Mecha Pilot Framework Body Mod

V1.2

By James the Fox

From the day man first encased himself in iron, they have ever sought to improve that which armored them. And so it is that the concept of Mecha has spread across all realities. From clockwork power armor to galaxy-sized robotic behemoths, from combining machines to transforming machines, there are countless variations on this concept.

So it is that some Jumpers yearn to be powerful, not just through their own strength but through that of what they *drive*. Who wish to center their entire Jumpchain around an ever-improving collection of mechanical marvels. For them… the future is now.

You'll receive ***1000 Body Points (BP)*** to get you started, and can take any and all Chain-Drawbacks to gain more BP and their Bonus Effects.

SUPPLEMENT MODIFIERS

Growth (500BP)

You lose the ability to take Chain-Drawbacks marked with ∀. However, the Jump-Drawbacks seen in this supplement can provide half their Character Point (CP) reward as BP, each Jump (this disqualifies them from granting you CP for the Jump). You can gain up to 200BP this way per Jump.



Mecha-Defining Jump (300BP)

The Perks you acquired (or will acquire) in your first actual Jump becomes a part of your Body Mod, and **Software** and **Hardware** can be imported from that Jump for half the usual cost. If you took this before your first actual Jump, you may use Drawbacks from that Jump to gain BP for use here (this disqualifies them from granting you CP for the Jump)! In the case of ***Growth***, you may revisit your chosen Jump Doc as if it were part of this one. You may not take this with ***Mecha-Defining Frontload***.



Mecha-Defining Frontload (500BP)

You lose 500 Body Points (BP). You may select another Body Mod, or a Jump Doc, and receive half its normal budget. Your purchases there become part of your Body Mod, and **Software** and **Hardware** can be imported from that Jump for half the usual cost. You may take Drawbacks from that Doc to gain BP/CP in the Jump Doc, or for BP for use here, making the Drawback a permanent part of your Body Mod. You cannot take Power/Item/Companion Loss Drawbacks or Drawbacks dependent on or affecting the nature or characters of the setting (for example, **Laplace's Victory** from Gundam – Universal Century

Jumpchain affects where you would start within that particular setting, and so cannot be chosen). Scaling Enemies or Enemy Factions are allowed – they become Jumpers themselves, following you along your Chain. In the case of ***Growth***, you may revisit your chosen Jump Doc as if it were part of this one. You may not take this with ***Mecha-Defining Jump***.

Mixed Framework (Free)

You may combine this Body Mod with another **Framework Body Mod**, sharing 1000 starting points across both. Maybe you're interested in becoming some kind of mecha-calling Super Sentai? All Perks, Items, Drawbacks, and other elements of both Framework Body Mods that are similar to one another are merged, with the differentiated parts combined – as some examples:

- In the Mahou Framework Body Mod and Mecha Pilot Framework Body Mod, you only get one stipend for Physical Stats, and the Peak Human cap on those stats can be overcome both in your ***Magical Transformation*** and while piloting a ***Mecha***.
- The ***Mahou Glasses*** and ***Scanning Glasses*** are treated as the same item – you effectively get both for the price of one, merged into a single item. This goes for the ***Advanced Phone*** and ***Mahou Phone*** as well, and other Perks and Items like them.
- Likewise, ***∀ Meganekko*** and ***☆Meganekko*** are treated as the same Drawback, as are ***"GIGAAAAAAA… JUMPAAAAAA…"*** and ***"JUMPAAAAAAAAAA-"***. You receive all the issues of both, as well as the unique ***+(Bonus)*** rewards of both, but only receive the ***+BP*** once.

You may not take other Modifiers except Growth.



KEYWORDS

Everything below will have a variety of keywords attached to them, which are defined below.

[Perk]: A power of some sort. Magic, skills, traits, etc.

[Item]: An object of some sort. Trinkets, weapons, vehicles, places, etc. If broken, it will return to you in about a week, unless otherwise stated.

[Stat]: This adjusts your stats – anything that would push you past a peak, mundane human is restricted to peak human, unless within a Mecha.

[Personal]: Purchases that affect or are scaled to you, the pilot.

[Hardware]: Purchases that are installed into your Mecha as additional components.

[Software]: Purchases that are installed digitally into your Mecha as a program.

[Mecha Class]: The purchase unlocks a Size Class. Certain purchases can only be installed into Mecha of a certain size.

[Fuel Capacity: X]: How much energy your Mecha can carry. If X includes a + or -, it adjusts the installed Mecha's Fuel Capacity.

[Hardware Slots: X]: How much Hardware can be hotswapped in or out of your Mecha.

[X Modular Slots]: How many Hardware Slots a piece of Hardware needs to be installed. Hardware with this tag can be hotswapped out in the Hangar. You may choose to instead take any Hardware with this Keyword as a similar piece of Hardware with the Keyword **[X Permanent Slots]** to mark it as built into your Mecha.

[X Permanent Slots]: How many Hardware Slots a piece of Hardware needs to be installed. Hardware with this tag becomes a permanent part of the Mecha.

[Software Slots: X]: How much space your Mecha's computer systems have for additional programs.

[Built-In Hardware: X]: Hardware that comes free with a Mecha model. These are always built in as with **[X Permanent Slots]**.

[Free Software: X]: Software that comes free with a Mecha model.

[Hangar]: Provides an upgrade to your Hangar, as well as any and all other properties that serve as storage for your Mechs.

[Multi-Buy]: You can buy this multiple times.

[Fuel Cost: X] or ***[Fuel Cost: X<]***: This is or has a weapon with an energy cost. X is the base cost needed to fire it once. If the Fuel Cost is X<, you may drain more of your reserves to improve the weapon's attributes.

[Runtime Cost: X] or ***[Runtime Cost: X<]***: This upgrade provides an effect that remains ongoing, increasing the Fuel. X is drained at regular intervals, usually included, such as ***[Runtime Cost: 10 per Minute]***.

[Fuel Restoration]: This speeds up your mecha's Fuel replenishment, or provides an alternate source.

[Upgrade: X]: Requires and upgrades the attached purchase. X is whatever purchase is required.

[Discount With: X]: Is discounted with ownership of the attached Perk or Item. X is whatever purchase discounts this one. If a Discount pushes a Perk's price below 100BP, it becomes free.

[Size >= X Meters]: Requires your Mecha's height or length to be at least X Meters. If it can be bought multiple times, the Mecha will need to be 50% larger for each additional purchase.

[Meta]: Affects some aspect of future Jumps.

PHYSICAL STATS

The base stats listed here are your personal stats while out of your Mecha. For physical stats, this Body Mod peaks at “peak human” stats while out of your Mecha, before any additions from other Body Mod enhancements (such as the SPECIAL reward from the various Fallout Scenarios). Upgrades beyond Peak Human become available while in the pilot’s seat, due to connections between you and your Mecha. References to body weight or distance or speed scale with your Mecha’s size, in these cases.

You may invest as much BP into these base stats as much as you like.

You get an additional stipend of **100BP** to spend in this section only.

STRENGTH

By default, your relative lifting strength – represented by your max capacity for a single-rep deadlift – is 80% of your body weight. Assuming no speed powers, you can at your best punch with 130% of your body weight in force.

The average punch speed of a human is about 3 meters a second, with a peak of about 20 meters a second. Each time you spend BP on **Speed Up** *or* **Strength Up**, your punching speed goes up by half a meter per second.

For scaling purposes, any Perks you acquire that modify your strength operate on these percentages as follows, in this order:

If a Perk simply vaguely states your strength is improved, or if it states a general level of strength you’ve already attained, add X% to your relevant percentages, where X is two tenths of the Perk’s CP value. For example, a 600CP strength perk that doesn’t clearly describe the Perk’s effect on your strength in general would give 120% to your lifting strength and punching strength, while a 400CP punching perk would grant 80% to your punching strength but leave your lifting strength alone. In this, you get exactly what you pay for.

If a Perk says “you can lift X Times your weight/size/etc” it adds its percentage to your relevant strength percentage. If it gives something like “you have the relative strength of a spider,” look it up, the answer is out there. If it gives a specific weight such as “you punch with a force of 1000lbs”, divide it by your weight to

determine percentages. If it says you can hit with the force to destroy an earth-sized planet, well, there are fine folks who have calculated that out: the answer is about 59.44 zettatons. Further data can be acquired, with effort.

If a Perk says “your physical strength is doubled/tripled/multiplied by X,” multiply your percentages accordingly.

Drawbacks likewise subtract and divide your strength accordingly.

Strength Up (1BP)
[Stat] [Multi-Buy]
For every BP you invest into this stat, both lifting strength and punch force percentages increase by 1%. Peak Human stats, attained at 200BP, are 280% of your body weight in relative lifting strength, and 330% of your body weight in punch force.

SPEED

By default, your endurance running speed is about 8 Kilometers Per Hour (or 5 Miles Per Hour), and you can manage about 50% more at a sprint for about 10 seconds before needing to rest your muscles.

Peak human endurance running speed is 20 KPH (or about 12 MPH), with a sprinting speed of about 45 KPH (or about 28 MPH), again held for about 10 second bursts before needing to rest.

The average punch speed of a human is about 3 meters a second, with a peak of about 20 meters a second. Each time you spend BP on Speed Up *or* Strength Up, your punching speed goes up by half a meter per second.

Any Perks you acquire that modify your speed operate on these stats as follows, in this order:

If a Perk simply vaguely states your top speed is improved, or if it states a general level of speed you've already attained, add X% to your sprint percentage, where X is two tenths of the Perk's CP value. For example, a 600CP sprinting perk that simply says your top speed is improved improves your sprinting speed by 120%, but a 100CP or free Perk that grants the same would only give 20% more.

If a Perk says "you can run at (60MPH/Mach 1/Lightspeed) speeds without tiring" and you haven't yet reached that speed, convert it to KPH and add that amount to your endurance running speed. If it does not specify that it is a sustainable running speed (such as by claiming that the speed is easily reached, doesn't tire you, or some similar implication), instead convert it to KPH then divide by 1.5, then add that to your endurance running speed.

If a Perk says "your speed is doubled/tripled/multiplied by X," multiply your speed stats accordingly.

Speed Up (1BP)
[Stat] [Multi-Buy]
Boost your Sustainable Running Speed by 1 Kilometer Per Hour, boost your top speed compared to that speed by 1%, and boost your ability to maintain that top running speed by 1 second.

REFLEXES

Your reaction time, by default, sits around 280 milliseconds. Peak human reaction time tends to become available around your early twenties, peaking at 170 ms before declining with age.

Perks that increase your reaction speed or reflexes increase your reaction time by a number of milliseconds equal to a tenth of the CP Cost, unless the Perk gives a more explicit number. This reaction time cannot dip below 1 ms – that'd be precognition, which is not acquirable through this option.

