

# Eureka Seven

## Psalms of Planets

Je4sse

In this world humanity has started over on a planet covered in a strange life form known as Scub coral. The Scub produces a unique form of energy called trapar that has been harnessed by the locals to run everything from their cars to their electronics. The world is ruled by a tyrannical and heavily militarized triumvirate. The planet itself is subject to constant earthquakes, and some accounts of terrorism. The government is also trying to quietly study a new life form known as Coralians that appear to be coming from the Scub. Here take 1000 CP so you can have some fun while you're here.

A Place To Be: You may start wherever you'd like, however people may question your presence if your origin wildly conflicts with your location. Your point of entry will be the day that the Nirvash crashes into Renton's room.

- Bellforest: A small sleepy city where everything started. Supposedly one of the most boring places in existence. The only way out according to Renton is through a military career, but maybe that's what you want?
- Ciudades Del Cielo: Ruins. The site of an SOF attack that left the Voderac devastated, despite the destruction there are still people living here in camps made up of various campers and makeshift tents.
- Gekko: The state of the art prototype ship stolen by Gekkostate, let's hope you have a good explanation for being here. Alternatively you may arrive on the Swan or Izumo.
- Worlds End Garden: You've found yourself in a wide open field with nothing but a cabin and a forest of pile bunkers surrounding you. This would be a great place to retire to if it weren't for that guy knocking them over all the time.
- Scub Coral Command Center: Well this is quite the pickle, your consciousness is in the command center but your body is still alive... for now. This place is targeted by some powerful people and weapons so you might want to get out of here fast.

## Origins

- Drop-In: You know the drill, no memories or connections. As each origin may be chosen as a drop-in you will be able to select perk discounts for each tier.
- Military: The military is one of the most prominent and important jobs on the planet at the moment, despite most of humanity being fully settled it's still run by a military tribunal. You're going in as a mid-ranking officer starting at their station.
- Scientist: Men of science are invaluable here from the biologists studying the Scub to the engineers and mechanics keeping the military running. You'll either start at a military research base or at a local mechanic shop.
- Voderac: You're a member of a new religious group Jumper! Unfortunately the Voderac are labeled as terrorists all too often. Don't worry too much there are places friendly to the Voderac.
- (200 CP) Coralian: So you've decided to abandon your humanity once more. You may take this in addition to another origin. Drop-In's begin as a blank slate. Military will be discovered on a military base after a Scub explosion. Scientist will be an artificial Coralian, requiring drugs to remain sane. Voderac will be worshiped like Sakuya as representatives from the planet itself.

## Perks:

### Generic:

- (Free) Pilot: This setting revolves around flight in multiple forms, and you're now an expert pilot when it comes to airships, LFO's, and ref boards. On top of that you can grow some kickass facial hair. Yes, even if you're female.
- (100 CP) Don't Beg For It: it's demeaning to beg for anything considering your status as a jumper, you do not beg, you do not cry, your will is indomitable. From now on nothing can break your spirit, if you are tortured, your torturers will break from what they inflict upon you before you do.
- (200) Earn It Then...: Others will no longer be able to criticize you for your abilities. Many people would say that jumpers never earn anything for themselves, what with being able to buy power beyond mortal comprehension on a whim. Now however, anytime you earn something in jump that you could've bought with CP, it will become twice as strong as it would've been otherwise.
  - (300) It Will Be Granted To You (Requires perk "Earn It Then"): Anything you've earned via the perk "Earn It Then" will not only be granted fiat backing, but will also become as expansive as listed in the jump doc. See notes for details.



- (600) Shounen Heart: Despite everything going on this is very much a coming of age story. While you may be a fully grown adult, that doesn't mean that the drastic changes you went through in your youth are done and over with. Like the average shounen protagonist you know in your heart that you can go beyond your limits and change for the better no matter the circumstances. You can push your perks past their usual limits as though pushing them through their own version of an archetype evolution to become more powerful than they were originally. Of course this also doubles as a capstone booster.

