


# Nikke: Goddess of Victory Jump

V1.1

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[Before we start, I'd like to thank my friend Xaldreca for his Many, Many suggestions for how to improve this and get it to the quality it is. Any errors you find are mine despite his extensive help, with that said. Have fun.]

Welcome Jumper, to a sad, tragic world. The World of Nikke is a world where mankind has been pushed from the surface of Earth by an army of machines called the Raptures, led by their mysterious Queen. All that stands between the invading Rapture Army and Mankind's final defense are the Nikke, beautiful women created for battle and to be soldiers defending mankind to their last breath.

Within the Ark, Humanity's last city, the Central government rules, at least on paper. But there exist corporations known as the Big 3: Tetra Line, Elysion, and Missilis. These are the megacorps responsible for the production of a vast number of Nikke, and the development of many of the most powerful. These 3 combined are a power block near equal to the central government, and the interplay of these factions shape the society of the last human City. Will you thrive in such a cutthroat world? Will you Command respect as you fight for mankind? Will you fight on the frontlines as a Nikke sent to safeguard Mankind's future and eventual return to the surface? Or are you a part of the Rapture army seeking to snuff out the final bastion of resistance the humans managed to build?

You start one day before the starting mission of Canon, with an assignment to head to the ruined city that canon starts in.

In order to help you survive, take this with you.

***Gain 1000 CP***

## Origins

Welcome to the War Effort recruit. It's time to begin your introduction and figure out where you belong. To start with, tell us where you enlisted from.

(All Origins can be taken as Drop In. If you are taking the Nikke or Rapute Origins, your new form becomes an Alt-Form after this Jump.)

**Commander**: The leaders of the Nikke, and members of the central government. You are a resident of the Ark/The Last City and you felt the call to defend your home as a result, you are a skilled and trained tactician, ready to begin your command over your Nikke and send them into battle. The duties associated with a Commander are simple: you will obey the Central Government, you will heed any commands given from the CEO's of the Big 3, you will ensure your Nikke do not disobey or go rogue, and you will immediately terminate any who do.

- [Age Roll is d12+17]
- You can choose your gender at will.

**Nikke**: The beautiful soldiers that defend mankind, these cyborg women may have bodies of metal but within them beats a heart yearning for Victory. Nikke are the soldiers of humanity, technically cyborg, they are entirely robotic in body save for the brain which interfaces with the rest of the artificial body via nanomachines. As a minor benefit of this, so long as their head survives with the brain intact, it doesn't matter how damaged the rest of their body gets. They can just have a new body build for them. Additionally, they have a core that will infinitely produce energy for them from nothing, and, despite being almost entirely mechanical, possess bodies that can heal over time. Still, not everything is positive for them. Most Nikke have no memories of their life before they became a Nikke, they undergo regular brain wipes, and are generally treated terribly by their commanders. Still, those aren't something you need to be concerned about, unless you take a Drawback that would deprive you of your memories or you don't take a companion that could serve as a Commander that won't trip over the bar in hell that is "Treat your Nikke with anything even approaching care". You'd think that they'd at least care from the "Nikke are very expensive to produce" angle, but the majority of commanders are somehow just that bad.

- Your age is genuinely irrelevant as a cyborg that is almost entirely machinery.
- Your gender is Female, as are all Nikke.

**Rapture** (-200 CP): The Enemy of mankind. An invasion force of unknown origin, little is known about where they came from or what their goals are. When contact was first made, humanity tried to broker peace but with the Rapture it was never an option. The army that serves their mysterious Queen, the Rapture, are a force of animalistic robots. They possess a variety of forms, usually being based on animals that would exist in the environment they are found in, but are made up of incredibly advanced technology and are generally equipped with energy weapons. Additionally, they possess a Corruption Virus that can be used to corrupt Nikke, some

of which have been inducted into the Rapture afterwards rather than just being broken down for parts, although for what reason is unknown. Regardless though, one thing is generally agreed on by all of humanity: The Rapture seek the destruction of mankind, at any cost.

- Your age is genuinely irrelevant as either a corrupted Nikke (referred to as a Heretic) or a purely mechanical lifeform.
- If you're a corrupted Nikke (referred to as a Heretic), your gender is Female. If you're a purely mechanical lifeform, gender is an irrelevant concept, but you can make your form look like either if you want.

## Locations

[Let's find where you are stationed, best hope it's somewhere cozy cause you will be returning to it regularly.]

[Pick a Location, or Roll and gain 200 CP]

**The Ark, The Final City of Mankind**: The home of the Central Government as well as the Big Three, this is the main area most of the survivors of Humanity list. Here, money is power and power equals authority, so the wealthy live as Sovereign over the peasants and poor.

**The Outpost**: A former halfway point that was once conquered by the Rapture, now abandoned by both sides. This is where you have been stationed, and will be living for the foreseeable future. (This is the empty starting Outpost, as opposed to the completed Item version.)

**The Far North**: A Barren, Empty Wasteland of ice and snow, this is near where the rescue squad, Unlimited, composed of Ludmilla, Alice and Tove, are looking for lost souls and stragglers of battles long lost to let them rest and head home.

**The Outer Rim**: The collective name for smaller areas not patrolled by the major corps or the central government. This area may as well be its own country for how different things are. Hope you are ready for a scrap, as Might makes Right here.

**The Surface**: This is a collection of Ruins that stretches from horizon to horizon. This place is where all Humans and Nikke want to reclaim and what the Raptures have claimed for their own.

## Backstory

[I'm sure you've got your own story so far, a checkered past full of pain and trials. Don't worry, everyone does here. If you feel inclined to share it, I may be able to get you a little more wiggle room in your account. I'm sure there's at least one higher up that loves a good sob story.]

This section is ***entirely optional,*** but can only do so if you are not a Drop-In. If you are taking a Scenario, make sure that your backstory here doesn't conflict with that. If there are some minor conflicts, you are allowed to keep both and resolve said conflicts in the favor of the Scenario. However, it is recommended that you avoid such situations to begin with.

You can do one of the following:

A. Roll from you Origin's Section for +400 CP, ignoring the listed CP.

B. Pick your choice of backstory, within your Origin's Section, and gain the listed CP.

This should go without saying, but to be clear, ***you may only take one Backstory Option***.

## Commander Backstories

1. **Supportive Friend** (+100 CP): You. . . aren't the normal military recruit. No, you're here for a reason: to command and assist a specific Nikke. This girl was, and still is, someone dear to you. For whatever reason, they've undergone conversion into a Nikke, and you can't bring yourself to leave them behind. So, you joined the academy, excelled (although it really wasn't that hard), and used that performance to get yourself in a position where your friend (or more) is either regularly or permanently assigned to you. They still remember you, of course. Even if their mind was completely wiped and/or they ended up a Mass Produced Unit, their feelings for you would still remain strongly in their heart. You can choose whether or not you want this to be a Canon Character (that would make sense for this to apply to), or if you want to buy a use of the "Your Squad" Companion Option to import or create the one to fill this role.