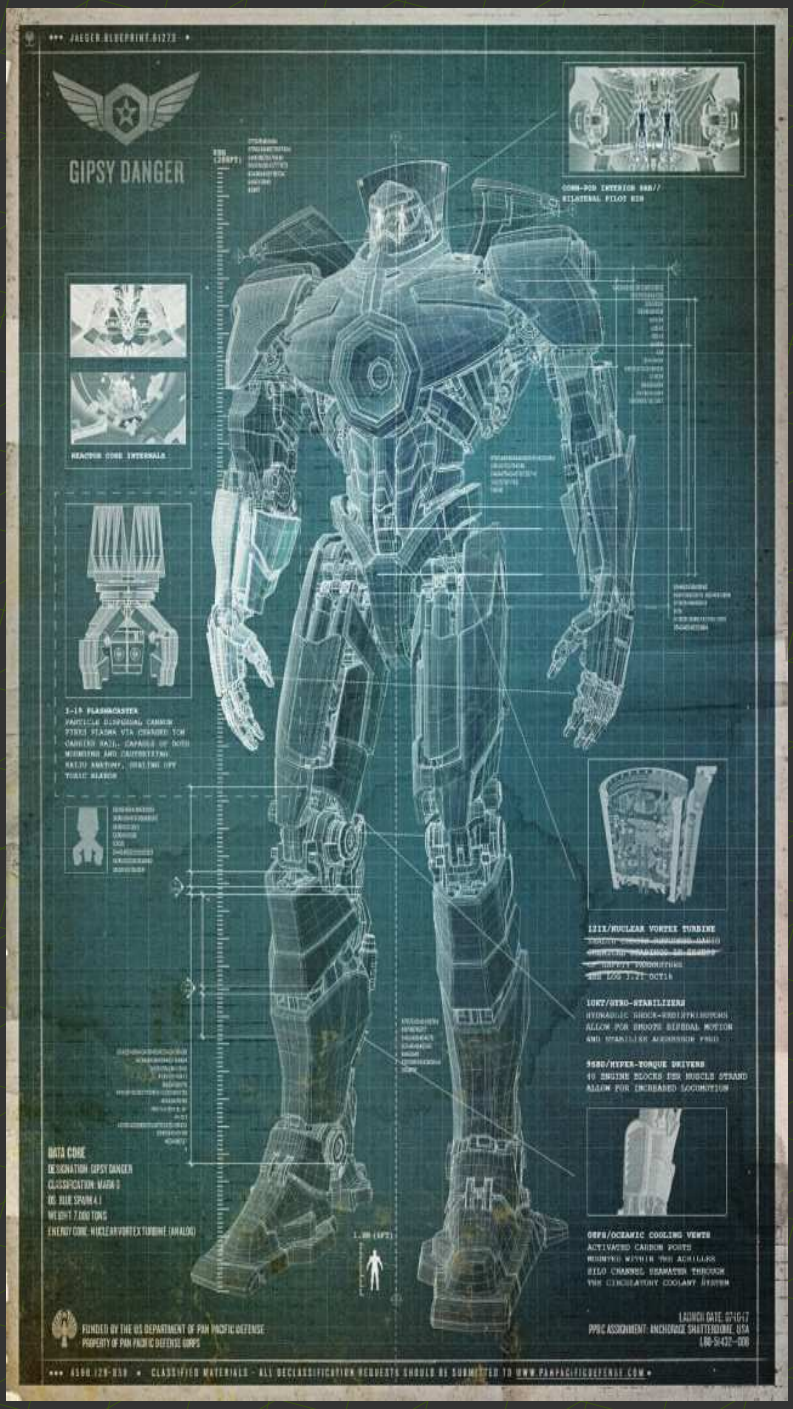
Reflexes Up (1BP)
[Stat] [Multi-Buy]
For each BP spent here, you reduce your reaction time by 1 millisecond. Reaction times faster than 170ms are only available in the pilot's seat.

PILOT PERKS AND ITEMS

Before we get to your Mecha's details, augmenting yourself is important as well.

CORE PILOT PERKS

Mecha Designer (Free)
[Perk] [Personal]
When working on a Jumpdoc, you may spend CP or the local equivalent to create a mecha of any Class you are proficient with and send it through the Mecha Builder. The CP costs for Mecha created this way is at minimum 100CP, but otherwise matches the BP price of the proficiency.



Robo Refurbisher (Free)
[Perk] [Personal]
When working on a Jumpdoc, you may buy pilotable Mecha, vehicles, or nonpilotable giant robots and import them into the Mecha Builder. This converts nonpilotable machines into pilotable Mecha which lacks their original nature (for example, if you purchase Optimus Prime this way, you obtain a Mecha shaped like Optimus Prime, instead of turning Optimus himself into a pilotable Mecha). The Mecha retains the abilities it had before being converted into a Mecha.

Perk Reprogrammer (Free)
[Perk] [Personal]
When working through a Jumpchain Document, you may buy a Perk that would modify your body or mind or grant superpowers of some kind as Software instead of as a Perk. The Software can then be stored in a library, and installed onto any or all of your Mecha that have room for it. This excises its original context – for example, taking a Parahuman Power from Worm and Digitalizing it will create a program that grants the Mecha the power, but does not grant it an alien parasite in its programming. The Fuel Cost for powering any powers converted this way is equal to their CP cost, divided by 10 for active effects (such as shooting lasers from your eyes) and divided by 50 for passive effects (such as the constant ability to control bugs). So a Perk costing 500CP will become a Program whose Fuel Cost is 50 Fuel per use, or 10 Fuel per Minute for passive effects.

No matter the Price, Software created this way always takes up 1 Software Slot. You may install and uninstall Software as needed.

Item Reinventor (Free)
[Perk] [Personal]
When working through a Jumpchain Document, you may buy any Item you can carry or wear as a Blueprint for Hardware. You can then craft that Hardware to fit onto your Mecha instead of you. For example, if you purchase a lightsaber from Star Wars as a Blueprint, you can then craft a fiat-backed lightsaber at scale for any of your Mecha, or if you have a mystical suit of armor on your Document, you can purchase it as a Blueprint to craft plates that go over your Mecha's frame and reinforce it while granting it additional effects.

Like all Hardware, the Hardware you build this way takes up real estate on your Mecha, represented by Modular Slots. Items that can be carried in your hand, or small accessories such as shoes, gloves, rings, bracelets, and the like, take up 1 Hardware Slot. Items that take up significant real estate on a human body, such as a backpack, shirt, or something a human would need both hands to effectively carry or use but don't encumber them, take up 2 Modular Slots. Items that encase the wearer, or which fully encumber a normal human, take up 3 Modular Slots.

Each Blueprint also comes with a prefabricated instance of the completed project, fitted to a single Mecha.

NT-Ray Exposure Hypersensitivity Augmentation (100BP)
[Perk] [Personal]
You have obtained exceptional spatial awareness, such that moving in the skies, underwater, or outer space is no less intuitive than moving along the ground. You can sense subtle shifts in your environment without seeing them directly, though you won't be able to tell whether those shifts come from an ally approaching you from behind or a missile being aimed your way. Any extrasensory abilities – Spider-Sense, Psychic Powers, and the like – are 10% better than normal.

GG-type Mental Absorption Recoordination (100BP)
[Perk] [Personal]
Your mind has been enhanced, and you easily pick up and learn new things 10% faster than a normal human as a result. In addition to this 10% boost, Perks other than this one that enhance your learning or teaching speed apply their effects twice.

GN-Quantum Emotional Projection Web (100BP)
[Perk] [Personal]
You have obtained a sense for other people's emotions, and can project your own emotions to others. This effect grows while in your Mecha, and especially while fighting others on equal footing. You may find yourself starting to understand your opponent, and your opponent may find themselves starting to understand you. This can make the battle harder as you predict each other's attacks more easily, but simultaneously can open inroads to negotiation and rebuild bridges to peace. As you utilize this effect, your eyes tend to flicker with light and glow on their own.

Spi-GL Willpower Broiler Helix (100BP)
[Perk] [Personal]
Modifications to enhance your blood's ability to transmit nutrients through your body seems to have had a side effect: your strength of will has been enhanced, and Perks that improve your determination, willpower, mental fortitude, and force of personality apply their effects twice. As an additional side effect, your blood tends to heat up when your emotions run high, and you are naturally resistant to high-temperatures.

TRIG Antigrav Blood Regulator (100BP)
[Perk] [Personal]
Modifications to your circulatory system regulate your blood flow with a variety of benefits. You don't bleed from injuries nearly as much as a normal person, and g-forces and pressure differences don't affect your blood flow, protecting you from suffering adverse effects from extreme manuevers.

BRI-TYPE Manual Morale Enhancement (100BP)
[Perk] [Personal] [Discount: Spi-GL Willpower Broiler Helix]
Thanks to empathetic enhancements added to the nerves of your hand, it now burns with the awesome power of character development. When you directly strike a person in the face with your hand, it directly knocks them out of whatever train of thought they were trapped in. This is more effective on people in more negative spirals of thought, and becomes less effective with repeated use on the same person. Let's seem them grit their teeth.



Callsign Reputation Attractor (100BP)
[Perk] [Personal]
Your deeds tend to become exaggerated in your favor, and you have a tendency to inspire others with your actions. You have a disproportionate effect on the world around you… one that can echo far beyond this single Jump. Titles and callsigns granted to you become entwined into the history of future Jumps, with both modern myths and ancient legends based on your past deeds attributed to someone with your callsign. Many will take these names up in imitation of these fairytales… but perhaps only you can prove them real.

Mecha Fight Interjump Regulations (200BP)
[Perk] [Personal]
You have had a set of regulations and protocols installed into your personal memory. So long as you follow them yourself, you may invoke them and force others to comply through Jumpchain Fiat. The regulations are:
1: A Mecha Fight must be preceded by an official spoken challenge!
2: A Mecha whose head or main engine has been rendered inoperable is disqualified and must yield and surrender!

3: A Mecha Pilot must never intentionally aim at the cockpit or habitation areas of an opposing Mecha!
4: A Mecha Pilot is allowed whatever time is needed to make all possible field repairs to their Mecha before accepting a challenge!
5: A Mecha Pilot is required to protect their Mecha!
6: A fight can only be held on an equal, one-for-one basis! Anyone who gets in the way of such is to be eliminated by all other parties!
7: A Mecha Pilot must not taint the honor and dignity of the nation they are representing!

BODY MOD CLASSICS

You have an additional 100BP to spend only here.

Pilot Parameter Reinvention (Free)
[Perk] [Personal]
Since you're starting a new deployment, maybe now is the best time to redesign yourself. In between each Jump, you may adjust any basic elements of your body, within largely normal parameters for your age. Sex (unless a Jump has locked you into one and you don't have a means to bypass it), height, weight, bust, hair color and length, eye color, skin color, any mundane markings. If it can exist in real life, you can make it yours. If your upcoming Jump has you taking the form of an existing character, you may modify their appearance to a lesser extent than you could your own body. You can change their sex freely, still, but can only change their physical attributes such as height and weight by about 10%. Changes to phenotype – observable traits such as hair, skin, and eye color – are restricted to their own and their parent's own. With this alone, you can be naturally red-haired Uzumaki Naruto, but not naturally black-haired or red-eyed Uzumaki Naruto.

Anthropomorphic Augments (50BP)
[Perk] [Personal] [Upgrade: Pilot Parameter Reinvention]
If you want, when using **Pilot Parameter Reinvention** you can choose to give yourself more alien traits. You can go anywhere from simply having cute ears and a tail, or weird eyes, to looking like an anthropomorphic duck, and anywhere in between.

Additional Language Installation (First Free, additional 50BP)
[Perk] [Personal] [Multi-Buy]
Each Jump, you get to pick up a language native to the setting, and master them completely, as if you were a native speaker. On additional purchases, you pick up an additional two languages. These languages remain yours after the Jump is complete.

Pilot Physical Health Rehabilitation (Free)
[Perk] [Personal]
Your body is important hardware, too. Any diseases, injuries, or physical conditions that might hamper your ability to enjoy (let alone survive) your

Jumpchain are cured right here, right now, at your discretion, raising you to an average person's level of health and fitness, prior to any other Perks or upgrades you possess. You can repeat this process in between Jumps.

Pilot Mental Health Rehabilitation (Free)
[Perk] [Personal]
Before your first Jump, you are made aware of any mental health issues you may be suffering. You may choose to have these cleared up. After the start of your first Jump, you will find that you're slightly more resistant to developing psychological issues, and your motivation and joy are not easily eroded by time.

Pilot Reproductive Health Enhancements (Free)
[Perk] [Personal]
You are cured of and immunized against any sexually transmitted diseases. You have complete control over your own fertility. If you would normally have periods, you may choose to go without. You may choose to not experience certain physical effects of sexual urges – erections, secretions, etc. – or activate such effects on a whim. Alternatively, you may choose to switch off all such functions and urges entirely, as desired.