## Military:

- (100 CP) Red Tape: The military is a strict hierarchy and it can be difficult to obey orders for a jumper who's commanded entire galaxies. As such any and all advice or information you provide while speaking out of turn will be listened to and given its due consideration. You won't have to go behind your idiot CO's back just to set a good strategy in motion anymore.
- (200 CP) Freelance: You're always able to find work that you'll be able to complete without abandoning any moral code you may have. Though as a mercenary I'm unsure what kind of morals you'd have. Should you actually be in the military then your superiors will never issue a morally objectionable order that you couldn't disobey.
- (300 CP) SOF Training: It seems like every damn mercenary on the planet has some connection to the SOF. As such this grants you the same kind of connections, intense training, and a great amount of skill in military operations. You are now a one man special ops unit, able to destroy entire cities with the right equipment. And that's before LFO's are thrown into the mix.
- (600 CP) The Sacrificial King: The ritual sacrifice of father by son to sate the bloodlust of the planet itself. With this perk you no longer need to fear your children infighting for any inheritance or title you would grant them. On top of this you may once per decade take on the title and responsibilities of anyone who ranks above you in any way, so long as you slay them with your own hands. Want to become king? Kill the king, want to become archwizard? You know what to do. You will not suffer any backlash for doing this, however this is a delicate ritual, and should you have another do the killing for you, then they will gain the benefit instead of you.



Capstone: Being able to take over someone's position is useful, but what about maintaining your own? You have the charisma and intelligence of Dewey Novak himself, you'll maintain order and loyalty in your subordinates. You could commit high treason and they'd follow you without even blinking, you could even do something morally objectionable like using child soldiers and they wouldn't do anything more than voice their opinion on the matter. Your authority will be unquestioned and you'll never again need to fear uprisings.

## Scientist:

- (100 CP) Mischa's Medical Marvel: Your medical knowledge can be applied across the species barrier, allowing you to operate on humans by relying on your veterinary skills, or letting you use your human medical skills on alien or fantasy species.
- (200 CP) Unbearable Expert: You now completely understand the inner workings of LFO's, the theories about Trapar and could easily debate with experts about the origins of Coralians. Not only does this make you an expert like Dr. Greg Bear, but it also allows you to present science from other universes without your theories being laughed at and ridiculed.
- (300 CP) Legendary Mechanic: When it comes to mechanics no one can match you. Rare and obsolete parts won't hinder your mechanical genius one bit. You'll be able to solve mechanical problems in new and revolutionary ways, seeing the solutions as entirely obvious. You could probably build an LFO from piles of scrap given the time and effort.
- (600 CP) The King of Science: Quite often there are limits to what science can do, especially along a jumpchain. You'll eventually run into some kind of magical or metaphysical block that you can't get around with science and technology. Or you couldn't before, with this perk you've come to understand that science and philosophy are two sides of the same coin. You know how to apply science to metaphysical problems in ways that solve them. You will be able to push past and ignore magical blocks on your scientific innovations from now on.



Capstone: You know being able to push past magic and setting metaphysics is great but what about recreating a setting's magic for use in your technological progress? Well you aren't called the king of science for nothing. You're able to develop weapons that target the soul, given time and the opportunity you could build sonic devices that could repair a planet's ley lines or supercharge them in order to short circuit magic. Point is if something used to stray too far from conventional science into the realm of the mystical you can now drag it back into the observable kicking and screaming if you have to.

## Voderac:

- (100 CP) Voderac Sect: Do you follow the path of peace or the path of violence? The Miyoto sect is arguably why the Voderac have been labelled as terrorists, being more aggressive and fanatical. The followers of Norb have seen the error of such things and turned towards living peaceful and subdued lives. If you follow the Miyoto sect you will become more charismatic, learning how to stir up zealotry in those around you. If you follow Norb you will become better at blending in with any culture you enter and learn to redirect bigotry aimed towards you.
- (200 CP) Brewmaster Monk: As a follower of the Voderac faith you kind of worship the planet, as such the members of your faith have learned of a recipe that allows one to strengthen their connection to the world. You now know how to create a golden glowing liquid that when drunk will deepen one's connection to the world and in return strengthen them depending on how lush with life the planet is. You also learn how to make every kind of mundane beverage perfectly, brewing each cup exactly how someone would like it.
- (300 CP) Norb's Attitude: Grandmaster Norb was supposed to be some kind of priest wasn't he? He sure doesn't act like it but the man still has many devout followers all the same. This allows you to be like Norb, any followers you have will ignore actions that seem improper for your station instead seeing it as inconsequential. This wouldn't allow you to become the pope while being seen reading the necronomicon but you could safely maintain your vices while appearing holy.
- (600 CP) Compact Drive Implant: Through some questionable series of events in an attempt at enlightenment. You now have a compact drive melded into your chest. Not only does this allow you to use it with nothing more than a thought. It also allows you to manipulate the air around you by infusing it with your own spirit, the more spiritual power you push into the environment the larger the radius and more powerful your command of the wind becomes. With power and practice you'll soon be able to pull particles out of the air, separating things like Trapar and pollutants from it. Post-jump you'll even learn of an easy method for merging others with a compac drive for similar benefits.



