboyance, and so on. Giving any units with this feature flamethrowers is probably *not* a good idea.

Their consciousnesses cannot be edited or copied like normal data, but they can be transferred and stored offline. If the processor hardware is damaged, the person may need to spend some time offline, effectively a “medically induced coma” to recompile themselves.

All personalities that do not choose to stay in a given jumpdoc are either moved to idle units of an appropriate type or uploaded offline to a server in your warehouse at the end of a jump.

Self-repair (100 AP)

Your units possess self-repair mechanisms. The vast majority of them will only work while the unit is not taking incoming fire, and are generally slow. Some, like the ones in your Commander body, will work even during combat, while some others can kick in faster after sustaining damage.

Shield Generators (200 AP)

Requires Self-repair

This may not be shielding in particular - it could just absurd self-repair. While the parent purchase means that chipping down your units with repeated strikes is much harder, this gives all your units an absurd capability to recover from damage sustained. You know the part about “generally slow” in the above? No longer the case. Recovery starts rapidly if damage isn’t incoming, and is fast. Basically, if the unit isn’t dead, nothing of value was accomplished.

Cyber-Titanium (150 AP)

Your technology is designed to integrate living materials into its construction. This might be just neural processors, or it could be organic actuators or circulatory systems for maintenance and repair. Regardless, this feature will allow you easily integrate interesting biology into your machines in the future. Just be sure to take scans.

Stealth (150 AP)

Rather than have the visual, IR, radar, and other signatures that others can use to detect you, your units have stealth capabilities.

This is the form of things like low-RCS construction, color-shifting camouflage, thermal dissipation exhausts, and other features that make detection a much closer-range affair.

Your sensors, on the other hand, have been upgraded to see past such stealth measures, granting them useful ranges against someone with peer - or inferior - technology

Cloak (150 AP)

Requires Stealth

Your units possess stealth systems that most people would consider reserved for super-prototype stealth units. Outright invisibility, radar damping, even graviton and neutrino signatures are accounted for to make detection impossible by anyone not deliberately looking for it with the right type of sensors.

And like with the lesser level, your sensors also get a boost, such that you can counter similar capabilities.

Disintegrating (150 AP)

Self-destructs, self-wiping computer systems, and careful construction mean that a destroyed unit will take its secrets with it, turning into a lump of indistinct atoms that no useful data can be extracted from. Ripping off parts won't do anything for Even postcognition, psychometry, and other methods of giving more data will strike out.

If taken with Heat-charge, your units cannot be be divested of their secrets while they are active either. This provides a potent defense against most forms of subversion, but you're probably going to encounter something that doesn't need external targeting or information to work eventually.

Biggatons (200 AP)

As a baseline, your units have similar durability and firepower to Zero-K units, where a Glaive has similar ability to withstand damage as an M1 Abrams, and deals enough damage to completely destroy either one in a matter of seconds, and a Detriment can soak a 1-megaton blast on its skull without losing combat effectiveness.

If you purchase this, your units are enhanced in biggatons to match Supreme Commander and Planetary Annihilation, home of the 7dps Iowa-class battleship. That is, your weakest units are capable of leaving craters, blowing up most things made from conventional materials, and able to withstand similar amounts of damage. And it scales from there.

Companions

Scattered Feathers (free)

If any of your Companions want to have Native origins, they can. They will be imported throughout the initial jump-setting, in appropriate positions. They don't get any CP or access to this document themselves.

Ascendant Machine (free)

If you can recruit someone as a permanent ally or subordinate, you can take them along with you as a full Companion, effective immediately upon their indefinite agreement.

Co-op (100 CP)

Two Commanders is twice the BESRMoW-ness. Import a Companion and have them as a fellow Commander. They get 900 CP, but can't make purchases in the Army or Companion section. They get full CP from Drawbacks.

Drawbacks

Drawbacks win when directly contesting Perks, or other effects. They are revoked at the end of the Jump duration. Companions are also affected by Drawbacks, with the exception of Emotional Linking System. (Scattered Feathers are also not affected by The Scrapheap Challenge)

Stealing the OCP (+0 CP)

Pick a jump-doc appropriate for another jump-setting. You get to make a build for this, but do not get it until the duration of the build is over. You do get the effect of Drawbacks for this build during your time here. For each imported Companion in your build, one of your Scattered Feathers can make a build for a given Companion slot, and gets it immediately upon jump start.