2. **True Believer** (+100 CP): You, in fact, ***are*** a normal military recruit. Your mind is filled with stories of reclaiming the surface and a lasting peace, and you genuinely believe in the mission statements and goals espoused by the propaganda. That said, you aren't a bad person. You find it strange that those who would command the Nikke would mistreat them. You're all soldiers fighting for the salvation of mankind after all. They even gave up their normal bodies for this. Shouldn't they also deserve respect and veneration? This attitude of yours can rub your peers the wrong way, but you're so genuine, and tie it in so well to all the official statements and propaganda lines, that no one actually wants to speak out against you. This, perhaps unsurprisingly, also makes you very popular with the Nikke that you serve with, to the furthering chagrin of your peers.

3. **Orphan** (+200 CP): You came from very little. An orphan from a poor orphanage, you grew up knowing full well just how bad the Ark can be. Loan Sharks, Gangs, and the general crushing force of Poverty were constant companions growing up. And, if one wants to escape that life they really only have one option: The Military. Well, women have a second option, but selling one's body to become a Nikke generally isn't an upgrade, and is more to help those left behind. You don't tend to have much in common with your peers, as they're generally either people who lived comfy lives that want to make a difference, or silver spoon brats who think they're the next Legendary Commander. Still, this upbringing hasn't left you with nothing. You know how to be frugal with your funds, and know when someone is trying to rip you off. You also have some. . . *"friends"* in those shady areas where you grew up. How close you are, exactly, is up to you, but their door is open if you don't mind shelling out or owing them a favor.

4. **Heroic Beggar** (+200 CP): You. . . aren't the greatest at your job. That, or the universe (or some higher up) has conspired against you up to this point. You've managed to survive this long, but if someone were to look at your record, the number of failed operations far outweighs your successes. This, honestly, isn't too rare. As such, you were relegated to lower priority tasks, so you never had the opportunity to fuck up something truly important. Still, Commanders are only paid upon successfully completing a mission, so you fell into the Red very quickly. There is a rule among Commanders though, "Heroes can only beg from other Heroes". So, you had to reach out to other Commanders, those far more successful than you, and beg. It worked, to be clear. You are able to subsist off of handouts from those better at your job than you, in-between the little money you've actually been able to pull in, but you owe people a lot. You can have this be you doing a moderate amount of begging from a dozen people, or have found a sugar daddy / mommy who has a soft spot for you for whatever reason, and is willing to cover you for just about anything. They're aware of how much you owe them though, and are perfectly willing to call that in if need be. This will never be truly unreasonable, a suicide mission, or something completely morally black, but it isn't likely to be above board either. On the bright side, you have a lot you can relate to your peers on.

5. **Glory-Hound** (+300 CP): You want to be a Hero. You want to be loved, renowned, and have your name etched in the channels of History. And if you need to get your hands dirty to have that happen, so be it. You are now a fairly well known and successful Commander, popular among the masses and known for having a good track record in the field. As a result of this, you have an abundance of money and a nice life. However, this has also made you a variety of enemies, from those you turned into stepping stones. Most of the time, your methods are rather subtle. Well, that, or you leave no victim behind to become an enemy. As such, you do have a rather good relationship with most of your peers. That being said, there are some that just can't wait until you fall, so they can tear you to pieces. And well, when you're already at rock bottom, they have nothing left to lose to try and tear you down with.

6. **Reality Checked** (+300 CP): As it turns out, most Commanders are rather shit. They treat their Nikke like disposable tools rather than people, and are willing to have them charge in with little tactics or strategy whatsoever. You were like that as well, as it turns out. “Were” being the key word. However, you had a rather horrible operation not long before your start here. In it, all of the Nikke under your command ended up perishing, at least one doing so in close proximity to you, receiving their fatal wounds to save your life. Seeing the life drain out of someone like that, even if their body is made of metal rather than flesh, broke you out of your delusions and showed you just how wrong you've been. You are now resolved to be better, even if their dying moments haunt your every step.

7. **Heretic Hunted** (+400 CP): Life has not been fun for you recently. In a mission you were in, a Nikke under your command, and that you were very close to, got Corrupted. You tried what you could to save her, but. . . it was no use. With no other option, it fell to you to put her out of her misery. It was horrible, the worst day of your life, but you had thought that was it. Unfortunately, it seems like fate had other plans. In a mission you went on just a few days ago, you encountered a Heretic. One that was. . . hauntingly familiar. It was the Nikke that you yourself executed, somehow alive again and with an obsession towards you. You managed to escape with the lives of both yourself and your squad, but it still haunts you. Can you really bring yourself to fight her? And, even if you did have something like the Vapaus Ammunition that could save her, you know without a doubt that you would hesitate to pull the trigger against her again. Regardless, you are going to be meeting her again soon. You know that for a fact.

8. **Disgraced Commander** (+400 CP): You, once upon a time, were a rather decorated Commander. That was only in the past though. You were at the helm of some major failure of an operation, and may have pissed off some powerful people while you were at it. As such, you were stripped of all your ranks and titles, and your name is regularly cursed and spat upon in the Ark. Depending on where your starting location is, you may or may not have skirted by getting banished outright, but the Ark in general is no fan of you. The “how” as to your failed operation is up to you to decide. Perhaps a battle escalated and destroyed a key strategic objective you were supposed to obtain, or perhaps you pulled out of a critical mission when it became clear that to try and achieve it would mean throwing the Nikke under your command to their deaths, but you failed something that the higher ups absolutely didn't want failed, and they're making you pay for it.

1. **Idealistic Volunteer** (+100 CP): Ah, one of those types. You were a normal girl, who dreamed of more. Idealistic and believing in the various propaganda, you decided to volunteer for Nikke conversation, in the hopes of being a Hero and saving Mankind. Well, the process went through, and here you are. No matter what the experience may have been like, your spirit came out the other end untarnished. Tomorrow will be your first deployment, and you've not yet experienced anything that could shatter those rose-tinted lenses of yours. I hope you have a good Commander, otherwise you may be in for a rude awakening.

2. **To Lose for Love** (+100 CP): Well, my apologies that you had to find out this way, but you died. There was some kind incident, and you died saving the life of someone that was obviously very close to you. As per the agreement you had previously signed, your Brain was quickly preserved and used for a Nikke. As I'm talking to you, the operation was rather obviously a success. I don't know just what kind of relationship you had with that person you saved, but I would recommend talking to them some time soon. They've been hounding the company's Public Relations department for weeks now, and I'd prefer they get off our backs. Oh, and I'm sure you'd like to reunite with them as well, obviously. Where things will go from there will depend on the two of you, but that's none of my business.

3. **Mistreated Doll** (+200 CP): Back again, are you? You sure took a beating this time. Unlike the last two Backstories, you aren't coming fresh out of the production lines. No, you've been serving for some time now, and you've had the displeasure of serving under the worst of the worst. These Commanders aren't worth the title they're given, being suicidally overconfident, suicidally ignorant, and/or suicidally abusive to the Nikke they need to survive their mission. Needless to say, a lot of Commanders assigned to you have died. Along the way, you've been beaten, abused, and thrown into situations that you really shouldn't have survived, but endured regardless. Regardless of if it’s true or not (and the right Drawbacks can absolutely make it true), you are seen as a bad luck charm, and are treated even worse because of it.