Secondary Memory Backup (50BP)
[Perk] [Personal]
Your memories are hardened, and won't fade with time alone. If you lose your memories for some other reason, in between Jumps you can have any lost memories restored. While deciding whether to restore these memories, you have a sense for the basics of what their contents were, as if you were reading a report.

Mental Shielding (50BP)
[Perk] [Personal]
Your mind and soul are resilient, and it takes significantly more effort for others to corrupt, possess, or distort your thoughts. In between Jumps, you may purge yourself of any outside influences that make you act differently than you want to.

R.A.V.E.N. Destiny Emancipation Software (50BP)
[Perk] [Personal]
You're resistant to scrying and other similar techniques. Abilities to see your influence on the future, such as prophecy and precognition, struggle to keep a hold on you. A seer looking through a magic mirror to see your location will instead find their gaze pulled in a random direction several meters away, or have their gaze settle on someone who looks superficially similar to you. Someone gazing into your future may find their future sight putting you somewhere else each time they check. The more your stalker knows about you, the less effective this is.

Mundane Savant (50BP)
[Perk] [Personal] [Multi-Buy]
Pick a normal, mundane skill, like art, camping, cooking, fencing, gardening, history, math, science, singing, a sport, or the like. You're significantly more skilled at it than normal – like you've been in a club or class for it throughout an entire school career, from pre-school to college.

Capable Leadership (50BP)
[Perk] [Personal]
Calm, dependable, wise, and strong-willed. You just… have that kind of vibe. Unless and until you give them a reason not to, people feel a bit more comfortable relying on you, especially in chaotic situations where a leader is needed.

Heart of the Party (50BP)
[Perk] [Personal]
You have a natural talent for building rapport with other people. You can tell what they like, and what kind of person would get along with them. This lets you become friends, or help others make friends with each other, a little more easily.

Perfect Presentation (50BP)
[Perk] [Personal]
Your hair perfectly frames your face. Any clothes you wear drape perfectly upon your frame, accentuating your form. You always have astoundingly good posture without even trying. You have a new body, now you know how to show it off. This is how 9/10s become 11/10s.

META

The Kid in the Cockpit (50BP)
[Perk] [Meta]
Sometimes, you'll come across Perks or Origins or even full Jumps that require you to have a specific age or age range. Some may even ask you to roll for it. With this Perk, you may ignore that. Each Jump, you may freely start the Jump at any age between 8 and 18, in addition to that Jump's default age ranges. You might get some odd looks, but ultimately the world will just adapt to the fact that maybe you're a little young to be working in the military, or too old to be in middle school. Note that this initial fitting-in only works on whatever organizations or institutions you'd be joining as a result of your Origin.

Interdimensional Inhibitor Library (100BP)
[Perk] [Meta]
Though they can be troublesome and difficult, Drawbacks can provide value to fuel progress. And sometimes, you'll come across one or two you wanna keep. With this Perk, you may record any Drawbacks from a Mecha or Sci-Fi themed Jump, and store it. From then on, as long as you can find a way to adapt it to the Jump you're going to, you may activate your stored Drawback(s) for points in that Jump. This is obviously easier with Drawbacks that specifically affect you.

ITEMS

Hangar (Free)
[Item] [Hangar]
This is where your Mecha are kept. If you don't have a Warehouse, the Hangar and its upgrades exists in-Jump as a nondescript building (though you can personalize it however you like), and can manifest that way even after being connected to your Warehouse. It can be merged with any mecha hangars, airports, military bases, or other such objects you purchase along your Jumpchain.

The inside of the Hangar uses black-boxed, space-time-warping technology to be big enough to house any and all of your Giant Mecha, while also allowing you to easily move from one to another at a reasonable pace – you won't find yourself walking for eons to bypass a galaxy-sized giant mecha.

If it's destroyed, it will reappear after one week in a new, safe location you can reach.

Advanced Repair Bay (100BP)
[Item] [Hangar]
This advanced automatic bay resizes to fit whatever Mecha you want to put inside it. Over the course of 24 hours it will repair any and all damage your Mecha has experienced. It also halves the time it takes for Mecha to be returned to you after being destroyed.

Quantum Restocking Station (200BP)
[Item] [Hangar]
Your Hangar now has strange panels that can be quantumly projected and adhered to flat, inert surfaces sitting at 90 degree angles from the ground (such as and almost exclusively the sides of buildings). These panels simultaneously exist in both the Hangar and wherever they've been projected to. They by default only contain a cord through which you can recharge your Mecha, but they can also store any excess weapons your Mecha couldn't carry into battle. Damage done to the panels' projection carries over to the panel itself, so be careful with them. You will need someone at the Hangar to teleport these panels to and from the Hangar.

Personnel Training Rooms (200BP)
[Item] [Hangar]



Your Hangar now has chambers for practicing personal skills. A shooting range exists capable of handling any ranged weapon you or your Companions and Followers possess, there's a combat room for CQC training (including against holograms whose skills can be scaled to the user's own), a room full of equipment, games, and tools meant to help two people fall into sync with one another, a library with a majority of mundane books and training manuals on military tactics, science, martial arts, and arts and crafts.

Virtual Cockpit Training Systems (200BP)
[Item] [Hangar] [Upgrade: Personnel Training Rooms]

Your Personnel Training Room has been upgraded further with a collection of replicas of the cockpits of every vehicle you, your Companions, and your Followers have ever been inside. From mundane cars to advanced spacecraft and of course all sorts of Mecha, this collection allows you to acquaint yourself with the controls of a wide variety of vehicles. It helps that these all also have virtual reality training simulations, allowing you to simulate all sorts of combat and noncombat situations.

Space Is The Place (200BP)
[Item] [Hangar]

You now have a space colony of about 13 thousand square kilometers, capable of housing about 3 thousand people per square kilometer, that is connected to your Warehouse and the inside of your Hangar, providing you another place to deploy your Giant Mecha. It has enough space for residential, business, agriculture, and manufacturing districts. By default it appears in orbit around the main planet the Jump happens on, though it can be hidden behind a local moon. If the setting's story has a wider range than a single planet, you may place this anywhere within its reach.

Sync Suit (100BP)
[Item] [Personal]
This skintight outfit is easy to move in, sharpens your senses via connections in the spine, comes with a helmet that when worn with the suit allows you to survive in the vacuum of space, and ultimately improves your ability to pilot Mecha. If your Mecha uses mental interfaces or plugs directly into your nervous system or something similar, this suit is compatible with that system. It can Import into any similar mecha-piloting outfits you buy, gaining their abilities and allowing you to swap appearances between them.



Sync Neural-Link (100BP)
[Item] [Personal] [Upgrade: Sync Suit]
This set of addons for your **Sync Suit** directly connect to your brain to further increase your capabilities with mental controls, and can even allow you to command a Mecha from outside of its cockpit. You may choose their form-factor – either as antenna attached to the side of your head, small buds similar to hairpins, or as stud-form earrings.



Advanced Phone (100BP)
[Item] [Mundane]
The best way to keep in contact. This sleek but otherwise seemingly normal phone can shift between any model of phone, walkie-talkie, or radio communicator you've encountered before, and has plenty of apps to modify the aesthetics on screen. It receives great signal, courtesy of beyond-quantum-tier wireless services, and connects to the storage of any computers or other technological devices you happen to possess, and can run any of their applications. It can also be used to check the diagnostics of any of your Mecha, tracking internal damage and seeing through any of their cameras. This same impossible wireless service also makes it impossible for mundane tech to track. It has a personal storage of about 5 terabytes, and if its current form features a camera, you can be sure that it is easily the best camera you've ever seen. If your friends become Companions and don't already have a phone, they'll find one of these arriving for them in the mail within 24 hours, with your contact info attached.

Scanning Glasses (100BP)
[Item] [Mundane]

A pair of hardy but comfortable glasses. Aside from perfectly suiting the wearer in whatever they wear and fitting any alt-forms you have, they have a variety of useful traits. The lenses also function as screens with overlays that make everything from shooting to studying to speaking with people you don't know the language of easier. Data from your Mecha, including any onboard cameras, can be streamed to these glasses as well, even when you're outside of the Mecha. Cameras and unique brain interfaces hidden in the temples connect to the visual cortex, allowing even the blind to see normally. They're able to magnify themselves at the wearer's will to serve as binoculars or microscopes, as well. If you happen to have any weird eye powers, wearing these can obfuscate any glowing or color changing from onlookers.

You may choose for these to be clear glasses, sunglasses, goggles, or a visor, and you may swap between these forms at will. You may import any other eyewear onto these glasses.

If you have a **Sync Suit**, the helmet that comes with it gains the functionality of the Scanning Glasses as well.

If damaged, destroyed, or permanently lost, a new pair will appear in your pocket, purse, bag, or other container an hour later.

Shuffle Alliance (200BP)
[Item] [Personal]
A set of five cards – one for you that is emblazoned with a symbol representing you, and four blank cards for four others. By giving another person one of these cards, the card fills in with a suitable symbol that represents them, which can manifest on the back of their hand. They gain copies of any and all Perks you possess that involve piloting Mecha or hand to hand combat, and receive a Mecha that they may customize with the Mecha Builder. All four of your new allies will base their Mecha on one you already own, as far as Class and size go, but will otherwise personalize their own Mecha to suit them.

Your teamwork with these peers is exceptional, and your power grows when you're fighting alongside each other. At the end of the Jump, you may choose to make them Companions, or not. They will retain the gifts you gave them, even if you depart without taking them with you, and you will get new blank cards to replace any you leave behind. If you make them Companions, they receive 500BP to spend on anything but **Shuffle Alliance**.



Life Support Pod (200BP)
[Item] [Personal]
This pod filled with a breathable, nutrient-rich liquid will stabilize anyone inside it, regardless of how badly hurt they are, and can promote natural healing processes, making it a perfect supplement to well-performed surgery. The person inside can be kept sedated, or allowed to be awake or asleep as they see fit. The first one you buy will be built into your Hangar, but additional ones can be placed anywhere you see fit – your Warehouse, one of your Properties, or out in the world.

Polyhedral Support Unit (100BP)
[Item] [Personal]



A softball-to-basketball-sized robot with a rudimentary AI. It may be shaped like a sphere, pyramid, cube, bipyramid, dodecahedron, or icosahedron.

They are capable of self-propelling – rolling along the ground or by flapping panels to achieve basic flight. They may or may not have arms and legs.

They can interface with most Mecha, and are skilled at basic maintenance and repair, and managing communications systems. They are also potentially capable of piloting a Mecha they are plugged into, though they will need training in that field. They can communicate using simple words in any language you know.

You gain 1 fiat-backed Polyhedral Support Unit as a Follower for each purchase you make of this. You also gain blueprints to make, customize, and reprogram more (not fiat-backed) units, should you acquire suitable crafting skills to make them.

MAG-VED Artificial Intelligence (300BP)
[Item] [Hangar]
An advanced General Artificial Intelligence capable of managing your Hangar and coordinating all technology systems you possess. It can link up with your Mecha as well, and is proficient in piloting a single Mecha Class you yourself are capable of piloting. They do not count as a Companion and cannot be Imported as such, but if a Jump happens to have an Origin, Item, or Companion option that involves being an AI, supercomputer, program, robot, or similar, they automatically get 600CP to spend on Perks from such Origins, import the Item into themselves, or freely take on the Companion option given. Their mainframe is stored somewhere in your Hangar, powered by state-of-the-art generators and running on a physical server based on the highest technology you've encountered (or, your preferred technology, if those are different). If destroyed, this mainframe will be restored to normal on its own, 1 year later, but can potentially be repaired faster through other means.

Field Repair Kit (50BP)
[Item] [Personal] [Discount With: Advanced Repair Bay]
A small toolbox containing everything you need to get to do some field repairs. Wrenches, hammers, screwdrivers, nuts and bolts, welding tools, and more. There's at least one wrench in here that's hefty enough for you to break a guy's skull with it.