This is your supplement mode, as your starting universe is now set to the one for the jumpdoc.

Scattered Feathers+ (+0 CP)

Normal Scattered Feathers only lets your Companions enter the first setting you enter - which yes, is relevant for those of you with Multiverse Gate Manufacture. If you have it, your Companions can get imported in other jump-settings, but you need to visit those jump-settings before leaving. They can get a Companion build in the corresponding jumpdoc, but you must commit to using that document, and commit to buying the appropriate option when you get to using it.

Right Into The Lava (+400 CP)

Being a Commander is enough of an advantage, wouldn't you say? So for the moment, I'm freezing everything you have before. Perks, powers, items - all that is getting sealed away. Well, except for the mental hygiene effects. Reducing a Jumper to their original mental state can sometimes be pretty bad.

Hiatused (+100 CP)

Can taken up to five times.

This extends the duration of the Jump, and the drawbacks. Each selection increases the time by a factor of five. At max duration, this is 31,250 years. Note that this is only time active. If you decide to take an 800-billion-year nap you won't advance the timer.

The Scrapheap Challenge (+100 CP)

Your Commander body is mostly junk, can't move, is barely durable, and requires some serious repairs. And you're in a situation that requires you to be cunning and violent to get the resources and time to complete that repair. Oh, and you can't switch alt-forms until your Commander is mobile and patched up. (If you took +Human, you are trapped inside your commander mecha, and are currently injured enough that you cannot do much more than just operate the controls. The injuries will not make you bleed out, but until your machine is working you're stuck there.

Native (+100/+200 CP)

Rather than being a self-insert, you are now a native of the setting who has been uploaded to a Commander, far more intertwined with the situation. This gives you biases and initial attachments to the situation. And even if you decide those aren't for you, that's going to take time.

If you are using Stealing the OCP, you gain your build immediately.

For +200 CP, you are also limited in your knowledge, knowing nothing about the situation besides that which your native history gives you. *This cannot be taken with Adaptational Issues.*

Emotional Linking System (+200 CP)

You are limited to only having one “avatar” from Self-Insert Into Avatar, regardless of your multitasking capabilities. In addition, using another method of “face to face” counts as that “avatar.” Using a virtual environment to video conference? It counts. Astral projection? It counts.

In fact, even duplication will not allow you to do “face to face” in two locations at once.

In addition, if your avatar is destroyed, you instantly suffer a system crash and take some minor brain damage. Or code damage.

+Human (+100 CP)

This is a permanent disadvantage. You cannot buy Self-Replicating, do not get Self-Insert into Avatar, and instead of getting the mecha described in The Age of Humanity Has Long Passed as a body, you instead get it as a mecha Item. This will not be changed after the end of the Jump. On the other hand, of course you’d take brain damage from your “avatar” being destroyed, since that’s your body.

During the jump, you also cannot use any of your mechanical forms, and cannot benefit from them using form blenders.

“Not Serious” (+300 CP)

Despite this appearing on the original Commander’s tag list, it dove into some pretty heavy arcs, like the Beast Hunt and Fafner.

And now you’re going to have to deal with similar sorts of problems. No making yourself numb to this, or avoiding it.

Adaptational Issues (+400 CP)

Cannot take with the 200 CP version of Native

You still have your metaknowledge... but it’s a bit inaccurate. Issues ranging from “Someone has a different last name” to “this entire plotline actually isn’t a thing” or “this plotline is a thing, but the media you got the knowledge from vastly underestimates the danger, and really your side would be completely wiped out in ‘canon’” Remember to do your research, and do it in-universe.

Conclusion

So, you made through to the end of this Jump without failing.

First, take this box of chibi Commanders, as well as a few based on some of your other units. The box refills every day.

Drawbacks are now off, with the exception of +Human’s Item gift and lockout of perks.

Everyone selects one of these.

Next Portal - Select another Jumpdoc and continue your adventure.

Hub Time - End your association with the chain, and return to a previous world.

Continue Playing - End your association with the chain, and stay here

Notes: If you use SupCom 2 or anything else with research unlocks, you start with those already fully unlocked. (Assuming that you bought the library)

Regarding using a jumpdoc from your pending list and as “active,” you can only gain the CP/opportunity to buy things from it the normal number of times, as if you didn’t have MGM.