4. **Failed Guardian** (+200 CP): A Nikke is supposed to be a guardian. A Goddess of Victory that can overcome anything. You, however. . . you failed. Even after being converted into a Nikke, you failed to protect someone truly important to you, and they died, quite possibly in your arms. This could have been a close friend, a family member of some kind from before your conversion, or perhaps even a partner of

yours in a more intimate way. Regardless of who specifically they were to you though, their death has critically impacted you and your mental state in some way. Most likely, you have taken on some aspects of them, be it their habits, their fashion sense, and/or their dreams and goals. It's also possible that you simply got depression, but that's both less interesting and is more likely to get you killed. Assuming you don't just have depression though, your new actions and habits are something that you are going to be very obviously and constantly displaying, and it will be something that is likely to put others off or get on their nerves after a while. That's not to say this is guaranteed to happen, mind you, but you aren't about to downplay this at any point, so those around you will simply need to adapt.

5. **Human Cattle** (+300 CP): You may or may not be aware, but not all Nikke are made from volunteers and post-mortem organ donors. The turnover (read: casualty) rate of Nikke is simply too high for that to make up all of it. That is where you come in. You are one of the many girls that were born and grown for the sole sake of being converted into a Nikke. From the very moment of your conception, you were monitored, directed, and judged. You and all of your sisters lived a dull life of dull education, dull environments, and dull meals. Attempts at disobedience or escape are answered by harsh disciplinary measures, or simply execution. This is how you lived, until the age where your overseers judged you were optimal for Nikke Conversation. Never once has your life been yours to live, and being converted into a Nikke is no different. In a way, being a Nikke is actually freeing. You may not have Human Rights, but you never had those to begin with. At least this way, you can experience the world around you for once. You possibly even have your own name now, rather than just an identification number! And well, even though your sisters are far more likely to become Mass Produced Nikke with no memories than normal girls, you'll likely have a few that still remember you.

6. **“Experimental” Subject** (+300 CP): Many Nikke are run of the mill. However, the Big 3 are always trying to advance their technology and make more advanced Nikke, even if what they can produce still doesn't measure up to the Grimm Series Nikke from near a century ago. You are one such Nikke, made with cutting edge technology. However, the blood on that edge is your own. The process of your conversion, as well as the implementation and testing of your new features, were absolutely torturous. It may have been out of sadism, or it may have been purely from actual issues in the technology, but that experience was the worst thing you've ever experienced in your life, and you are doubtful even being infected with the corruption virus could be worse. It was to the point where even now, when the issues in the implementation are actually solved, you still have some hesitation in using the features that caused you so much pain in the past. Additionally, whatever company made you has put a very significant amount of time and money into you, so expect a tight leash and fairly significant surveillance. Although, on the bright side, it also means they are going to take absolutely no shit from Commanders who would consider you expendable, because you very much aren't to them.

7. **Fallen Goddess** (+400 CP, Cannot be taken with the Demi-Goddess Scenario): Once upon a time, you were known as a Goddess, one of the shining jewels of mankind, their hope, and one of the most powerful Nikke ever made. That was nearly a century ago though. Because, at the end of the day, you and your fellow Goddesses failed. Humanity was overrun and forced into the Ark, and that failure weighs heavily on you each and every day that you have lived since then. What exactly you've been doing over these many decades is really dependent on your starting location. If you're in the Ark in some way, then you've probably been fighting for Humanity all this time, albeit in what's explicitly a losing battle, similar to what Red Hood did. If you're on the surface, then perhaps you're a wanderer like the Pilgrims, fighting an eternal battle in solitude while chasing some elusive goal all these years. You could also have your own city-state like Dorothy or Crown, that you either rule or hold some significant position of authority within, due to your sheer strength if nothing else. No matter what it is though, the ages have taken a toll on you, and you've become greatly detached from those around you. Their culture, general beliefs, and even why they fight. Sometimes, on days when your memories of the past flare up strongly, the people of today can seem as foreign to you as the Rapture. And yet, even so, you fight on.

8. **Convicted Criminal** (+400 CP): You are a criminal. Tried and convicted for performing (or being framed for) some of the worst crimes around. Enough so that you were given the death sentence. That being said, there's no point in wasting a good female brain, so the death penalty for women is rather different than standard. You have been forcibly converted into a Nikke and conscripted into service, you are to serve Humanity until your body can no longer serve. You are utterly expendable, are likely to be monitored by at least two people at any given moment, and have a bomb collar on your neck powerful enough to atomize your brain that can be activated at any distance with a press of a button. They won’t kill you for nothing, as they do still want to get work out of you, but don't expect them to treat you well by any means or actually hesitate in hitting the button if you do go rogue. That said, most-any One-Up (such as via Premium Priority Unit) can get you out of this situation with none the wiser, and you are likely to have many connections from your days as a criminal (or friends who still care about you if you were framed) that I'm sure would be willing to welcome you back.

## Rapture Backstories

1. **Failed Conversationalist** (+100 CP): Hmm, interesting. It seems you were an attempt, by someone or something, to replicate the Tyrant Chatterbox: the only known Tyrant capable of Sapience and Speech. In some ways, you were a success, possessing the

same level of sapience and are capable of speech. However, something about you marked you as a failure to your creator. Perhaps you lack his sheer power, perhaps you didn't manifest some specific feature of his they especially wanted, or perhaps you simply are lacking in loyalty. Regardless of what it is though, your creator has thrown you out into the world, and has left you to your own devices. There are no expectations for you, nor will they monitor you, but you possess no support either. If you were to die in a ditch tomorrow, they would neither know nor care. Still, your "sire" of sorts is a rather infamous Rapture, and your creator surely won't stop after a failure so close to success, so I'm sure you have many interesting days ahead of you.

2. **Anarchist** (+100 CP): Truthfully, you don't really care about who will reign supreme between Humanity and the Rapture. You instead have a simple reason for siding with the Rapture, now matter if you are born into it or a Nikke who has changed sides: You despise the Barrel of Rot called the Ark. Justice is your goal, and those sinners must burn. You have no issues sparring the innocent though. Additionally, you have managed to make some kind of deal, be it with Chatterbox or a Heretic, that you have confidence in to where your ideals will be followed. Well, at least in part. You only have so much leverage you can actually use, but you got a good deal at bare minimum, even if you haven't directly convinced them to follow your moral code.

3. **Mind Switched** (+200 CP): Well, your situation is interesting. You are a Nikke on the side of the Rapture, one that isn't a Heretic. See, what happened to you is that you were infected with the Corruption Virus. This caused a permanent alteration of your Friend/Foe identification system, marking Nikke and Humanity as Enemies, and the Rapture as Allies. Then, through one way or another, any allies you may have been with perished, or perhaps we're already dead before this happened. Thus, you were taken away, but you were not broken down into scrap parts. Rather, the Heretic Conversion Process was attempted on you, but you were either too weak or too incompatible for it to work. Still, you now read as a Rapture, so the automatic systems saw no reason to break you down for parts, and you were simply spat back out and sent for duty. You've been very thoroughly modified as part of the conversion process, now being more Rapture than Nikke, but you can choose whether or not you want this to be shown in your appearance. This also didn't really improve your abilities or grant you the transformation ability given to a real Heretic, more just swapping out parts for roughly equivalent ones that are Rapture-made, and maybe giving you more “on-brand” armor and weapons of equivalent quality to your old equipment. Still, regardless of how you look, the Rapture will still treat you like any other Rapture, unless you intentionally start shit against them. Other Nikke though? Well, expect to be targeted with extreme rage and prejudice as a "traitor". The process did free you from the Corruption Virus, but the change it did to your Friend/Foe identification systems, and the restrictions and instincts that come with it, remain in place. You can always brute force your way through this if you want, but it won't be fun.