Self-Defense Sidearm (50BP)
[Item] [Personal]
A simple pistol for you to protect yourself with. It has about as much stopping power as a paintball gun, probably a little less. Thankfully, you won't need to worry about buying ammunition – every time you reach for it, it will have a full cartridge of 20 bullets.



SOFTWARE

Once bought once, you may install Software on any Mecha. Software that modifies by a percentage does so compared to the Mecha as it was before the installation is complete. For example, with Generic Mecha Runtime Manager, A Mecha with a base Runtime Cost of 50 Fuel per Minute will drop to 45 the first purchase (-5), then 41 (-4), then 37 (-4), then 34, 31, and 28 (-3 each), then 26, 24, 22, 20, and 18 (-2 each), then 17, 16, 15… all the way down to 1 (-1 each). And this cannot make a Mecha have a Runtime Cost of 0.

Generic Mecha Runtime Manager (100BP)
[Software] [1 Software Slot] [Multi-Install]
Programs that ensure your Mecha's core systems run more efficiently, reducing its Runtime Costs by 10% of its previous amount, rounding down but never falling below 1, with each Slot you install it to.

Predictive Damage Mitigation Systems (100BP)
[Software] [1 Software Slot]
Have you heard of the phrase "rolling with the blows?" This program causes your machine to move in subtle ways so as to reduce incoming damage. Blunt hits especially will do less damage.

Standard Targeting-Assist System (100BP)
[Software] [1 Software Slot] [Multi-Install]
With a combination of weapons efficiency boosters, telescopic enhancement, and aiming calibration programs, this package improves the pilot's aim, allowing ranged attacks fly further than usual and ensures they actually hit their targets from higher distances, effectively boosting the upper range of all ranged weapons by 10% for each installation of this program.

Zero-Point Pilot-System Synchronization Regulator (100BP)
[Software] [1 Software Slot] [Multi-Install]
This program works with existing Hardware such as Haptic or Mental Controls to enhance mental synchronization between the user and the machine, enhancing the user's ability to quickly and smoothly pilot the machine by 10% for each installation.

DUMMY Artificial Cockpit Environment Emulation (100BP)
[Software] [1 Software Slot] [Multi-Install]
This program is designed to interface with AI and other digital beings, allowing them to remotely pilot the Mecha from 100*10^X meters, with X being the number of Software Slots this program is allocated to. Latency starts to become a problem at 75% of the maximum distance.

DUMMY Digital Cockpit Tutorial Systems (100BP)
[Software] [1 Software Slot] [Multi-Install]
This set of "so easy even an idiot can use it" instructions serve to teach digital beings and biological beings with the right tech attached to or installed inside their skulls how to pilot a Mecha without any prior training or proficiency. The more instances of this program installed, the more effectively the Mecha teaches its pilot how to drive it.

DUMMY Brain Emulation Restriction Systems Enmity-Released Killer (100BP)
[Software] [1 Software Slot] [Multi-Install]
An experimental piece of software that allows the Mecha to pilot itself in an emergency. Its system's structure is based on a stripped-down version of the human brain… and apparently works twice as well with Mecha that were built with the **NER-VOUS Internal Bio-Simulation System**. Once active, the Mecha begins moving on its own with… based on records, "extreme and blind violent intent and instinct, completely out of control, oh god no why is it coming this wa-" A Mecha running on this uses 50% less Fuel, and can run without Fuel at all for one hour, for each Software Slot devoted to it.

Pilot Reserve Energy Conversion Algorithm (100BP)
[Software] [2 Software Slots] [Multi-Install]
Allows the Mecha to draw upon the Pilot's reserves of extranatural energies. Whether it's ki, chakra, mana, or something else entirely, the Mecha can now efficiently augment its Fuel Reserves directly using the Pilot's power. If Software or Hardware is installed that allows the use of these energies in their natural form and enables the use of related techniques, this Software makes that process 10% more efficient compared to pre-installation, rounding down but never falling below 1, with each purchase.

TATTLE-CORP Surveyor System (100BP)
[Software] [1 Software Slot] [Multi-Install]
Your Mecha uses built-in cameras to take in the battlefield and analyze enemies and allies. The attached rudimentary AI can figure out what your foe is made of, their strengths and weaknesses in terms of structural integrity, and more. It calculates these things at a rate similar to a computer with X0 gigahertz of speed, with X being the number of times this Software was installed. Software made from Perks that increase intelligence add Y% to the efficiency of the this process (with Y being the Software's original CP cost – a 600CP Perk would thus improve this software's processes by 600%). Useful information acquired this way can be displayed on HUDs in your Cockpit, or sent to other computers your Mecha is wirelessly connected to.

TATTLE-CORP Data Trawler System (100BP)
[Software] [1 Software Slot] [Multi-Install] [Upgrade: TATTLE-CORP Surveyor System]
Your Surveyor can now survey the digital landscape as well as the physical one, hacking into and searching local networks and pulling pertinent information about your friends and foes. You can use this to learn more about a target, from their personality, affiliation, emotional state, recent history, and more. This of course only works in cases where there is a network to trawl. Useful information gleaned from this program can be displayed on HUDs in your Cockpit, or sent to other computers your Mecha is wirelessly connected to. This Software also counts as the **TATTLE-CORP Surveyor System** for the purposes of improving processing speed, and benefits from that speed as well.

MECHA CLASS

Mecha come in all shapes and sizes. Here, you'll decide a specialty to work within, making you proficient in piloting and maintaining Mecha within that Size Class, and capable of making Mecha frames of that Class. Perks you buy here are only usable with Mecha of a Class you're proficient in. You gain ***Armor (A) Class*** for Free, and may select one Mecha Class at their base price, with the price of additional Size Classes increasing by 50% each subsequent purchase.

Alternatively, you become proficient with additional Classes for free upon completing Jumps that feature Mecha of that Class.

Armor (A) Class (Free)
[Mecha Class] [Fuel Capacity: 100] [Hardware Slots: 3] [Software Slots: 10]
[Built-In Hardware: Airtight Cockpit, Haptic Controls]
[Free Software:]
[Runtime Cost: 0]



Standing at about 1.5 to 2.5 meters tall, this is Powered Armor that is usually worn as a suit and not only protects but is designed to improve your capabilities and utilize built-in weapons. The internal battery is limited by its size, but it doesn't need to have a great capacity – the majority of the suit's core systems are low enough in cost that you can effectively run the suit forever. This is helped by the fact that it's mostly relying on your own body for things like locomotion, only using its systems to enhance your existing movements. Only using weapons and other installed upgrades that will provide a major drain on the battery.

This Mecha Class takes about 24 hours to be restored should it be damaged beyond your ability to repair.

This Mecha Class also counts certain small vehicles.





Buster Armor (B) Class (100BP)
[Mecha Class]
[Fuel Capacity: 300] [Hardware Slots: 5] [Software Slots: 8]
[Built-In Hardware: Type G-RIC Heavy Armor]
[Free Software:]
[Runtime Cost: 10 per Minute]



Standing at anywhere between 2.5 and 4 meters tall, the pilot rides in the torso, though usually the head sits inside the head of the mecha. These suits are heavy and bulky, with more room for weapons and other equipment. It's got significant capacity for fuel… which it needs, considering that the systems that allow it locomotion are intensive and require a fair amount of energy to even run.

This Mecha Class takes about 48 hours to be restored should it be damaged beyond your ability to repair.

Carrier (C) Class (300BP)
[Mecha Class]
[Fuel Capacity: 500] [Hardware Slots: 8] [Software Slots: 8]
[Built-In Hardware: Vehicle Mode]
[Free Software:]
[Runtime Cost: 10 per Minute]

Standing at anywhere between 4 and 10 meters tall, Mecha of this type stand about as tall as the average building, and easily take up the streets they stand on – some may even have transformations that allow them to become vehicles such as cars, planes, or boats meant for a single rider. Most mecha of this type have cockpits that can be easily sat in, as opposed to the standing position often found in smaller models.

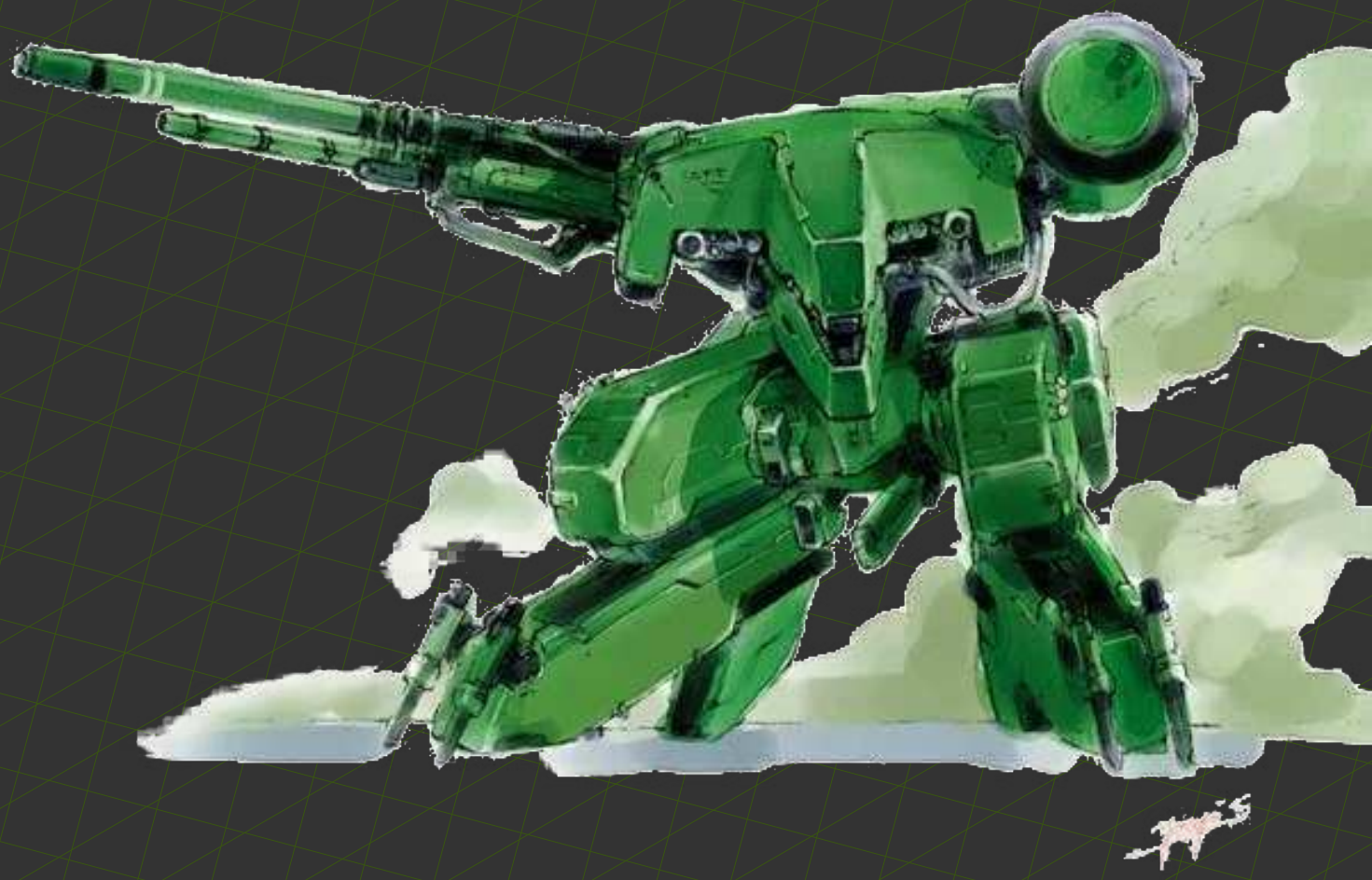
This Mecha Class takes about 120 hours to be restored should it be damaged beyond your ability to repair.