Capstone: The Voderac are a surprisingly powerful group, a list of their achievements includes; communication with extraterrestrials, the merging of flesh and steel, and access to the command cluster. It's safe to say that the Voderac have achieved many technological miracles with nothing but faith and devotion. You too now have this ability to recreate and supplement your scientific understanding with nothing except the power of your faith and soul. See notes for details.

Coralian: You have abandoned your humanity, however it's time to ask yourself, do you want to get rid of it fully and embrace your alien nature? Or do you wish to hold on to a semblance of human likeness?

- (Free/Mutually Exclusive with Antibody) Humanoid Coralian: You were born from the Scub coral as a blank book, allowing your jumper persona to take over it quite easily. You look human and could theoretically reproduce with humans but that's as close as you'll get. You can see into the ultraviolet spectrum and can track Trapar waves. You may choose any unnatural hair color that you desire and your eyes will turn violet.
- (Free/Mutually Exclusive with Humanoid) Antibody Coralian: Born from the Scub coral as a defender you look somewhat like a fish or other aquatic animal, and can fly as fast as a jet. You have violet eyes and a face that will open up eight ways to a mouth full of teeth perfect for tearing into LFO's.
- (100 CP) Connection To The Planet (Humanoid): Not only can you see trapar without it being interacted with but you also have a spiritual connection to the planet itself. You can sense when natural disasters or phenomena are going to happen and can read the wind like Eureka. Post-Jump you will have this connection to any planet you are currently on up to the planet's exosphere.
- (100 CP) Hibernation (Antibody): With the limit of questions being a very real threat in this universe the Scub has learned to hibernate parts of itself to avoid triggering this disaster. You have gained a similar ability, you will be able to shut off parts of yourself for lack of a better term. When you're shot at you can turn off your nerves in that area, when you're affected by a targeted form of damage you can shut off portions of yourself to avoid it. See notes for details.
- (200 CP) Naïve Innocence (Humanoid): One of the downsides of coming into the world as a blank book is that you're kinda clueless. With this perk that won't matter! Any time you seriously fuck up out of ignorance others will be less likely to get angry at you and may find it charming. You could destroy a building and burn the remains to ashes and all anyone would do is make sure you didn't injure yourself in the process.
- (200 CP) Scub (Antibody): You can take the form of Scub coral, while immobile they are very nearly indestructible, forcing humanity off of the planet at one point despite all of their military might. You may also once per decade generate a single piece of Scub quartz, which in another timeline was capable of powering a reality altering device when enough were combined.



- (300 CP) Morphous Physiology (Humanoid): Your body can change shape. Now normally it'd be the Scub coral deciding what you transform into, but because you're paying for it, you can fully control your shape changing. The only thing is that anything you change about yourself will look green and somewhat shiny, this doesn't change the durability or usefulness of the change, hell you could make functioning wings, but disguise isn't the name of the game here.
- (300 CP) Consumption (Antibody): Like the Scub coral you can consume anything and everything that's organic and replace it with yourself. Additionally, anything that you've consumed whole, without killing, will be given a place in an inner reality that allows for perfect communication between all within it.
- (600 CP) Return to the Earth (Humanoid): This is a one up, however it does have some minor specifications for its use. You need access to soil, dirt, stone, anything that would fall under the classical element of earth, and you need enough of it that you could feasibly bury a body in it. Whenever you die or have simply had enough, you may allow yourself to be consumed by the earth and hibernate within until you are healed, at which point it will bring you back up in a cocoon to be opened.
- (600 CP) Alternating Reality Resistances (Antibody): Like the Scub before you, you may survive in the vacuum of space, not only that but you may alter your direction regardless of anything causing you to be immobile. This also grants you protection when exposed to the fabric of spacetime and anywhere in between realities, now if something else is there with you they could hurt you, but just being there won't bother you in the least.

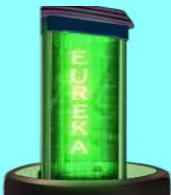


Capstone (Humanoid/Antibody): Kute Class Coralian: At will you can assume the form of a massive spherical cloud which produces high density trapar waves and has all the destructive force of a hurricane. Think of this as a storm with an added EMP burst that occurs in a timed pattern. On top of that you may also summon a variety of antibody coraliens to defend you, they are easily on par with a small military force.

## Items:

Every origin receives an extra 300 CP for items alone, you may also discount up to three items. In addition any leftover AP from purchases may be changed over for CP at a 1:1 ratio.