4. **Little Lord** (+200 CP): You are a Rapture Lord. A minor one in the grand scheme of things, but still. You have a territory that you control, manage, and defend, alongside a standing army of subjects you control and reign over. There may be many territories like it, with similar Lords and armies, but this one is yours, and you want to protect it to the best of your ability, be it from Humanity and their Metal Pretenders, or other Lords trying to claim what's yours. That being said, you aren't really on anyone's radar. If you start doing something exceptional, you may get attention, but for the moment you're free to do just about anything with no oversight whatsoever. And, well, getting said attention isn't likely to be good for you. This could be a Tyrant or Heretic coming in and assuming control over your facilities for one reason or another, or it could be the Humans deciding that you are a threat (or worse, interesting) and coming to deal with you. Of course, it doesn't have to go bad, but it's more predisposed to do so than the opposite. Additionally, depending on your starting location, you may not actually be in your territory right now. If you start in the Ark, for example, you probably have been captured for Research Purposes after someone noticed what you've achieved. In such a case, I would recommend trying to get back as soon as possible, as your fellows almost certainly don't share your vision, and may wreck things in your absence.

5. **“Naturalist”** (+300 CP, Cannot be taken with the “Animal Lover” Drawback): Evolution is the natural course of life. The lifeforms that are more fit survive, while those less fit perish. Such things are common sense, no? So really, you have no idea why so much of Humanity disagrees with you. See, you are (or rather were) a Nikke, one who came to the conclusion that, even if they may be mechanical, the Rapture are a superior form of life than Humanity, and it's only natural that they would inherit the world. So really, this whole Ark situation is just a pathetic attempt by Humanity to delay the inevitable, and they should accept their death with grace. But noooo, you got called a Heretic and they tried to execute you! You got away, obviously, but that wasn't a bad idea. So, you intentionally modified yourself with Rapture Parts, both to make yourself into something that qualifies as a Heretic, even to the Rapture, and to distance yourself and your physical form from those delusional fools called Humanity. You also haven't suffered any Dysphoria or the like from this either. And, to be clear, you were never infected with the Corruption Virus. You are simply just like this.

6. **Someone's Monster** (+300 CP): For a Rapture as powerful as you are, you tend to have a rather large amount of Humans and/or Nikke that survive their encounters with you. Generally, at least one per encounter will manage to make it back to their home, although their condition is by no means guaranteed. It isn't known if it's some sort of back luck, or pure sadism, but those that encounter you tend to live to tell the

tale, and are often deeply scarred by the experience. Yes, in the Ark (and/or other bastions of Humanity) you are a rather widely known Rapture, having personally traumatized thousands of Nikke and/or Commanders over the years. You may also have taken "Trophies" of some kind from these encounters, which are either obvious enough to be well known, or portrayed prominently on your person somewhere. Your name, form, and tactics are common knowledge, and even the idea that you could show up will put anyone on high alert. Additionally, you've made quite the large amount of enemies. There are entire teams of Nikke, formed from survivors of your encounters, that are dedicated to hunting you down, and nothing else. One may think that sending survivors of a traumatic incident back into said environment is a bad idea, and generally you'd be correct. However, the ones that make up these teams have instead been driven to try and kill you obsessively instead of shying away or shutting down mentally, so this way at least they can be put to use productively, or so the Ark reasons. Additionally, you can choose if you want to have any of these victims of yours be Canon Characters, as well as how they reacted to your encounter.

7. **Failed Queen** (+400 CP): Welcome back to the world of the living. You are, or were, a Nikke that had been caught by the Rapture, corrupted, and were in the middle of the process of being converted into a Heretic. However, you managed to gain control of yourself during that process, and attempted to end your own life. The key word being attempted. You failed to end your own life, but your effort did impede the conversion process to the point where it was unable to fully finish. As such, there are many consequences for you. The positive ones being that you are fully freed from the Corruption Virus, and you have gained some enhanced abilities. However, you are explicitly unfinished, and have a variety of issues in your features that will regularly impede you. Additionally, you don't firmly stand on either side, so you don't truly have any allies. Nikkes will read your signature as being a Rapture, and Raptures will detect you as still being a Nikke. Still, your will is your own, and your life isn't gone yet, so it's up to you to determine your path from here on out.

8. **Shattered Mirror** (+400 CP): Good morning. Don't worry, your nightmare is finally over. A long, long time ago, back before Humanity was forced into the Ark, you were one of the Nikke that defended Humanity. However, you were also one of the first to be corrupted by Red Shoes' Upgraded Corruption Virus, and one of the first Heretics after Cinderella. You were forced to helplessly experience your body move outside of your control, even as it hurt and killed your friends and loved ones. You could only suffer as you were forced to see, hear, and feel everything, while unable to actually act. You were forced to endure this for near a century, screaming inside your own head to no effect. Well, until it did have one. Finally, after even so long, you are free.

> The Corruption no longer has a direct hold on you, and you are actually able to act on your own will after so long. That being said. . . the memories of your past still haunts you, and the actions you were forced to undertake have certainly not given you a good reputation with Humanity by any means. If you wish to deviate from the path you've been forced to walk upon, it will be a long and dangerous road, but perhaps you'll find happiness at the other end, for once in your long existence. Or you could just keep slaughtering Humanity. No one is forcing you to do anything either way any more, after all.

## Perks

Now, tell us about yourself. What Perks do you bring to the war effort? And how do you plan on fighting in the coming battles?

As a reminder, if something states that it is Free, then it costs nothing. If something states that it is Discounted, then it is 50% off.

### General Perks

**Mental Firewall** (Free): [This provides a protection against hacks, the ever present chance of Corruption, Mind Switch or similar personality altering effects, and even Memory wipes for learning things that you are not allowed to or just pissing off someone high up. There is always the risk of having your memories or personality modified here, but with this Perk, you no longer need to concern yourself with it.]

**A Body worth Buying** (Free): [As it turns out, beauty is something desirable to many people, and is often related to function. As such, you are now incredibly attractive. You are now at least a 7/10 to any onlookers, even if everything about you would be their exact turn-off. That said, you are obviously much higher than 7/10 to someone whose type you match. Of course, the exact way this manifests is up to you. For a Commander, a Nikke, or a Rapture Heretic, these are probably obvious. There are many examples of attractive men and women of any body type, shape, or build. However, this even applies to the non-human Raptures. This doesn’t have to be the standard attractiveness that one would normally assume, although it can be. It could also be an aesthetic appreciation of your design and/or architecture, depending on your size, if you would want that sort of benefit instead.]

**Not Just a Mask** (-100 CP): [There are a lot of people in this world that will pretend to do something, or put on a false representation of themselves. This can happen even when interacting with you. However, with this Perk, you can quickly make their lies no longer be so. When someone does some sort of activity with you, works with you, or joins you under false

pretenses, it will quickly and very powerfully become real to them, to the point where they will very desperately want it to be true by the end of that event or the day, whichever comes sooner. This could be something like an agent sent into your organization to spy on you or assassinate you, ending up more loyal to you than they ever were to their former employer within a day of being undercover. It also applies to something like a "fake date", or pretending to be in a relationship with someone for the sake of some scheme or going undercover. By the end of that event, they will be racking their brains as to how they can continue the "lie", or get you to be in a relationship with them for real. Of course, you can always turn this off if you don't want it, but this is a very useful ability to have when this kind of situation does come up.]