Launcher (L) Class (500BP)
[Mecha Class]
[Fuel Capacity: 700] [Hardware Slots: 11] [Software Slots: 8]
[Built-In Hardware: MG-RG Launcher]
[Free Software:]
[Runtime Cost: 25 per Minute]
Standing at between 10 and 15 meters tall, these particular mecha are notable for their ranged capabilities – designed to serve less as direct combat mecha and more as walking artillery platforms. It's outfitted with myriad smaller guns for point defense, but its main cannon is the big star – these can be outfitted with ICBMs, railguns, massive lasers, and the like.

While it does carry a larger battery than the above options, its extreme size tends to mean it needs more energy to function, so it's important to keep it topped off.

This Mecha Class takes about 120 hours to be restored should it be damaged beyond your ability to repair.



Headquarters (HQ) Class (500BP)
[Mecha Class]
[Fuel Capacity: 2000] [Hardware Slots: 11] [Software Slots: 8]
[Built-In Hardware: Rolling Propulsion OR Sea Propulsion OR Sky/Space Propulsion, Hangar Launcher, Field Recharge, Main Bridge, Point Defense]
[Free Software:]
[Runtime Cost: 25 per Hour]
Roaring along at 250 to 400 meters long (yes, long) and between a tenth to a half of that tall, this *behemoth* of a mecha can barely be called such, acting more as a massive mobile platform to launch other vehicles, including your other Mecha. They can be massive tanklike bases, grand ships sailing the oceans, or a vessel to traverse the void of space. While they can be autonomously run by a single pilot, it would be wiser to recruit a crew of some sort to maintain and pilot it.

This Mecha Class takes about 720 hours to be restored should it be damaged beyond your ability to repair.



MECHA BUILDER

As a reminder, as per ***Mecha Designer*** you may create a Mecha of any Class you're proficient in, for a CP cost equal to the BP cost required to become proficient in them.

Each time you acquire a Mecha, you may modify it using 500 Mecha Points, plus a number of Mecha Points equal to half the CP Cost of the Mecha (before discounts). For example, an A-Class Mecha has 550MP to be customized with, while a C-Class Mecha has 650MP to be customized with. From outside this Document, an **Evangelion Unit** from **Neon Genesis Evangelion ANIMA** would have 700MP to work with (after customizing it via the Evangelion Builder Supplement), while the **Integrated Mechanical Soldier Type-4 Akashima** from the same document would have 800MP to use.

In addition, you can make additional changes by converting CP to MP at a 1:1.5 exchange rate (so 100CP will get you 150MP). You cannot convert MP to CP.

Some Hardware can be (and often must be) acquired for free, if you take certain Chain-Drawbacks.

Your first Mecha, obtained for free, will be of a Class you purchased above. Each Class has core upgrades that come free. In addition, it receives the following Hardware for Free:

Clarkebreaker Inc. BM Frame (100BP or 300MP)
[Hardware] [0 Permanent Slots]
This Mecha has been firmly stabilized across the metaphysics of all realities. As a result, it will remain available for you even within Gauntlets and while under the effects of Item-Removing Drawbacks.

BASE UPGRADES

Frame Expander (50MP, cannot be used on Armor (A) Class Mecha)
[Hardware] [0 Permanent Slots] [Multi-Purchase]
Modifies the base Mecha to be significantly bigger. You may increase your Mecha's final size by up to 10 Meters or 25% of your Mecha's current size, whichever is bigger (for easy reference, any Mecha bigger than 40 Meters will prefer the 25% cap). This also adds 1 Hardware Slot per purchase.

Additional I-Paneling (50MP)
[Hardware] [0 Permanent Slots] [Multi-Buy]
Adjusts your Mecha's systems to be able to cram more Hardware into it. The Mecha gains 3 Modular Slots each time you purchase this.

Additonal P-Drives (50MP)
[Hardware] [1 Modular Slots] [Multi-Buy]
An additional storage drive for digital upgrades. The Mecha gains 3 Software Slots while this is installed.

Type G-RIC Heavy Armor (100MP)
[Hardware] [3 Modular Slots] [Multi-Buy]
Additional, thicker plating for your Mecha. By default your Mecha's armored plating uses rolled homogeneous steel plate of about 20mm. This upgrades it into Chobham Armor utilizing boron carbide and a titanium alloy, with a combined thickness of about 30mm. You may replace this armoring with any materials you have a fiat-backed supply of. Additional purchases make the armor even thicker.

Type G-RIC Additional Limbs (50MP)
[Hardware] [1 Permanent Slot] [Multi-Buy]
Your Mecha gains 1 additional limb of your choice. Legs, Arms, Wings, Tails, Tentacles. If it exists in nature it can be replicated here.

NER-VOUS Internal Bio-Simulation System (400MP)
[Hardware] [0 Permanent Slots]
Your Mecha… isn't. It is made of some kind of biological material – muscle and sinew instead of steel and iron, blood and veins instead of oil and pipes. This Mecha can, thus, utilize your Perks directly, without you needing to convert them into Software.

SHEIK-GELL Esoteric Warding (100MP)
[Hardware] [3 Modular Slots] [Multi-Buy]
A set of additional plating with specialized inscriptions that make your Mecha resilient against external mystical effects – spells are more likely to bounce or slide off, corruptive effects fail to take hold, and incursions from eldritch dimensions cannot penetrate the hull – while also enhancing internal mystical effects; magical boosts or enchantments last 10% longer and are likewise more powerful. Additional plating further guards the Mecha and those inside it from the supernatural.



Generic Active Trigger Type Augmentation Incorporation System (50MP)
[Hardware] [3 Permanent Slots] [Runtime Cost: 10 Per Second] [Multi-Buy]
Your Mecha has been modified to be compatible with another Mecha. When you buy this Hardware, you buy it for both Mecha you plan on being able to combine. Both Mecha then invest MP in whatever amount they prefer. You then gain 1.5 times that amount, only usable in the Mechas' combined form. You may decide how this influences the Mecha's hight, though their weight is combined. You may give your Mecha the number of limbs both Mecha had, or see those limbs combined into something bigger and stronger. Fuel reserves conjoin, and for some reason become twice as potent – the combined Mecha's equipment are, in general, twice as strong or effective for their fuel cost. The Cockpit becomes **Drift Compatible** even if that wasn't normally installed.



You may combine up to 5 Mecha this way, for each purchase. All 5 Mecha must be on the scene and piloted when the combination happens.

COCKPIT

Airtight Cockpit (100MP)
[Hardware] [0 Permanent Slots]
Your Mecha is designed to be airtight and pressurized, allowing you to survive piloting it underwater, while surrounded by poisonous gases, or in the vacuum of space.

Life Support Cockpit (100MP, Requires Airtight Cockpit)
[Hardware] [0 Permanent Slots]
Ughhh! What is this stuff the cockpit is filled with? Whatever it is, it's breathable and nutritious. It keeps your blood inside you, and can keep you alive no matter your injuries or illnesses. This should increase your survivability.

Haptic Controls (100MP)
[Hardware] [0 Modular Slots]
One to one motion. Your cockpit allows you to stand in it, and every move you make is mimicked by your Mecha. If your Mecha has weaponry, wireframe holograms of such can be produced to allow you to wield them. You can only take one "Controls" Hardware per Mecha.

Mental Controls (100MP)
[Hardware] [0 Modular Slots]
Your Mecha is listening in on your thoughts. As such, your mental commands control the Mecha as easily as they control your own body. It might take some getting used to, but it's fairly easy once you get the hang of it. You can only take one "Controls" Hardware per Mecha.

Proprietary Controls (100MP)
[Hardware] [0 Modular Slots]
Your Mecha's control systems are designed for you – it would take extensive training under you or someone who learned from you for anyone to be able to pilot this Mecha. Think of it as an anti-theft feature! You can only take one "Controls" Hardware per Mecha.

Drift Compatible (100MP)
[Hardware] [1 Modular Slot]
Your cockpit was made for two. You can pilot it solo, but if there's two people in the seat, the vehicle becomes so much stronger. You can buy this multiple times, increasing the number of people who can work together to pilot your Mecha.

Eject System (100MP)
[Hardware] [1 Modular Slot] [Fuel Cost: X]
Your Cockpit is designed to be ejectable, and your Mecha has a means to launch your cockpit far away from it as a last resort option. You may activate this manually, but the Mecha also has parameters to automatically eject you if complete system failure is imminent (read, if it's about to explode it will get you out of there). If you have Main Bridge or Mass Habitation Unit, this includes a suitable number of escape pods as well.

Main Bridge (100MP)
[Hardware] [2 Permanent Slots] [Size >= 200 Meters] [Discount With: Mass Habitation Unit]
Your Cockpit… is, uh, a bit more than a cockpit. Your Mecha is big enough to count as a battleship, and thus needs a command bridge for you, your Companions, and your Followers to run things. It has everything you'd need from a command base – computers to track the statuses of allied Mecha, access to local satellite imaging to get you a battlefield map, communications between you and your allies out in the field, means to control Bits and Fangs remotely, and of course plenty of room for bridge bunny shenanigans.

The Main Bridge also makes this Mecha habitable for about 300 people, providing a cafeteria, bunks, showers, offices, and the like somewhere inside the Mecha. The bigger the Mecha, the more space it has for people to live inside.

Mass Habitation Unit (100MP)
[Hardware] [5 Permanent Slots] [Size >= 4000 Meters] [Multi-Buy]
This… goes well beyond simply having a cockpit or bridge. With this, your Mecha is now a moving fortress city. The combined city space within your Mecha takes up approximately 25% of your Mecha's size per purchase, capable of comfortably housing a population density of about 3000 per square kilometer with room for shops and the like. A command center in the city serves as your actual cockpit.

PROPULSION/SHAPE

Rolling Propulsion (+100MP)
[Hardware] [0 Permanent Slots]
Your Mecha's got no legs to stand on. Instead, it traverses the battlefield via a heavy set of tank treads or wheels. They're not as impressive or as agile as legs, but the mecha is heavier and more stable, and able to move in a straight line at least three times faster than a Mecha with normal legs. It also cuts the Runtime Cost of the Mecha in half.

Sea Propulsion (100MP)
[Hardware] [0 Permanent Slots]
Your Mecha's got no legs to stand on. Instead, it moves along the surface of the water (or underwater) using propellers of some kind, moving at a water speed about two times faster than an equivalent mecha's running speed. Comes with waterproofing for your Mecha's internal components as a whole. For 1 Slot more, you may keep your Legs while still having the improved maneuverability underwater.

Sky Propulsion (200MP)
[Hardware] [0 Permanent Slots]
Your Mecha's got no legs to stand on. Instead, it hovers over the ground with anti-gravity propulsion, making it far more agile in the air. Its flight speed at full throttle is three times faster than an equivalent, legged mecha's running speed. For 2 Slots more, you may keep your Legs while still being capable of traversing the skies. If a Mecha with Sky Propulsion has an **Airtight Cockpit** it may also traverse outer space in the same way.

Cosmic Drive (200MP)
[Hardware] [1 Modular Slots] [Upgrade: Sky Propulsion] [Upgrade: Airtight Cockpit]
Your Mecha is fitted with dimensional folding tech that allows it to move through space at high enough speeds to make travel from Earth to the moon a day trip. This drive requires time to fire, and can't be used for short-burst movement – only for catapulting yourself across distances relevant for interplanetary travel. It can incorporate any tech used for this purpose that you find in your Jumpchain.

Beast Shape (300MP)
[Hardware] [0 Permanent Slots]
Your Mecha is not human in shape – instead it takes the form of an animal of some kind. If it's an aquatic creature it comes with Sea Propulsion. If it's a flying creature it comes with Sky Propulsion. All kinds come with **C-LAW Natural Weapon Replica**.



Vehicle Mode (300MP)
[Hardware] [1 Permanent Slot]
Your Mecha can transform over the course of a few seconds, becoming a vehicle of some kind. You may choose to obtain **Rolling Propulsion**, **Sea Propulsion**, or **Sky Propulsion** for free and fold it into your Mecha's transformed state – you can also purchase additional "X Propulsion"/"X Shape" options to grant your Mecha additional Vehicle Modes.