- (Free) Merchandise: You get the E7 OST, Video Games, Manga, Tv Show, Movies, Figurines, and any other merch as well. This'll be great if you ever get confused, or just want to mess with people. It's also good for some entertainment.
- (Free) Ray = Out: You get every copy of Ray = Out ever made, yes including the one with the Talho pinup. You also get any that are produced from the various alternate timelines in the series, including from your jump.
- (50 CP) Body Paint: It's the same paint that Holland uses, it can be applied in seconds but has no effect unless placed on skin. This black body paint is not only good for hiding in shadows but also blocks out thermal signals.
- (50 CP) Gonzy's Tea Set: When no one is watching you may summon a carpet, some pillows, an everlasting pot of tea, and however many cups you want. Great for playing the mysterious wise old man when needed.
- (50 CP) Limitless Pancha Fruit: One of the three healthiest fruits on the planet, it has been enhanced with jumpchain magic to be the ultimate health food. The Pancha fruit has become so healthy that feeding it to someone will speed up their recovery time by half.



(Free/100 CP) Compac Drive: A handheld device that lets you interface with machines and technology. When used with machinery that functions off of trapar it amplifies their abilities. The device also allows for add-ons like the Amita Drive to function properly. For 100 CP more you may purchase another, along with schematics for more.

- (Free/100 CP) Ref Board: You know the hoverboard from back to the future? This blows that out of the water. This works at nearly any height in the atmosphere of a planet. It gives off a kick ass comet tail whenever you use the damn thing, though you may choose to forego this feature in the future. For 50 CP more you can make this a couples board big enough for two. For 100 CP you may purchase an extra board, may be purchased multiple times.
- (100 CP) Gulliver: That's right for the low low cost of 100 cp you too can have your very own Gulliver. What is he? Well... uhh... we think he's some kind of badger? He's extraordinarily fat and very loyal.



- (100 CP) Nirvash: No you aren't getting the first ever LFO that can evolve and is sentient for only 100 CP. You're getting the adorable larval stage of Nirvash from the Pocket full of Rainbows timeline; he'll act more like a pet and won't evolve past this stage. As for intelligence, well he's at the level of a starter pokemon really, he won't be a genius.



- (200 CP) Skyfish: You're now the proud owner of a cliffside nest of skyfish. Don't worry even if you decide to harvest them for their reflection film, they'll come back in a week. They produce around 5 tonnes of reflection film each harvest.
- (200 CP) The Golden Bough: While in your reality this is probably little more than an anthropological study of religion, here it is much more. What you have is a book that describes the true nature of sentience. The rituals and wonders that sentients create to give their lives meaning, this book explains it all and highlights the few that produce tangible results in the world. Rituals like that which the sacrificial king perk emulates.
- (300 CP) Scub Coral: You have a small Scub Coral, an alien species that generates trapar and absorbs living things. You can spread this organism to other worlds if you bring it with you. Beware though it has the ability to engulf entire worlds. Although sentient, it will not bring the limit of questions to future worlds.



- (300 CP) Pile Bunkers: These massive spikes are used by the government to reduce the amount of earthquakes caused by the Scub coral. In reality they often make things worse. Your Pile Bunkers however allow you to completely nullify or cause tectonic events within an area. With enough of these you could theoretically turn a planet into a volcanic wasteland.
- (600 CP) The Moon: The moon... you really want the moon? Well alright I guess. From now on you can engrave anything onto the nearest moon in any setting. Want to have a giant heart proclaiming your love for your partner to the world every night? Sure! Want to advertise? You can do that too. You also can change what the moon says whenever you like.

- (600 CP) Oratorio Number 8: Congratulations on being the new owner of an orbital weapons platform. You can now terrify a planet into submission, if you couldn't already that is. You could also use it to drill to a planet's core through a few shots. It's entirely solar powered and produces a rainbow colored beam of energy, that's right a rainbow death laser. You can remotely activate this weapon from anything you interface with using your Compac Drive if you want.
- (400 CP) Archetype: You gain an LFO Archetype freshly mined from the Scub. Humanoid in shape, you can customize it using various mechanical methods. Gain 1200 AP for the LFO customization section. You can exchange CP for AP at a 1:1 ratio.



- (400 CP) Airship Chassis: You gain a basic airship, it still needs some work in order to fly and have a purpose, but with a bit of work you'll be cruising through the sky in no time. Gain 1200 AP for the airship customization section. You can exchange CP for AP at a 1:1 ratio.