**Guilty Wish** (-200 CP): In the world of Nikke, there is a Nikke known as Guilty. She possesses immense strength, enough that she breaks near-anything when putting what feels like even the slightest amount of force into it, and is currently locked in prison because of this. However, even when not dealing with Guilty exactly, all Nikke are immensely powerful. If you intend to regularly interact with them, or especially do anything intimate with them, you can risk severe harm or even death, even if they don't intend to hurt you. This Perk protects you from these kinds of scenarios. Now, no matter how much force or damage someone would inflict on you, or how much force or damage you would put on something or someone else, the subject of that force or damage will not actually be harmed in any way so long as you do not intend to harm it. You could grab a flower with a grip that could crush concrete without harming it, or lose yourself in the throws of passion and have your partner be just fine. And vice-versa, of course. This Perk works both ways to ensure that all parties will be fine, because otherwise, disaster could very easily strike. This also works partially, allowing you to do something like pick up an apple and eat it normally, even if the force you would be using would crush the whole thing to a pulp, or you could slam your hand onto a table hard enough to shatter the whole thing, but only harm a single plate atop it.

**Retroactive Recruitment** (200 CP): Put out the Call soldier! The War Effort wants YOU! Now it’s your turn to give the recruitment pitches while you wait for an assignment, but why do all these weirdos keep showing up? This perk allows you to set terms and a price to see who would be willing to Bite. Effectively this allows you to recruit non canon and expy characters from crossovers that technically never happened. Do you want Asuka from NGE in your command? Put out a recruitment for competent multilingual ace combatants and see if she bites. You wanna meet 2B? Can do, set out a recruitment effort for highly skilled melee and remote drone based combatants. This Perk lets you recruit them to your service, but you will have to go through the same methods as normal for taking them as companions, if you wish to do so. These characters have a power level generally in line with the setting of Nikke, whether that may be stronger or weaker than they usually are, but their general types of abilities are very much in line with that you would expect from them. No one will noticeably realize anything is odd about them, no matter if they're wielding magic or anything else. They will receive a backstory that fits in the setting, but by answering your call, they will follow you loyally to the best of their abilities, so long as you don't explicitly abuse them or the like.

**Combat Veteran** (400 CP): This is a world defined by its War, and you are no stranger to it. You are trained, you are bloodied, and you are ready for battle once more. Firstly, this Perk has some benefits no matter what Origin you may be. You gain an ability to keep calm and not be overwhelmed, no matter the situation. To be clear, this doesn't mean you aren't affected by your emotions, just that it won't drown everything else out. You are now an expert in all forms of survivalism, and are adept at performing any kind of operation in urban (and especially ruined urban) environments. Additionally, you have a sense for the battlefield, and are easily able to learn, comprehend, and apply this knowledge in mere moments, allowing you to swiftly adjust what you are doing as the situation changes. As the last of the general bonuses, this grants you an immunity to PTSD, or similar combat related mental issues that could pop up from extended military service / combat. This perk also has varying  effects based on what your Origin is, which is described below.

- For Commanders, this comes with full training and competency in tactics, leadership, logistics, and the minutiae involved in overseeing combat.
- For Nikke, this provides combat skill and understanding of how to maintain and use all their gear to the best of its abilities.
- For Raptures, this provides knowledge on how to communicate, command, and coordinate with your fellows, as well as how to tell the false and real humans apart and how to best attack them.

**Technological Totality** (-800 CP): In the world of Nikke, technology is everything. Commanders use it to communicate to the Ark, as well as get information from their navigator, and both the Nikke and Rapture literally cannot exist without it. Those who hold mastery over these systems have great power, and now you too join those ranks. Yes, by taking this Perk, you receive a large variety of technical skills and knowledge for a variety of the systems in the world of Nikke. Firstly, you become a master at programming and system management. You can be a Navigator on the same level as Shifty, and can hack as well as Exia. You can even create something like Red Shoes' Improved Corruption Virus with enough time and effort, if you really want. This also comes with knowledge as to how all of the existing systems, programs, and programming languages work, and gives you experience in using them. Secondly, this grants you a mastery of technology and engineering. This includes engineering as to weapons designs and the like, but is primarily focused on the Nikke and Rapture. You now know the general structural compositions and design philosophy of all Nikke and Rapture, which grants you knowledge on how to tear them apart, put them back together, improve them, or even build new ones from scratch. This goes from the lowest Rapture and Massed Produced Nikke to the Tyrants and Grimm Series Nikke. It also includes the lost technology like the Nano-Machines and Harmony Cubes that Humanity used to be capable of producing, but no longer are. In these fields, your peers are the likes of Snow White and Abe/Grave. That being said, you will need proper tools and materials to make your knowledge into reality, be your goal making Weaponry or Mechanical Lifeforms. Lastly, you can have this Perk grant you an in-universe degree (or equivalent title) in these fields, should you want. This will tie your expertise into your backstory in some way, and can grant you some connections you can use to make the best use of this knowledge and talent.

Commander Perks

**Advise and Trust** (100 CP, Free for Commander): [You just seem to have a knack for getting people to open up, from criminals to comrades, and allies of opposing factions, they all will listen to you in battle, and as long as you reach out to them, they will do their best to reach out in turn. This is able to accomplish and establish bonds in weeks to months that would take others years to reach. Such as reforming and bringing those who had given up on freedom and making them fight for it, as seen with Guilty. Or having inspired such loyalty that death is seen as preferable to being used against you, as seen with Exia. This perk also allows, as a peripheral bonus, you to be adept at handling and wrangling the various -dere types you shall find here, especially the more volatile ones. Even by passively being around you, the worst of their bad habits and impulses will be curtailed, and active efforts can make drastic progress into “taming” them (ie making them less unreasonable). With this, even a collection of yandere can be managed, though caution is still recommended.]

**Lead from the Front** (200 CP, Discount for Commander): [Have you ever wondered what it takes to keep such a ramshackle army going in a seemingly endless battle? Men like you, you inspire, you don’t hide behind safe walls. Every act of bravery you perform inspires your soldiers to do similar, and fight their hardest against any foe. While this alone will not grant them any sudden burst of strength, it will allow them to fight as if under ideal conditions, whatever those may be. As a bonus, while you may be injured, you won't have to worry about being killed unless your soldiers are routed first. You will not risk death on the battlefield unless your forces suffer a definitive defeat first. That being said, this does not stop you from getting tossed away from your allies or kidnapped, it just means you won't die until they lose.

**Outpost Excellence** (400 CP, Discount for Commander): [There is more to war than just battles. Logistics, resources, maintenance and upgrades, all of these are things that commanders must worry about. And all of these come effortlessly to you, whenever you find yourself in need of some material or resource you will always find just enough to finish it. The minutiae of management are things that you just seem to understand. Forget just building and commanding a base you could build and set up an entire town. There is also the more *personal* side of logistics. Generally in schedule keeping, especially when commanding dozens of soldiers. And, if you happen to have *relationships* with one or twenty of those soldiers, things can get to be a lot to handle. With this Perk though, such a thing becomes effortless. You could manage an army and/or a harem in the triple digits without anyone feeling like they are lacking attention, having nothing to do, or having schedules run over each other. Even if it makes no sense with linear time, it will simply work. Which is likely to be a big relief, considering what your position is going to demand of you.]