Om-Mo Directional Thrusters (100MP)
[Hardware] [1 Modular Slot] [Runtime Cost: 1 Per Second]
Your Mecha is designed with several small rocket thrusters to speed the Mecha up, or allow quick, on-the-spot manuevering. This is especially useful in space, but can be used anywhere.

Hangar Launcher (300MP)
[Hardware] [1 Modular Slot] [Size >= 200 Meters] [Discount With: Mass Habitation Unit]
Your Mecha has had a big door installed into it – possibly in the chest, possibly somewhere else, depends on the shape of the machine – and it turns out that door leads to your Hangar. As such, your Mecha is capable of delivering Mecha that are significantly smaller than it to the battlefield. The door comes with a sort of catapult that launches any Mecha that can fit through the door out at high speed. This Hardware does not function inside the Hangar.

WEAPONS SYSTEMS

Lengths and weights for all weapons listed assume use by an Armor (A) Class Mecha of a height of 1.5 meters, and scale proportionately when made for bigger Mecha.

Type-B Ammunition Manufactory (100MP)
[Hardware] [1 Modular Slot] [Fuel Cost: 1 Per Bullet] [Multi-Buy]
A portable system to convert Fuel directly into more ammunition for your weapons. You simply command it to get to crafting and in a few seconds per bullet you'll have a reload ready for any standard gun your Mecha was designed to carry.

Type-G Ammunition Manufactory (100MP)
[Hardware] [1 Modular Slot] [Fuel Cost: 3 Per Grenade] [Multi-Buy]
A portable system to convert Fuel directly into more weaponry. You simply command it to get to crafting and in a few seconds you'll have produced a single grenade, to be thrown or loaded into a grenade launcher you're carrying.

Type-M Ammunition Manufactory (100MP)
[Hardware] [1 Modular Slot] [Fuel Cost: 5 Per Missile] [Multi-Buy]
A portable system to convert Fuel directly into more ammunition for your weapons. You simply command it to get to crafting and in a few seconds per missile you'll have a reload ready for any rocket launcher, cannon, or missile launcher your Mecha was designed to carry.

Glorified Box Cutter (Free)
[Hardware] [0 Modular Slots]



A simple utility knife, fitted to be held in your Mecha's hand and be about half a hand long. It's definitely sharp, but that short range is going to be uncomfortable. At the very least it's small enough that it can be slotted into your Mecha with exceptional ease. If its length is snapped, there are additional segments in the handle, and additional blade segments can be manufactured with the Ammunition Manufactory and subsequently installed.

Glorified Paintball Gun (Free)
[Hardware] [1 Modular Slot] [Multi-Buy]
A simple semiautomatic assault rifle with a caliber of 5.56mm, firing lead at 1200rpm cyclic rounds per minute. The caliber, of course, scales up with your Mecha's size. The ammunition is by default fairly mundane and not great against beings with mystical defenses or truly exceptional armor.

Heavy Mounting (100MP)
[Hardware] [0 Modular Slots]
Modifies one of your ranged Weapons Systems to be of a size and caliber designed for a Mecha 50% bigger than this one, while costing no **Modular Slots**… in exchange for fully replacing one of your Mecha's arms. You may take this twice, fully removing your Mecha's default arms.



BFW-1000 (100MP)
[Hardware] [1 Modular Slot] [Multi-Buy]
Quite simply, a mecha-scale but otherwise mundane melee weapon.
Or… maybe not mundane. It is by default made of titanium, but can also be made of any material you've acquired a fiat-backed source of. It can, of course, be a sword, a spear, an axe, a hammer, or any kind of mundane weapon you want.

BFG-1000 (100MP)
[Hardware] [1 Modular Slot] [Multi-Buy]
Quite simply, a mecha-scale but otherwise mundane real world bullet-shooting gun meant for human hands, with similar calibers and ammo clips. Or… maybe not mundane. Bullets are by default made of lead and steel, but can also be made of any material you've acquired a fiat-backed source of.

C-LAW Natural Weapon Replica (100MP)
[Hardware] [1 Modular Slot] [Multi-Buy]
The hands (or paws, or talons) of your Mecha have been adjusted to have sharp edges equal to the BFW-1000. These may be modified further to match any of the BFW or BFAu class weapons, by increasing the MP cost of this weapon type. Chainsaw or laser fingers can make objects a bit hard to hold, however.

BFG-1500 (200MP)
[Hardware] [2 Modular Slots] [Multi-Buy]
Quite simply a mecha-scale but otherwise mundane real world missile launcher, grenade launcher, or bazooka meant for human hands. Payloads are by default an equivalent to 10 kilograms of TNT, but if you have some other kind of fiat-backed explosives you may customize missiles to feature that as a payload instead.

BFAu-Chsw-1700 (200MP)
[Hardware] [1 Modular Slot] [Runtime Cost: 1 Per Second] [Multi-Buy]
Chainsaws are cool, right? Your Mecha has one in the shape of a sword. Or axe. Or some other melee weapon. Rev it up, and chew through your enemies!

BFAu-GDB-1800 (200MP)
[Hardware] [1 Modular Slot] [Runtime Cost: 1 Per Second] [Multi-Buy]
Drills are just as cool as chainsaws, of course. This can be a spear or other piercing weapon, or just drills attached to your fists. The tip's made of diamond by default, but if you have a harder, sharper material you have a fiat-backed source of, you may use that instead.

BFW-2000 (200MP)
[Hardware] [1 Modular Slot] [Runtime Cost: 3< Per Second] [Multi-Buy]
It doesn't have to be a saber. It can be a spear, axe, or some other bladed melee weapon, with an energy blade to improve its cutting power. These are by default high-power directed lasers that burn with every cut, but may instead utilize any energy-based ammunition you have acquired a Fiat-Backed source of (such as the myriad beam types used in Metroid). More Fuel increases the raw power of the laser blade.

BFG-2000 (200MP)
[Hardware] [1 Modular Slot] [Fuel Cost: 1-10< Per Shot] [Multi-Buy]
A pistol or rifle that, rather than using physical bullets, fires lasers. These are by default high-power directed lasers that burn on impact, but may instead utilize any energy-based ammunition you have acquired a Fiat-Backed source of (such as the myriad beam types used in Metroid). This may be modeled on any mundane handheld gun and has similar proportionate range – bigger guns require a higher base Fuel cost, with handguns at the bottom and sniper rifles at the top. You can charge these with more fuel to increase their range and striking power.

BFAu-Chsw-2700 (300MP)
[Hardware] [1 Modular Slot] [Runtime Cost: 5< Per Second] [Multi-Buy]
You know what's even cooler than a chainsaw? One with laser teeth! Your Mecha has a sword, axe, or some other edged melee weapon that is designed with a chainsaw mechanism that revs a laser edge. These teeth are by default high power directed energy that burn on impact, but may instead utilize any energy-based ammunition you have acquired a Fiat-Backed source of (such as the myriad beam types used in Metroid). More Fuel increases the raw power of the laser teeth.

BFAu-GDB-1800 (200MP)
[Hardware] [1 Modular Slot] [Runtime Cost: 5< Per Second] [Multi-Buy]
Some would argue that a drill is the finest weapon of all. This one is heated and may have a laser element to help dig through tougher materials. This can be a spear or other piercing weapon, or just drills attached to your fists. The tip's made of diamond by default, but if you have a harder, sharper material you have a fiat-backed source of, you may use that instead. Likewise, the lasers in use may be replaced with any energy-based ammunition you have acquired a Fiat-Backed source of (such as the myriad beam types used in Metroid). More Fuel increases the heat and laser power of the weapon.

BFG-1300P (300MP)
[Hardware] [1 Modular Slot] [Fuel Cost: 10 Per Shot] [Multi-Buy]
A pod of 30 small missiles that can be deployed in waves of 10. These missiles can lock onto and follow targets through heat detection. The payload of each missile is by default equivalent to 5 kilograms of TNT, but if you have some other kind of fiat-backed explosives you may customize missiles to feature that as a payload instead.

Wall of Steel (100MP)
[Hardware] [2 Modular Slots] [Multi-Buy]
A heavy shield that can be worn on the arm or the back of the Mecha. It is resistant to beam damage as well as physical damage. The inside has **1 Modular Slot** that can be used to store a single Weapons System bought for this Mecha. The plating that makes up this shield's defensive capabilties by default matches your Mecha's armor plating, but can be different if you have a suitable fiat-backed supply of a material type.

S.N.A.R.E. Foe Restraint System (100MP)
[Hardware] [1 Modular Slot] [Multi-Buy]
Some kind of physical tool to restrain your foe nonlethally. This may be some kind of set of massive boas, chains, whips, nets, vices, towing cables, or similar tool. These are designed to capture any kind of foe that's roughly your size or smaller, but aren't indestructible.

S.N.A.R.E. Esoteric Trapping System (100MP)
[Hardware] [1 Modular Slot] [Runtime Cost: 5 Per Second] [Multi-Buy]
Some kind of esoteric tool to capture your foe nonlethally. Deployable gravity-generators to draw foes in, force field generators to block escape, tractor beams to pull the foe in, or similar weapons can be found here. These are designed to capture any kind of foe that's roughly your size or smaller, but aren't indestructible.

Point Defense (100MP)
[Hardware] [2 Modular Slots] [Fuel Cost: 1 Per Shot] [Multi-Buy]
Your Mecha has 10 guns installed along its surface – the size and caliber of which depend on the size of your Mecha, but which are usually much smaller than any main weapons they can carry. Still, these serve as means to guard against smaller foes trying to draw in close for some reason or another.

Bit Deployer (100MP)
[Hardware] [2 Modular Slots] [Runtime Cost: 1 Per Second] [Multi-Buy]
A pod that deploys 10 remote weapons called "Bits." These weapons can be arranged in pre-designed formations around the Mecha or controlled manually. They are armed with your choice of low-caliber slug or beam guns (the latter of which drain 1 Fuel per shot). Each Bit has a Fuel Capacity of 50 from which the Runtime Cost is extracted. They may reload and recharge by returning to their pod.

Fang Deployer (100MP)
[Hardware] [2 Modular Slots] [Runtime Cost: 1 Per Second] [Multi-Buy]
A pod that deploys 10 remote weapons called "Fangs." These weapons can be arranged in pre designed attack patterns around the Mecha or controlled manually. They are armed with your choice of dagger-sized metal or laser blades (the latter of which drain 1 Fuel per second while active). Each Fang has a Fuel Capacity of

50 from which the Runtime Cost is extracted. They may replace broken blades and recharge by returning to their pod.

Funnel Deployer (200MP)
[Hardware] [2 Modular Slots] [Runtime Cost: 1 Per Second] [Multi-Buy]
A pod that deploys a one to two remote autonomous weapons called “Funnels” that, thanks to their rudimentary AI and sensory arrays, can act on their own. Each Funnel has 50 Fuel of its own, which it can recharge by returning to the Mecha and connecting with the pod. You can arm your Funnel with any weapon you’ve purchased for this Mech that takes up 2 Modular Slots or less. Weapons that require 2 Modular Slots take up the space you would use for a second Funnel.
While undeployed, your Funnel(s) can act as turrets attached to your Mecha similar to Point Defense.



MG-RG Launcher (400MP)
[Hardware] [3 Modular Slots] [Multi-Buy]
Put simply, a massive railgun to launch an explosive payload. By default this launches missiles with 1.5 kilotons of TNT. The range by default is 5 kilometers. The range and yield goes up proportionately to the higher of the Mecha’s height or length. For example, a 15-meter-tall Mecha would have an effective range of 50 kilometers and a maximum yield of 5 kilotons. You may choose to replace the generic TNT with any kind of payload you have a fiat-backed source of.