## Companions



- (50 CP) Import: You can import any companion you want. They get 600 CP to spend and the discounts from their background.
- (100 CP) Alternate: So you found a new friend but they don't exactly belong in this universe... What else is new for a jumper? Of course you can take them along! This allows you to take along versions of characters from the other timelines if you'd like to.
- (200 CP) Canon: Want to take along someone from here? I'm going to guess it was either Eureka or Anemone that caught your eye. Feel free to take any human or humanoid coralian along with you.
- (300 CP) Couples: Well it'd be cruel of you to take along someone without their partner, so I guess I can give you a deal. You may take a couple along with you; Talho & Holland, Eureka & Renton, Dominic & Anemone, Ray & Charles etc. If you played matchmaker you could take along those couples as well. Note: due to the hippy nature of the show this applies to couples consisting of 2 or more people.

# LFO

(Requires Archetype)

Archetypes are Scub Coral creations that were mined out of the Scub for human use. They are covered in armor and used as mechs called LFO's, you may choose a base model for your LFO, or you could import a mech that you already have and then customize it further. Your archetype will evolve along with your own personal growth.

- (200 AP) Scud Bikes: Small LFO's accessible by civilians. They can use LFO sized ref boards and can transform into two wheeled vehicles. Be warned, adding weapons onto this model will cause others to assume you're a pirate.
- (200 AP) Kraft Light Fighter: The basic LFO used by the military. It can use military grade weapons without being stopped or checked. This type can be upgraded to one of the various Terminus units for half price.
- (400 AP) Spearhead SH-101: Well this is certainly a unique LFO. This LFO doesn't use a ref board like the others, it has an inbuilt mode of flight with ref board like plates on its back. Comes equipped with shoulder mounted lasers and a pair of retractable knives. It also has a battering ram built into its head for when you want to have a unicorn mech.
- (400 AP) Terminus R505: The standard LFO for the SOF. Comes equipped with a pair of boomerang knives. You also get your choice of two backup weapons.
- (400 AP) Terminus R606: The easiest LFO to pilot this LFO has a dual cockpit with a co-pilot seat behind the pilots. It's equipped with a pair of Boomerang knives and a chain gun.
- (400 AP) Terminus R808: A fairly basic looking LFO true, however this LFO comes with a pair of flying disc knives, and a high powered, long ranged laser cannon on its shoulder. This LFO packs some serious firepower.
- (400 AP) Terminus R909: As the successor model to the 808 it has a lower center of gravity and is thus harder to control. Comes equipped with a high powered laser cannon on its shoulder and a pair of boomerang knives.



(600 AP) Terminus B303: Otherwise known as the "Devilfish" this silver LFO is incredibly strong but also incredibly dangerous to the user. This LFO has no limiter, which might sound great but only if you like being pumped full of drugs while using your mech. If you use this too much you will probably die so I hope you have some perks to reduce the negative effects of the drug. The Devilfish is armed with laser cannons and rockets automatically.

- (800 AP) Nirvash Type TheEND: Based upon the same Archetype as the Nirvash Type Zero, this LFO is much larger than its counterpart. Meant to be piloted by a Coralian it has no place for a Compac Drive and is controlled by inserting the pilot into a unique cockpit. The Type END is equipped with large retractable claws that can be fired off, as well as two knives and three sets of homing lasers. Instead of a Ref board it uses a pair of Skis that can combine into a board. Like its counterpart it is easier to evolve and can function on its own without a pilot.



- (1000 AP) Nirvash Type Zero: The first ever LFO. This LFO can transform into two vehicle modes; a car mode, and a jet mode. The Type Zero has a dual cockpit meant for two pilots and is the only LFO that can use the full potential of the Amita Drive. The Nirvash Type Zero is much easier to evolve as it is more likely to communicate with its pilots than its counterpart The END. Comes equipped with two boomerang knives.

LFO Customization: While each LFO comes with its original paint job you can decide to change the colors on your LFO for free. Additionally if you are for some reason unsatisfied with the loadout your LFO comes with you may exchange them for the amount of AP they're worth.

## Weapons

- (100 AP) Boomerang Knives: A pair of wickedly curved knives that double and fully function like boomerangs. They can carve through an airship's hull like butter.
- (100 AP) Disc Knives: LFO sized chakrams that you can launch at the enemy. You won't need to worry about slicing your fingers off in a mech after all.
- (100 AP) Battering Ram: Well your LFO is now a unicorn and can break apart airships. The crown of your LFO's head has a large, reinforced spike.
- (200 AP) Chain Gun: Your LFO's arm is now a chain gun, good thing it has infinite ammo, loading something that size in the middle of battle would be a pain.
- (200 AP) Machine Gun: LFO sized machine gun. There's really not much more to it than that, but when you're fighting with giant guns that would probably obliterate a human head in one shot do you really need more?
- (200 AP) Homing Laser: Bad at aiming? Want to have a mech imitating Darkseid? No problem you now have a laser that will follow your target wherever it goes! Further purchases discounted.
- (300 AP) Laser Cannon: Pick a shoulder, you now have a laser gun mounted onto it. For 100 AP more you can make it as powerful as the 808's. While both lasers are incredibly strong the 808 version does admittedly have the better range.