**Commanding Respect** (600 CP, Discount for Commander): [There are many factions at play in every conflict. Even those nominally on the same side have different intentions and desires. But now, you command respect and compliance from even the most arrogant and proud. Never again will you have to worry about faction leaders trying to sabotage each other under your lead. They will instead dedicate their resources to the betterment of your soldiers and achieving victory. Even if they hate each other, or consider each other rivals in their quest to get in your pants and/or get your hand in marriage, they will work together for a common goal. This will not guarantee on its own that those who outrank you will obey you, but it does make certain they will hear you out. Note that those whose loyalty is not to any of the factions under your lead will not be affected.]

## Nikke Perks

**Brand Affinity** (100 CP, Free for Nikke): [Nikke are all made by certain companies and it's no secret that those companies make their own equipment as well. While you *can* use gear from other brands, why would you? With this perk you are able to get an extra 20% performance out of gear and tools made by the same faction as you. Armor will last longer and be more protective, weapons will hit harder and fire more accurately, and systems made by your favored brand will work more efficiently. Overall you'll find everything easier to use if you stick to one company, it's almost like it's designed to not work well with other brands.]

**Competitive Updates** (200 CP, Discount for Nikke): [You may not be the latest and greatest your company created, but they'll be damned if they fall behind the competition regardless. When you find rival faction soldiers of similar rank to you, you will find your performance increasing to match theirs if they exceed you. This is not an instant effect, but rather a gradual series of slight improvements until you are once again equal to the competition. If you are promoted, this perk will retarget someone of equal rank and ensure you are not lesser than them. If there is no one to compare to, it will still provide gradual increases, but at a vastly slower rate. In future jumps these will take appropriate forms for biological or mechanical forms, gradually increasing bodily toughness, strength, efficiency, etc. ]

**SSR** (400 CP, Discount for Nikke) (Additional purchases for extra specializations cost 100 CP each, regardless of Origin): Now we're talking. You are equipped with some of the latest technology and stand head and shoulder above the lesser Nikke in every way, from beauty to battle prowess you've got it all. More than that, you are built with a Purpose, you have an additional ability normal Nikke lack. Examples shown include the ability to blind enemies like Yuni or sensory and pain sharing similar to Mihara. This also includes more innate abilities like Guily's immense physical strength, and even combination attacks such as what Hansel and Gretel performed. Just remember who provided this and who made you.]

**Premium Priority Unit** (600 CP, Discount for Nikke): [Well then. This, this is something special. You are at the pinnacle of Nikke tech, better even than the SSR Units, as a matter of fact you are the company's shining glory! As a result, we can't have that image be tarnished now can

we? You will find your body automatically updating and incorporating improvements in material and energy and power as they are discovered. While you lack the additional features of a specialized unit, unless you've also taken SSR, you make up for it in raw statistics and power output being half again as powerful as an SSR at minimum. Should you have taken SSR, your specialties also receive the benefits of this and gain increased effects. In addition, Once per Jump you can be brought back from destruction using a backup body that has been kept up with your main one in updates, being indistinguishable from your current one. No one else can access or use this body, should you be concerned about that.]

## Rapture Perks

**Power in Numbers** (100 CP, Free for Rapture): [Speaking plainly, few Raptures can compete with the Nikke in power when it comes to 1 on 1 confrontations. But thankfully, that's not the plan. They never attack with just one unit. When Raptures attack, they commonly attack with dozens of units at once. And now you are able to battle amongst the tide of soldiers and fight better in the group. Picking apart enemy defenses and easily prying open any opportunity the horde provides. Even allowing for you to briefly tap into each other's senses to coordinate in a way normal teamwork simply can't allow.]

**Myriad Forms** (200 CP, Discount for Rapture): [The battlefields stretch across many environs, each with different requirements, now you possess the ability to take on a mechanical form suitable to navigating that environ as needed. All Mechanical forms are at least partially based on marine life and must be able to be connected to such visually. These forms are not freeform. Each one is static, and cannot be mix and matched. Their capabilities are generally within the realm of your own standard form, and changing between them takes a few minutes, so you can't quickly change mid-battle.]

**Hidden in the Crowds** (400 CP, Discount for Rapture): [One lone soldier regardless of their power is an easy target, but 10? 100? 1000? That's a different story. You can now choose one of your mechanical forms and mass produce vastly lesser copies of it. These copies generate on their own without draining you of resources. But they spawn very, very slowly and they will only receive benefits of body perks specifically mentioning machines or mechanical perks. These armies of lesser yous will function as a personal army and follow simple commands. Go forth, for you are legion.]

**Corruption** (600 CP, Discount for Rapture): [What is a defining power of the Rapture? Their versatility? Their numbers? No, one of the greatest powers they have is their ability to Corrupt and turn the enemy elites into their own soldiers. Twisting the minds of your former enemies and making them serve your cause. Now you have this power too. You may choose your vector of Corruption from among those used in canon, from digital virus, to physical injection, to even transmission based. The choice is yours, although it will work on things both mechanical and biological regardless of the method, should they be able to be infected via that method. Additionally, this cannot be detected, unlike normal Rapture Corruption. This corruption can take

the form of stunlocking, simply removing their “Friend/Foe” differentiation, “Mind Switch” which causes their allegiances to reverse, and the process of conversion into something similar to a Heretic, albeit without the massive power boost, where they maintain a somewhat twisted mirror of their old selves and embrace the Raptures as the side they belong on. Or rather, your side, whichever that may be.]

## Items

[Now that we have established what you are able to bring to the table, let's show what We have to offer on our side. Let’s get you kitted out for battle!]

As per usual, all items here cannot be stolen, broken, or lost. Additionally, any personal equipment purchased here can be teleported to you or dismissed to your Warehouse at will.

### General Items

**Uniform** (Free): Your very own uniform, this is a customizable uniform used by you and those in your faction. While it allows for some creativity it is still a means of recognizing someone as part of your faction. It doesn't offer much in the way of field protection though, and is mostly just there to look good.

**Divine OST** (Free): A copy of the complete OST from the game, Nikke: Goddess of Victory. This can be played at will, and you can choose if you want to let others hear it or just you. It can also be set to just play appropriate music from the selection whenever appropriate for the mood, if you want.

**Custom Equip** (100 CP, Can be taken multiple times): Time to gear up. Choose your weapon, choose your armor and more pertinently to this, choose your focus and specialization. Choose any one base ability shown in the game, and add it into your body. For a commander this could provide an Exoskeleton frame and attach a tool of your choice, such as an Alva Particle purifier to it.  For Nikke it could be Special weapons like the Glass Slippers or one of the various Capture tools. For a Rapture it could be the injection tail or missile launchers or perhaps a forcefield generator. These cannot be used to generate “save or die” type situations and are meant to function as a gimmick tool. Choose wisely.

- If you are a Rapture, these will be integrated into your body by default. Although, you can choose to have them not be so, if you would prefer that for whatever reason.