O-Type Pile Bunker (400MP)
[Hardware] [3 Modular Slots] [Fuel Cost: 10 Per Punch] [Multi-Buy]
Upgrades your Mecha’s arm with a hydraulic piston that launches a hefty, critically heavy rod (the end of which can be blunt, sharp, or just your Mecha’s fist) directly into your foe’s face, massively enhancing every punch you inflict, then retracts it back into place for the next hit.

Complex Weaponry (50MP)
[Hardware] [0 Modular Slots] [Multi-Buy]
This option allows you to combine two or more Weapons Systems into one another, allowing them to transform into one another or merge together to upgrade one another. Maybe your shield can break into a bunch of Bits or Fangs or Funnels, or maybe you can affix your BFChsw to your BFG as a chainsaw bayonet, or something else? Each additional fusion must be paid for with this option.

TRNS-MT SpaceTime Exchanger Station (300MP)
[Hardware] [1-3 Modular Slots] [Multi-Buy] [Discount With: Quantum Restocking Station]
A node that allows you to freely swap one handheld weapon for another held in storage in the Hangar. The size of the weapons that can be swapped cannot exceed the number of Modular Slots dedicated to this system. It takes approximately 5 seconds to transport one weapon out and replace it with another – a miracle of science made possible by upgrades implemented into all suitable weaponry created to be wielded by this Mecha.

GI-GA Certain Kill Enhancement (500MP)
[Hardware] [0 Modular Slots] [Multi-Buy]
An upgrade to one of your weapons, which grants it a significantly more powerful super form. If the weapon doesn't have a **[Fuel Cost: X]** or **[Runtime Cost: X]** Keyword, the super form has either **[Fuel Cost: 100]** for ranged weapons or **[Runtime Cost: 100]** for melee weapons. If the weapon already has a **[Fuel Cost: X]** or **[Runtime Cost: X]** Keyword, that cost is multiplied by 100 while in this super form. The weapon gains a fairly large wind-up time, but the resulting attack's size and destructive power skyrocket. Assuming your foe is roughly your size and similarly armored to you, landing this attack should end the battle immediately. Consider combining it with some kind of trapping mechanism.

FUEL AND ENERGY

Charging Port (Free)
[Hardware] [0 Permanent Slots]
A means for your Mecha's Fuel to be administered. Your Hangar will always be capable of administering Fuel via a cord or pipe connected to this port. All Mecha you bring in for modification receive one as an easy means for recharging.



Additional Fuel Reserves (100MP)
[Hardware] [1 Modular Slots] [Multi-Buy]
Additional tanks to store more Fuel. Each purchase increases the amount of Fuel the Mecha can hold by 50% of its previous amount, rounding up to the next 50. For example, a Mecha with a Fuel Capacity of 300 will boost that capacity to 150 (to 450), then will boost it again by 250 (rounded up from 225, resulting in a capacity of 700), then 350 (to 1050), and so on.

Field Recharge (200MP)
[Hardware] [1 Modular Slot] [Fuel Restoration] [Multi-Buy]
This Mecha has a means to recharge itself. By default, these are Solar Panels that can be exposed while the machine is inactive, but can also be wind-powered, water-powered, or any other form of charging technology or power source type you can produce. Each set recharges 10 Fuel per hour so long as you are in an area that can benefit from that source – you can't use wind power if there's no wind, for instance.

Passive Recharge Array (100MP)
[Hardware] [0 Modular Slots] [Fuel Restoration] [Upgrade: Field Recharge]
The systems you use to recharge in the field are now deployable even while the Mecha is active, allowing you to recharge Fuel, possibly faster than you spend Fuel. Be wary – this makes them fetching targets for enemy fire. A single purchase covers all instances of Field Recharge.

Spi-GL Willpower Recharge Matrix (400MP)
[Hardware] [2 Modular Slots] [Fuel Restoration] [Discount: Spi-GL Willpower Broiler Helix]



This Mecha is in tune with the willpower of its user. You may, by channeling that willpower through affirmations and… frankly, hype and aura farming, recharge your Fuel at a rate of 1 Fuel Per Second Per Minute (1 Fuel Per Second for the first minute, then 2 Fuel Per Second for the second minute, then 3…). You may instead use this matrix to double the value of your Fuel when using it to power a weapon.

NER-VOUS Superior Stable Eternal Vigor Apparatus (400MP)
[Hardware] [2 Modular Slots] [Fuel Restoration] [Discount: NER-VOUS Internal Bio-Simulation System]

You can hear a heartbeat in your cockpit, and tubes connect you directly to the source of the sound. Your Mecha is constantly regenerating Fuel at a rate of 10 Fuel per Minute, and if you are using Haptic or Mental Controls your Mecha responds significantly faster. Your Mecha gains the ability to utilize any form of energy you possess as a replacement for Fuel, and if it already has the ability to utilize that energy the process is twice as efficient. If your Mecha can utilize your Perks directly, this system makes the process faster and easier.

DRAWBACKS

Drawbacks come in two varieties – Chain-Drawbacks, which are active from now on and grant BP and/or other rewards, and Jump-Drawbacks, which can be used on any Jump to acquire CP, but often bypass the usual fiat protections the Body Mod has.

Be warned: Chain Drawbacks are baked into your Body Mod, and cannot be revoked or suspended, even if or when you Spark.

Some Drawbacks can be taken as either a Chain-Drawback or a Jump-Drawback. You cannot take a Jump-Drawback you have already taken as a Chain-Drawback.

CHAIN-DRAWBACKS

Sufficently Advanced Technology (+150BP)
Magic? Don't make me laugh. It's all technology. Perks you buy that grant you a setting's magical abilities cease to function after the Jump you get them in – instead, the magical aspects are converted into Software for your Mecha.

Only Human (+150BP)
Who said you could be strong without the giant robot? Any and all Perks that would push you beyond peak human instead effectively split into a **[Personal]** version that only takes you to peak human and **[Software]** version for your Mecha once you depart the Jump you got it in.

Only A Weak Human (+100BP, Requires the above two Drawbacks)
Who said you could be *anything* without the giant robot? ALL of your Perks are considered superhuman or magical, and thus are made into **[Software]** after the Jump you got them in.

∀ Meganekko (+100CP)



You are now in possession of a relatively normal pair of glasses. They are cute and comfortable, and suit you perfectly, shifting to match any alt forms you might change to, including your magical transformations. The bad news, you have an ingrained tendency to fiddle with them when you're nervous or excited, and worse, if you're not wearing them, your sense of sight becomes horrifically blurry. Even the ones that don't actually use your eyes. All of your sight-based powers fail, too. If the glasses are damaged, let alone destroyed, you'll find a new pair in your pocket, purse, bag, or other container an hour later.

Unfortunate Costume (+100BP, repeatable)
Your **Sync Suit** was designed by a pervert. There, you said it. It just. Is. Why? *Why* is it so tight? ***Why*** was it designed to be see-through in those specific places or those specific shapes!? Worst of all, none of your Mecha will work for you unless you're wearing it!
+(Bonus) *You get the* ***Sync Suit*** *for free.*

Suggestive Cockpit (+100BP)
The cockpit of each and every mecha you create or obtain during this Jumpchain is… painfully sensual. Rubbing against your body in just the wrong (or right?) places, looking horribly phallic (or like a womb, or pair of boobs, or…), and just generally making you wonder how horny the designer was when they were working on this. Maybe you should ask yourself!
+(Bonus) *Each Mecha you get has 1 Discount on the Cockpit section. If the purchase would normally be 100MP, it's free.*

Darling Drift (+100BP, Requires Suggestive Cockpit)

Every Mecha you obtain that's bigger than an A-Class requires you to work with a second pilot, and, uh. That cockpit thing is having a field day. You are required to be incredibly close to your partner, or in a position that looks like you're five seconds from something entirely different from… uh, what you were actually going to do in the giant Mecha.
+(Bonus) *Each Mecha you acquire has* ***Drift Compatible*** *for Free, and it doesn't take up any* ***[Modular Slots]****.*

Kitbashed Cockpit (200BP)


You cannot implement Haptic, Mental, or other such Controls, or benefit from AIs supporting the controls of your Mecha. Instead, the cockpits of all of your Mecha (even the ones you haven't customized yet) always look like someone grabbed every button, dial, video game controller, lever, steering wheel, and switch they could find in a junkyard and mapped every element of your Mecha to it. If you're lucky, they labeled everything – probably in amusing detail. If not… well. You're gonna have to figure things out. Good luck!


+(Bonus) *Every Mecha you obtain has* ***Proprietary Controls*** *for Free.*

The Beast (+200BP)



They're alive. Your Mecha are *alive*. There's a structure all too similar to the human brain where their computer systems should be… and they can, in fact, think for themselves, though the nature of their thoughts beyond the surface level remain beyond your comprehension. They cry out when damaged. They roar with anger. They whisper to each other in the dark. They pick favorite pilots from among you and your allies. They have preferred enemies they yearn to kill. They are barely restrained by the layers of metal surrounding them. What will their true nature be, when they break off your leash? Is it really worth finding out?

+(Bonus) *Every Mecha you obtain has* ***NER-VOUS Internal Bio-Simulation System*** *for Free. Software and Hardware that has* ***NER-VOUS*** *or* ***DUMMY*** *in its name are half off.*

New Season, New Friends (+200BP)

(Can't be taken if you already have Companions from previous Jumps)

You cannot take Companions with you by any means, except for your Spherical Supporter(s). Scenario Rewards that provide them will simply… not, and any **Companions** you purchase with CP will be called to your aid… but not follow you to the next Jump. Any **Followers** you acquire will instead recruit suitable expies for their numbers from the local Jump – so be careful about sending armies to fight and die on your behalf. Your **Shuffle Alliance** can't be used to convince others to join you, either, so you'll need to build a new team of Pilots each Jump.

+(Bonus) You get a ***Shuffle Alliance*** *for free! If you already have it, you get a refund!* ***Shuffle Alliance*** *now grants BP to those you induct into it despite them not being Companions.*

“GIGAAAAAAA… JUMPAAAAAA...” (+200BP)
“… BREAAAAAAAAKAAAAAAAAAAAAAAHHH!” Yeah, with this Drawback, any weapon or attack you use that uses more than 50% of your maximum Fuel must be a called attack of at least two words. The more fuel you’re using, the louder and more drawn out the invocation has to be. Interestingly, at 75% or more of your maximum Magical Capacity, your Mecha begins to shimmer, any lights already built in glowing brighter still, and your voice begins to unnaturally echo across a similarly proportionate space.

This Drawback’s thresholds become lower the bigger your Mecha is – as your mecha approaches 100 Meters, the threshold approaches 1%, until any amount of fuel you’re spending on an active action requires massive hot-blooded speeches and over the top displays of aura.

Because if you’re not gonna shout your ultimate attack loud enough for the entire galaxy to hear, what are you doing?
+(Bonus) *All Mecha you obtain get one piece of* ***Software*** *and one piece of Hardware from the* ***Weapons Systems*** *section discounted – if it normally costs 100MP or less, you can get it free! Also, you get one* ***Mecha Class*** *at a discount – if it normally costs 100BP or less, you get it free!*



I Can Only Exist Here (+200BP)
You live a pitiable existence. You can only survive outside of your Mecha (or a Life Support Pod) for 12 hours… and your body starts to fail you in increasingly painful ways halfway through, getting worse as you draw closer to your demise. You must spend 12 hours inside a Life Support environment for every 12 outside of it. You may take this Drawback multiple times, which either cuts two hours from the total time you can survive in the outside world or adds two hours to the amount of time you must wait between such excursions. You always start feeling ill, your body slowly failing, at the halfway mark of your time outside.
+(Bonus) *All Mecha you obtain get* ***Life Support Cockpit*** *free! Each purchase gives you a* ***Life Support Pod*** *for Free!*

Porcelain Dolls (+400BP)



Your Mecha's armor plating is, inevitably, of unorthodox and arguably subpar materials. Stone or wood instead of the surety of steel. Importing specific materials to serve as armor may apply their usual properties, but somehow you will always find yourself with Mecha with more naturalistic materials on the outside. It might hold. But it also might not. At least materials are plentiful, because you're probably going to need to do a lot of repairs.