## Boards

- (+100 AP) Ref Board: Want to replace your fancy board for a regular board? I'm not sure why you'd want to but go ahead.
- (50 AP) Thrusters: While not a board exactly these thrusters will allow your mech to blast themselves into the sky high enough to be able to use your board. It's also useful for slowing your fall.
- (100 AP) Inbuilt Ref Board: Allows you to do away with a bulky ref board on your LFO in exchange for some back plating that will allow the same function. When not in use they fold down for a sleeker look.
- (100 AP) Ref Skis: Your board can split in two creating skis instead of a normal board. The main benefit of this is the ease of carrying it around compared to other boards, as well as avoiding strikes aimed at your board.

## Cockpit

- (+100 AP) Single Cockpit: Removes a secondary cockpit allowing for a single pilot to fly the LFO.
- (100 AP) Dual Cockpit: Adds a secondary pilot's seat so you can bring along your friends in your LFO without squeezing them in front of you, you may choose whether the seats are in front of one another or beside each other.
- (100 AP) Type End Cockpit: Want to do away with classical piloting? Okay your LFO now has an identical cockpit to the one in the END. Yes it requires you to wear the suit. I hope you like being surrounded by eyes.



## Mode:

- (+100 AP) Humanoid: You want to trade in your alt-modes for more points? Okay I guess, for each mode you trade in you can have an extra 100 AP for customization.
- (50 AP) Bike Mode: An uncommon but not unreasonable vehicle transformation. Instead of using four or more sets of wheels these LFO's transform into something resembling a motorcycle, while more agile than the car mode it's also easier to tip off balance.
- (100 AP) Car Mode: Most LFO's will have a mode like this, whether for ease of transport or simply to allow more space for other uses. While other LFO's won't look very car-like, you may alter your vehicle mode to appear less like a mech.
- (200 AP) Jet Mode: Like the Nirvash you can upgrade your LFO to have a jet mode to transform into, instead of just a land vehicle and mech. You might be wondering about the use of this when an LFO can fly on a ref board. Simply put the jet mode is only slightly slower than an Airship.
- (300 AP) Secret Mode: Perhaps this is a bit strange but instead of the usual modes you've taken inspiration from the various universes you've visited to create an entirely unique form. Much like the Secrets from the Ao timeline you can use this to make your LFO appear in any form not already listed, want to ride a carousel into battle? Go ahead.

Misc:

- (50 AP) Speakers: You have two giant speakers you can attach to your LFO, good for a distraction, or a party. You could retrofit these into some kind of sonic weapon if you had enough skill.
- (300 AP) Devilfish Drugs: This allows you to remove the limiter on your LFO at the price of having to take drugs to use it. These drugs let you target the very soul of your opponent when piloting a mech.
- (400 AP) Amita Drive: This is the big one. The Amita drive allows a pilot to enact the seven swell effect once a month with the machine that the drive integrated with. This effect causes a large colorful explosion to be centered on the LFO, producing large amounts of trapar, acting like an EMP to everything and decimating the area turning everything organic into salt. Post-Jump the Amita Drive is not limited to integrating into an LFO and may be used with other contraptions.



# Airship

(Requires Airship Chassis)

So you don't want to be stuck on the ground with the rest of the plebs huh? I can respect that. Pick a basis for your airship or import a ship you already have and proceed to customize it. Like the LFO before you may change the loadout for pure AP.

- (200 AP) Izumo: A basic United Federation airship used by the military. Common armaments include laser cannons and missile launchers. It is primarily used for ship to ship combat and as a carrier for LFO's like other ships in setting.
- (400 AP) Swan: An airship much like the Gekko that has underbelly launch pads for LFO's, it is armed with lasers and missiles. The Swan also has remotely operated spearheads. It is a ship large enough to function as a comfortable home for a small family.
- (600 AP) Gekko: A prototype military ship armed with lasers and missiles. The Gekko has six laser cannons that can track targets. The Gekko can also survive going into and out of orbit, although the journey is rough. What makes this ship most unique is the Compac Interferencer, a device that allows the ship to detect trapar disturbances and cloak its signal from other ships.



Airship Customization: Just like the LFO's while each ship comes with its own look you can adjust the paint or even style more to your liking.