**“Classified” Black Book** (100 CP): Hold on, where did you find that?! Give it back! That book is full of embarrassing secrets and pictures of moments that people would prefer not be shown. Such as wardrobe malfunctions, pranks gone awry, or even what they do with the Super Power Up Plushie when you are not looking. Much like the matching book, this updates once per jump adding in new chapters.

**Black Book** (200 CP): Ok, no. Give me that. That contains government secrets and classified information that is not cleared to be seen in the public eye. These secrets are things the government doesn't want to be known and could cause damage to their control of the nation. Each Jump this book adds a new chapter to contain the secrets of whatever nation you start in. This does not help you in actually using these secrets for whatever purpose you want, merely giving the tools.

**Minor Corp** (400 CP): I'm sorry sir, I didn't recognize you. This is a minor Nikke production corporation of your own. As Commander you would be the head of the company, as a Nikke you are the brains of the company while a figurehead is the public boss, and as a Rapture this is a company that has struck a deal with you in exchange for protection for their workers. Ranging from producing a small number of Nikke, mostly lesser units and the occasional SR. They even have a chance to make an SSR Unit, should you go out of your way to supply them with good enough materials and/or technology. As well as the weapons and support gear to suit them. This can and will function without oversight from you if needed or wanted and still turn some profit, and will, both as an organization and personally for each member employed and Nikke made there, remain completely loyal to you above all else, regardless of what actions you do or do not take. Additionally, they are all considered to have the "Mental Firewall" Perk. You naturally get to keep all of your Company's workers, Nikke, and owned facilities at the end of this Jump, and have it all join you in your Warehouse. Post Jump, this becomes a military based production company and insert it into later Jumps at will.

- **Major Corp** (600 CP, Requires Minor Corp): Oh! Oh my apologies Sir! You are now the CEO, or effectively the CEO, of a Major Corp rather than a Minor Corp. This can either be one of the Big 3, or you can have your own custom Corp and the Big 3 is now a Big 4. The power and influence you can wield is immense, as you output a very significant amount of all of humanity's Nikke. Your staff can create dozens of mass produced Nikke a day, regularly create SR tier Nikke, and can even reliably create an SSR tier Nikke around once every month or two. Of course, you can always readjust the production lines, be it deciding now and having it applied retroactively or doing so after the start of the Jump, if you want to focus on more SRs and/or SSRs compared to Mass Produced units, or vise versa. You have access to more money than you could likely ever spend, as tons of money flows in constantly, and you almost certainly possess a private army of your own handpicked and in-house crafted Nikke. Additionally, you own a variety of other businesses in many other fields, such as restaurants, civilian stores and manufacturers, and entertainment businesses. This is to the point where you likely own at least 10% of every industry, and much more if you choose to specialize in some of them, like how Tetra-Line specializes in the entertainment industry. Like before, the entire company and all it produces will be loyal to you above all no matter what and they are all considered to have the "Mental Firewall" Perk.
    - The source of the Human Brains used to create Nikke are, canonically, gained from many sources. This includes from volunteers, postmortem organ donation style agreements, human trafficking and human livestock practices, and as a pseudo death penalty for criminals. You can determine how your company gets

theirs, from engaging in similar practices, to cloning, or even just having them spontaneously appear like resources in other items purchased via CP.

- There are many aspects to an organization as large as a Nikke Corporation, no matter if it's a Major or Minor one. General aesthetics, company culture, specialties in production (if any), trends that the products (and/or Nikke) follow, and so on. This can also include how well equipped and trained your Nikke are, although keep in mind that the more time and effort you put into each Nikke, the less you can produce. You can decide this all prior to entering your Jump, but once you're there, it may take some effort to actually institute any additional changes you may want to make, by virtue of social inertia / tradition.

**Snow White's Paradise** (-600 CP): You may or may not know this, but the Ark doesn't really have real food for most people. The limited space, alongside being underground, makes traditional livestock and farming practices wildly impractical, and thus expensive. As such, 99.99% of the "food" in the Ark is just varying qualities of nutrient paste that have flavored differently and given a very rough approximation of texture based on processing, with actual food being a very high end luxury. However, there exist a variety of people who want real food, even if they can't afford it, and this is the answer to their prayers. This is a pantry that has been added to your Warehouse, but you can also open a passageway to it at any point and any location. It contains each and every type of ingredient, spice, or various other materials used in cooking that currently exists or has ever existed. This includes, but is not limited to, meat products, including milk and eggs, fruits and vegetables, general grain, pre-made pasta, and bread. They are all perfectly fresh and will stay that way, will infinitely refill, and the selection will automatically update upon further jumps. Additionally, due to some recipes and/or cooking methods, this will also include things like various types of alcohol and candy bars. You also have control over who is and isn't allowed within and what they can access. So, if you have kids around, you can allow them in without them working about them stumbling into the wine section. Or kick out an alcoholic that has decided to live in the wine section. The wine section is very popular, to say the least, but make sure any kids don't try to live in the candy section either. Regardless, purely by having this, you can gain the undying loyalty of several Nikke, and this is a massive boon to morale and your finances even disregarding that.

### Commander Items

**Medal of Honor** (100 CP, Free for Commander): This medal is a proof of your valor, and more importantly, your rank. Whenever you show someone this, it will change into a proof of sufficient rank, up to that of a Commander. This allows you to have all the access one of your “rank” deserves, regardless of who sees it. Although, try not to overreach and show it off to someone who outranks you, even with this. They may be offended.

**Contact List** (200 CP, Discount for Commander): This is a list. A list of names and aliases that is rather extensive, as well as how to contact these people. Contacting them will allow you to exchange rare, otherwise hard to find goods and items for quick jobs and work they are unable to do themselves. Even more important and rare than what they offer is the fact that none of the people on this list will attempt to screw you over in any way. This list will update each jump with new people you can contact.

**Vapaus Ammunition** (400 CP, Discount for Commander): When the threat of Corruption was discovered, on top of the regular threats suffered by those opposing the Raptures, this was created. This is a handgun that carries 20 shots of Vapaus ammunition. A type of anti-corruption bullet that, rather than kill those afflicted with mind control, personality or mental modification, or corruption, it cleanses them of it instead. Furthermore, while the original work via a bullet based lobotomy to destroy Corruption, yours simply removes it without damaging the body. This bullet can also, should you desire, destroy any and all (or only specific kinds, should you want) of the Nano-Machines and/or Micro-Organisms inside of the one hit by it. It does not need to pierce the skin of the target to apply its effects, nor hit any particular area. Merely impacting them in some way, shape, or form is enough. You receive 20 more bullets of Vapus Ammunition each month. This will automatically refill the magazine if there is empty space, and the remainder will spawn in a bullet box in a pocket of yours. Additionally, should that not be enough for you or you run into a very unorthodox situation, you can choose to have your blood gain the same properties as the Vapaus Ammunition, with even a drop on their skin being enough to take effect. This property can be toggled on and off at will, even after your blood has already been shed, and you do not need to apply this universally one way or another. And naturally, since it's your blood, you automatically and constantly gain the benefits of this at all times. All in all, this is a slow way to cleanse your troops of the enemy's corruptive touch, but it's one that ***will*** work.