+(Bonus) *All Mecha you obtain get a single purchase of* ***SHEIK-GELL Esoteric Warding*** *free!*

∀ I CHALLENGE YOU TO A MECHA FIGHT (+200BP)

Sneak attacks!? I'm sorry, what do you think this is, a war? **No**. Noooononono***no***. We are binding you to international competitive rules. You *will* challenge your vile enemies, to their faces, without deception. You will declare your intent to defeat them. Every single time.

+(Bonus) You get ***Mecha Fight InterJump Regulations*** *for free!*

Savant Pilot (+400BP)

You're… not that smart, are you? Aside from your skill as a pilot, you're kinda brash, foolish, and cocksure. You can fix and build and pilot Mecha just fine by playing it by ear, but when it comes to all the math and delicate politics and such you're maybe not the guy best turned to. Your hotblooded nature proves to be kind of a double-edged blade.

+(Bonus) You get ***Spi-GL Willpower Broiler Helix*** *for free!*

∀ Human MINUS (+400BP)

Your cybernetic augmentations are of an older, less stable generation, and typically come with physiological and psychological side effects that newer generations have dealt with. If you have an augmentation to your muscle strength, it might mess with your nerves, causing involuntary twitching. If you have an upgrade to your nervous system, your brain might start hallucinating, and so on.

+(Bonus) you get 1 Core Pilot Perk for a Discount. If it's 100BP, it's free!

Cracked Mirror (+800BP)



You are faced with a powerful rival. They are, in many ways, your equal, possessing as much BP to spend in this doc as you have, and gaining as many points in each Jump you travel to as you do. In other ways, they are your opposite – if you prefer to work as a single powerful pilot, they will build a team that is stronger than the sum of its parts, and vice versa. If you like to fight at range, they will muscle through and engage you in melee combat. If you work for good, they will side with evil, and if you join the forces of darkness they will join the forces of light.

Their motives are uncertain – perhaps they simply think of you as someone they must kill at all cost. Or perhaps you're a prize for them to take for themselves, to bind and control and use however they want. Maybe they just want to be a worthy opponent for you to overcome. Perhaps this vicious clash between the two of you is what friendship, or even love, means to them.

Regardless, so long as your Chain continues, you will never, ever, see eye to eye. No social perks or mind control will make them stop. There will be no befriending, conventionally or otherwise.

If you should slay your rival, they and any Companions or Followers they acquired will vanish from the world… however your rival will get the chance to visit an entirely different Jump while waiting for your inevitable reunion. They won't take Drawbacks in these Jumps, and will strive to find Jumps that soundly fill the remaining time between their defeat and your next Jump, utilizing toggles that let them leave early if needed and possible.

They are your destined nemesis, and they will challenge you right up until the moment you gain your Spark (coming back from the dead endlessly, with increasingly quick turnaround the closer you are to claiming your Spark), at which point you may finally finish this rivalry, one way or another.

∀ War of the Worlds (+200CP)

Uh oh. The Jump you're entering is being invaded by… what appear to be major antagonists from previous Jumps that you've trounced before. Somehow, they've followed you across your Jumpchain, and picked up tricks from the Jumps you've already passed through. You'll need to thwart them once again, this time with the aid of the locals of this world.

+(Bonus) *You get* ***Interdimensional Inhibitor Library*** *for free!*

Get What You Pay For (+300BP)

Perks you'll find across your Jumpchain can have some… ludicrous scaling, especially for their CP costs. This Drawback does away with the uncertainty, as far as your stats are concerned. Perks that would boost any of the stats on offer in this doc scale now ignore their descriptions and only give stats boosts proportionate to their CP.

+(Bonus) *Your BP investments into* ***Strength***, ***Speed***, *and* ***Reflexes*** *are doubled in effect! Also, you get one* ***Mecha Class*** *at a discount – if it normally costs 100BP or less, you get it free!*

JUMP-DRAWBACKS

∀ *Meganekko (+100CP)*

You are now in possession of a relatively normal pair of glasses. They are cute and comfortable, and suit you perfectly, shifting to match any alt forms you might change to, including your magical transformations. The bad news, you have an ingrained tendency to fiddle with them when you're nervous or excited, and worse, if you're not wearing them, your sense of sight becomes horrifically blurry. Even the ones that don't actually use your eyes. All of your sight-based powers fail, too. If the glasses are damaged, let alone destroyed, you'll find a new pair in your pocket, purse, bag, or other container an hour later.

Especially Dorky (Requires Meganekko (either version), +50CP)

So, uh. Those glasses. Even your **Scanning Glasses**. They *aren't* exactly cute, and don't exactly suit you… well, at least not from a certain point of view. For the duration of this Jump, any glasses needed for the Meganekko Drawback will be massive, opaque-looking affairs with strange spiral designs upon their surface.

Uhh… maybe you can pull it off? probably not.

∀ *I CHALLENGE YOU TO A MECHA FIGHT*

Sneak attacks!? I'm sorry, what do you think this is, a war? **No**. Noooonono***no***. We are binding you to international competitive rules. You *will* challenge your vile enemies, to their faces, without deception. You will declare your intent to defeat them. Every single time.

∀ *Human MINUS (+400BP)*

For the duration of this Jump, your cybernetic augmentations are on the fritz, which causes physiological and psychological side effects. If you have an augmentation to your muscle strength, it might mess with your nerves, causing involuntary twitching. If you have an upgrade to your nervous system, your brain might start hallucinating, and so on.

Jumptroid (+200CP)



Oh dear. All of your **[X Modular Slots]** Hardware have been scattered to the four winds! Most of it will end up hidden in some dark corner of the world… but in some unlucky cases your enemies will find this tech, and begin working on ways to reverse engineer and utilize it for themselves. You will be stuck in the current Jump until you reclaim all of your missing tech.

Burning Entry (+200CP)



Wherever you plan on entering this Jump, it's about to get a bit more interesting. Your arrival in this Jump is marked by you falling from the upper atmosphere in your biggest Mecha, with only 10% of your Mecha's fuel capacity left. Somehow, your impact won't hurt anyone, including yourself, but depending on the setting you're in, you'll likely have attracted all sorts of attention, and you'll be low on fuel reserves to welcome that attention when it arrives.

WANTED (+200CP)

Turns out, the government doesn't much care for your extraordinary weaponry being out of their control and have started a smear campaign. Or perhaps people are tired of your collateral damage? Or perhaps there's something else at play? Your Mecha are feared and hated, and everyone wants to know who's inside it going around stomping all over everyone's infrastructure. Your nature as a Mecha Pilot will meet stern disapproval from the mundane locals of this Jump. This can be overcome with time and effort, but the more traditional your friend is, the more likely they are to oppose you.

Aliens vs Jumper (+100CP)
[Multi-Buy]



They've come for our – nevermind. It seems alien life is out there, no matter the shape of the Jump you're in. Unfortunately, there's a single generic alien empire with a pretty generic goal: they want to conquer the galaxy, nay, the universe, of course! Their empire spans a space far, far greater than the setting of the Jump (for example, in Star Wars this empire will cover multiple galaxies and see The Galaxy as just another vassal state to be), but thankfully they are only sending relatively small scouting and occupying forces armed with Mecha. For another blessing, their pilots and mecha are only slightly above the power curve of the locals in this Jump, so you're probably fully capable of winning. If you buy this multiple times, multiple such empires will converge on the Jump's setting.

Xenojump X (+600CP)
[Upgrade: Aliens vs Jumper] [Multi-Buy]

Uhhh. Scratch what I said before. One of the universe-dominating civilizations that has come to your neck of the woods has several aces who are on par with any Companions you have, and there's a particular ace of aces whose Mecha and skills are every bit the peer of yours. Worse still, they're under orders: the planet, the galaxy, the local setting this Jump takes part in is in the way of some greater conquest or project. Maybe your planet sits on a hyperlane bypass, maybe your galaxy is between them and a rival? Either way, it's been decided that it all has to be destroyed. If more than 50% of all native life in the Jump's local setting dies, you suffer Chain Failure.

∀ War of the Worlds (+200CP)

Uh oh. The Jump you're entering is being invaded by… what appear to be major antagonists from previous Jumps that you've trounced before. Somehow, they've followed you across your Jumpchain, and picked up tricks from the Jumps you've already passed through. You'll need to thwart them once again, this time with the aid of the locals of this world.

Average Pilot Jumper-kun (+200CP)

It seems you've been stripped of any Body Mod Perks not granted by the **Mecha Framework Body Mod**. Can you overcome the coming Jump as just an average Mecha Pilot?

Utterly Mundane Jumper-kun (+300CP)

Oh no! You've been stripped of all the Body Mod Perks and Items granted by the **Mecha Framework Body Mod**. What will you do now that you're just… Jumper?

NOTES

PATCHES

0.5

- Initial Version, Adapted from Mahou Framework Body Mod

1.0

- Perks, Items, Software, Hardware, and Drawbacks included. Always seeking additional ideas.

1.1

- Added **Mecha-Defining Frontload** as a Modifier.
- Added **Mixed Framework** as a Modifier.
- Adjusted keywords.
  - **[Modular Slots: X]** now **[Hardware Slots: X]**
  - **[X Permanent Slots]** added.
- Additional Perks:
  - **Mecha Fight Interjump Regulations**
- Adiitional Items:
  - **Advanced Repair Bay**
  - **Quantum Restocking Station**
- Additional Programs:
  - **TATTLE-CORP Surveyor System**
  - **TATTLE-CORP Data Trawler System**
- Several Pieces of Hardware now use **[X Permanent Slots]** to mark them as permanent uses of your Mecha's Hardware Slots.
- New Hardware:
  - **Type G-RIC Additional Limbs**
  - **Generic Active Trigger Type Augmentation Incorporation System**
  - **Mass Habitation Unit**
  - **Cosmic Drive**
  - **S.N.A.R.E. Foe Restraint System**
  - **S.N.A.R.E. Esoteric Trapping System**
  - **GI-GA Certain Kill Enhancement**
  - **Spi-GL Willpower Recharge Matrix**
- New Drawbacks:
  - **∀ I CHALLENGE YOU TO A MECHA FIGHT**
  - **Savant Pilot**
  - **∀ Human MINUS**
  - **∀ War of the Worlds**

    - **Jumptroid**
    - **Aliens vs Jumper**
    - **Xenojump X**

1.2 (YOU ARE HERE)

- Adjustments made to Supplement Modifiers
- Adjustments made to Keywords **[X Modular Slots]** and **[Built In Hardware: X]**.
- Mecha Classes now have various **[Built In Hardware: X]**.
- Mecha Builder section has further details on your First Mecha.
- Adjusted Items
    - **Sync Suit**
    - **Scanning Glasses**
- New Items
    - **Personnel Training Rooms**
    - **Virtual Cockpit Training Systems**
    - **Sync Neural-Link**
    - **MAG-VED Artificial Intelligence**
- New Software
    - **DUMMY Artificial Cockpit Environment Emulation**
    - **DUMMY Digital Cockpit Tutorial Systems**
    - **DUMMY Brain Emulation Restriction Systems Enmity-Released Killer**
- New Hardware
    - **NER-VOUS Internal Bio-Simulation System**
    - **SHEIK-GELL Esoteric Warding**
    - **NER-VOUS Superior Stable Eternal Vigor Apparatus**

SOURCES

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Images:

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- Gurren Lagann
- Ghost in the Shell
- Marvel Cinematic Universe
- Xenoblade Chronicles X
- Transformers
- Metal Gear Solid
- Escaflowne
- Mobile Suit Gundam
- Gundam Seed Destiny
- Gundam Seed Freedom
- G Gundam
- Dark Cloud
- Dark Cloud 2
- Megas XLR
- Neon Genesis Evangelion
- Darling in the FRANXX
- Super Robot Wars
- Pacific Rim
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Fanart:

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