#### Weapons:

- (100 AP) Smoke Bombs: You have a regenerating supply of colored smoke bombs that can be launched out of your missile silos. These bombs explode into the size of a large cloud making them great for providing cover or signaling your allies. Further purchases are discounted and allow you to buy multiple colors.
- (100 AP) Remote Pilots: You have a new combat station on your airship that allows someone to remotely pilot any LFO connected to the station, keeping the pilot safe in the event of their LFO being shot down. Post-jump this works with any vehicle connected to the station.
- (200 AP) Laser Cannons: You can add more laser cannons to your airship, by paying 100 CP more you can upgrade all your laser cannons into homing lasers. On average these are about as powerful as the SH-101's.
- (200 AP) Missiles: Add more missile bays to your airship. The missiles are strong enough to knock LFO's out of the sky and you will get an extra 3 launchers with each purchase.

#### Armor:

- (100 AP) Armor Plating: Want to beef up your airships armor? Take this. It's guaranteed to stop pesky battering rams and machine gun fire. Although it will significantly slow your airship. But who really cares about speed when you're a flying fortress?
- (300 AP) Reflection Film: You have a lot of extra reflection film in the cargo hold. This stuff is important for making repairs to your ship when needed. Moreover this stuff is guaranteed to be easy to install and will let you harness ambient energy in the air.
- (400 AP) Quartz Plating: Normally gathering this much quartz would require a Scub coral massacre, for you though, I'll make an exception. You've somehow managed to plate your entire ship with the Quartz nucleus found within Scubs. This won't make your ship any more defensive or powerful but there is a unique feature that you might find useful. The Scub use the quartz to travel to other realities to escape the limit of questions, but for you, this plating will allow you to escape reality altering effects so long as you remain inside your vessel.

Misc:

- (100 AP) Extra Space: This basically makes your airship larger leaving room for living space or LFO launch pads, it's really up to you. Further purchases are discounted, each purchase comes with an extra 50 sq ft.
- (200 AP) Higher than the Sun: Your airship can go into a trajectory flight, allowing it to fly over the atmosphere and reach places across the planet far faster than any other ship. It has all the necessary features to make these kinds of spaceflight safe, although you'll still experience a lot of G force exiting and entering the atmosphere.
- (400 AP) Compac Interferencer: Able to detect all kinds of unique energy signatures, as well as disguise your own. No more will you have to worry about powering your ship with the souls of the damned and setting off warning bells for everyone in a 200 mile radius.

## **Scenarios**

### **Lifting Competition**

While Holland and the Gekko State may not lift for money or fame that doesn't mean you can't! Around half way through your jump there will be an event similar to the X-Games for ref boarders. If you participate you might miss out on a few adventures that happen in the cannon storyline, but if you win this competition? You'll become more popular and respected than Holland.

Reward: You will be world renowned as a daredevil and sports champion. You also get the prize money of a million dollars and a special ref board that enhances your skill at snowboarding, surfing, and skateboarding. It can transform into any kind of board needed for sports and will never break.

### **Misunderstanding Resolved**

Taking this scenario actually removes some of your usual protection jumper. Normally if the limit of questions was reached you'd be fine due to jump fiat. Taking this scenario, that is no longer the case. Both the Scub and Humanity are rapidly reaching the point where there will be too many sentients in the universe. Once that happens, that's it, the universe will reach a point of total entropy with too many minds using up too much energy and reality will collapse in on itself. It's up to you to find a solution and broker peace between the Scub and Humanity in order to avoid this fate, as even if one side was completely eradicated the other would quickly reach the required population for this doomsday event. You'll need to figure out how to make both sides communicate and believe each other, this will be difficult because the Scub can only communicate through consuming other lifeforms, and humanity doesn't view the Scub as sentient in the first place.

Reward: Should you manage to broker peace between the two sides you will be rewarded with a unique power jumper. You'll be able to manifest the limit of questions into any new jump, more importantly you can designate what species is affected by it, including non-sentients, effectively limiting a population any time you want.

## **Joy Division**

(Requires Desperation Disease)

You aren't a normal Coralian, you were created in a lab by a government agency. Normally test subjects never survive the experiments done to them and it's frankly a miracle that you're alive. Now you're stuck in the Novak Foundation Facility, constantly pumped full of drugs to maintain a certain level of sanity and lucidity from your disease. There are three other girls in the facility undergoing the same tests as yourself. It is up to you to free yourself and the others before the final experiment happens, should you fail to do so then three souls will be lost where even the Scub can't reach them and the experiments will continue with the next batch of innocent girls to be delivered. Escaping will be more difficult than you think as each experiment is afflicted with desperation disease, freeing them from their minds in order to free their bodies will take either time that you don't have, or a large supply of drugs that you also don't have.

Reward: Successfully breaking free of the facility will grant you three new Coralian companions in your fellow prisoners, with 600 CP to customize from this document. The secondary reward is a set of notes on the experiments done to you and your new friends. With some slight modifications done to the notes by yours truly, they will allow you to create artificial Coralians in future worlds without the mental instability usually inherent to the process.

## **Drawbacks:**

(0CP) Evolution Can Take Many Paths: Eureka Seven has a lot of different timelines that aren't exactly connected. Pretty much every movie takes place in an alternate reality. This is basically just choosing which one you want to jump into instead of the anime. Choose wisely as they can all be very different.

(50 CP) Hazed: Much like Renton was hazed by the gekkostate you will get hazed by whatever group you're in. It will be recorded, and everyone you know will get to see it. On the plus side you also get a copy if you ever want to watch your humiliation.

(50 CP) Gonzy: The crazy old man keeps appearing least when you expect him to. You never get used to this and it scares you every time, he tries to make up for it by offering you tea though so that's nice. Guaranteed to never happen when it'd kill or seriously injure you.

(100 CP) Child Abuse: No you don't suffer from child abuse. Any child you meet will play petty pranks meant to humiliate you for as long as you're around them.

(200 CP) Motion Sickness: It's going to take the entirety of your ten years here to get over this. Whenever you fly in an LFO you're going to get sick, you'll eventually be able to hold it in but you'll still feel nauseous.

(200 CP) Acid Trip: You have issues. You tried getting into the zone once by entering a Kute class, it didn't work. Now whenever you get near one of the things you start tripping and won't stop until you get far enough away from it. Good luck getting away when you can't even tell what's really in front of you.

(300 CP) You Don't Believe in the Waves: Which means you can never ride them. For the entirety of this jump you cannot ride trapar waves using a ref board and any aerial tricks you try to pull will fail miserably.

(300 CP) Child of Ageha: Well this doesn't seem right, this disease is from another universe. Your age is now 16, not that anyone would know that since you age 3 times as fast as you previously did. You look middle aged and if you don't find a cure you will die before your time here is up.

(400 CP) Holland's Issues: Whether or not you consider the man's anger to be valid doesn't matter because he's now going to be taking it out on you. If you're a member of the Gekkostate you take Renton's place as his punching bag, to be used liberally. If you're not, well Holland will find you eventually, within a month at the longest, and for every week he goes without beating you he's going to hit twice as hard, and it stacks. On top of this you will be unable to stop him from doing this.

(400 CP) Half Coralian: Areas with too much trapar will turn you to stone. Considering the majority of the series has large storms of trapar and uses it as a fuel source this will be problematic for you.

(600 CP) Desperation Disease: Well whatever location you picked it's time to change it! You're now stuck in the control cluster because you have desperation disease. Hope one of your companions can take care of your body because it'll be stuck clutching a Compac Drive until you get better, if you do.

(600 CP) Dewey's Target: Uh oh you're now targeted by Dewey Novak sociopathic mass murderer with government and military backing. He apparently thinks that you'll lead to the downfall of all his plans. Keep in mind this man has years of military experience and training. Also on the off chance he dies it'll trigger a bomb, hope you're nowhere near him when it goes off.

### **Decision**

Stay

Go Home

Keep Jumping

## Notes:

**Earn It/It Will Be Granted To You:** What these perks do is take an ability that's present in cannon and expand it to match the jump docs version of the ability, even if that ability is greater in scope than it is in cannon. For example, earning the eight gates in naruto would give you the version found in the jump doc that won't kill you. Items earned from scenarios and gauntlets also count towards this perk.

**Scientist Capstone:** A good example would be using nanomachines to fix rock lee's chakra coils. Your technological and mechanical abilities can interact with the magical and spiritual without any issues, either repairing or destroying it. Mostly meant to emulate Adroc Thurston's weapon that caused the summer of love by interfacing with the Scub's collective unconsciousness, or the amita drive that seemingly tapped into people's emotions for power.

**Voderac Capstone:** Allows you to supplement your scientific knowledge and skills with the strength of your soul. Any abilities or perks that affect your soul/spirit/faith, will also impact your technological and scientific achievements in a positive way. So if you're a cultivator and want to create a nuclear bomb you could do so with enough skill in cultivation even if you lack any knowledge of nuclear physics.

**Hibernation:** Lets you turn off targeted damage, for example if you're kryptonian and don't want to be murdered by a kryptonite spear then you can turn off your kryptonian body in the area struck by the spear, but not elsewhere. This isn't invulnerability but rather the ability to avoid favored enemy damage directed at specific portions of your body.