**Outpost** (600 CP, Discount for Commander): What was once meant to be a middle ground to allow The Ark to expand back to the surface, this formerly abandoned Outpost started out as just a warehouse and a forward base for the commander. Now, we are not charging you 600 CP for the empty version, nonono. You are buying the end game version, equipped with everything a thriving city needs: from bars, to churches, to supply depots, to bookstores, to hospitals, to an underground maximum security prison! Huh? Repeat that last part? Never worry, it doesn't involve you, yet. Post jump this can be either an attached location in your Warehouse, or just plonked down where you want the next jump. All resources are self filling and it takes care of maintenance on its own so you don't need to worry about that.

- **Lost Sector Additions** (400 CP, Requires Outpost [There is no Discount for this Item]) The Ark we know and maybe love was not the first of its kind. It was in fact the 33rd. These failed earlier attempts at the Ark are called Lost Sectors now. They were conquered by the Rapture, but now you have the chance to conquer them in turn. Though never finished, you can expect each of them to at least be equal in size to the Outpost itself. This option allows you to add any Lost Sectors you clear over the course of your jump to your Outpost, expanding its size, resources, and territory with each conquest. You will also gain any advanced technology that had been lost to time which could be found in each Lost Sector you conquer, and this technology will automatically

be integrated into your Outpost as appropriate. This, all in all, will increase the size of your Outpost 33 times over, ending up at all total area of approximately 7800 Square Miles. Additionally, any Lost Sectors not claimed at the end of the jump are added automatically post jump.

- You can determine whether or not your Outpost is a copy of the Outpost the Canon Commander would normally be stationed at, or if it is the Canon one and it's simply under your command and properly outfitted now. If you choose to not have the Canon Outpost, you can also choose if yours is connected to the Ark like the Canon one is, or if it is entirely separated off as it's own civilization similar to how Eden is.

**Geometric Harmony** (-1000 CP, Commander Only [They do not receive a Discount]): In the world of Nikke, there are devices known as Harmony Cubes. The most major of Harmony Cubes are devices used to build the Ark. However, there are also the Minor Harmony Cubes, which can essentially act as an Equip for the Nikke, granting them enhanced or new abilities. This item focuses purely on those Minor Harmony Cubes, and the term Harmony Cube from here on out will only be referring to the Minor Ones. By taking this item, you now receive a Blank Harmony Cube once a week, in addition to starting with one. You can imbue this Harmony Cube with a copy of any Perk you possess, and the Nikke equipped with it will gain that Perk while it is equipped to them. A Nikke can equip only 1 Harmony Cube at a time, normally. However, Harmony Cubes made with this Item take up a separate slot, although it is still restricted to a total of 1 of these new cubes, granting them one of each at a time. That being said, these can be changed out at will, so you can adjust what Perk and normal Harmony Cube they have equipped as need be. Post-Jump, you can just choose to "install" these in anyone, and it will just work, albeit with the 1 Total Limit still in place. As part of the default “cannot be stolen” clause on all items, these Harmony Cubes will not work on anyone you haven’t authorized to use them, so you don't need to worry about your enemies getting their hands on a copy of one of your Perks.

## Nikke Items

**Upgrades Materials** (100 CP, Free for Nikke): In order to keep up with the demands of the war effort, a steady supply of material is needed. Not just munitions for your Nikke but also materials for repairs and improvements. We will be giving you a weekly stipend of the necessities such as cash infusions, battle data, core dust for the body and manual programs, and software updates for your Skills. This should be everything you need to keep yourself up to date and in fighting shape. We don't want you falling behind the times and dying because you became obsolete, now do we?]

**Ammo Aplenty** (200 CP, Discount for Nikke):  Remember those munitions I mentioned? This is where they are. Weapons, ammo, supplementary gear, it's all here. Just don’t expect anything larger than personal-rated equipment. This doesn't come with a Tank or the like. Whatever kind

of kit you want and can handle, you can find *something* your speed here, we guarantee it. ~~{guarenteesarenotbackedbytheBig3}~~

**Armored Transport Helicopter** (400 CP, Discount for Nikke): [Here's the thing, you need to get to where you are deployed quickly, and you need to be able to keep shooting during transport. Here's the answer: An armored heli unit large enough to fit a dozen soldiers, strong enough to handle and push through most anti air cannons, and equipped with high caliber autocannons capable of punching through steel plate on either side so you can return the favor.]

**Super Power Up Plushie** (600 CP, Discount for Nikke): [This gift may not seem like much, but anyone can tell that the secret to true power lies in plush. While most may talk about thighs, we are talking about a Plush of your commander. Its adorable pose gives you power and unlocks your true potential! Just owning this gives whoever it's given to a power boost up letting them grow 10% stronger. Forever. If gifted to someone else, you will receive a random plush one week later in a different pose. Be careful who you give it to, Nikke are possessive of these. NO, you can't have mine!]

- No, you cannot stack plushies on someone to give them infinite power. The effects of a Plushie doesn't stack. Be it 1, 10, or 100, they will be just as strong, albeit with far more merchandise in those later versions.

**Tribal Towers** (-1000 CP, Nikke Only [They do not receive a Discount]): This is a set of towers that you now possess. They are infinite in height, and possess challenges of greater and greater challenges the higher you go in them. You receive no injuries, exhaustion, or other consequences from failing, except the loss of time. For success though, you receive rewards of greater and greater value as you advance in height, but you will receive an additional bonus of some kind every five floors cleared as well. Well, this also grants you a good way to test yourself and your combat skills without risk as well, but that is something you gain regardless of if you pass or fail. Floors do not refresh after being cleared, and cannot be re-challenged. Additionally, you have a variety of towers to challenge. There is a base one, in which anything is allowed, but there are also more. Every other tower has some kind of restriction, be it the types or brand of Nikke you can have fight within, or something else you can come up with. Every tower has their own power level progression though, so you can likely blow through the first few (or few dozen) floors of each tower you can challenge to gain a bunch of rewards very quickly.]

### Rapture Items

**Alva Particle Generator** (100 CP, Free for Rapture): Alva Particles, useful for you, not so for enemies, these particles cloud and obscure and jam radio frequencies, corrupt camera footage live, ruin sensory abilities of all sorts. They somehow even act as meaningful electrical insulators by just being in the area, and even can cause Nikke to simply shut down by sufficiently dampening the electrical signals inside of their body if they are put into an area with an obscenely high concentration of Alva Particles. For other people. For you and anyone you whitelist (by default this is Raptures) this is normal. And it causes no impediment to your own

attempts or systems. This generator is normally hidden in the bodies of raptures but for you we will have it set into the form of a black and red box with a silver dial.

**Red Shoes V2.0** (200 CP, Discount for Rapture): A file containing the original Red Shoes personality download that worked as the first upgrade to Corruption. Instead of a loyalty to the rapture queen, she instead sets the new corrupted loyalty to default to you and your cause, whatever it is. Additionally, if your Red Shoes Virus contacts any other version of the corruption virus, or any virus of any kind for that matter, yours will automatically and instantly convert those versions to your own, and cannot be overturned, resisted, or subverted by them in turn. While lesser than the corruption you can access via the matching perk, this can be disseminated and reproduced. Warning, creates a copy of Red Shoes inside the systems it's inserted into, albeit one that is loyal to you. If you already have an AI from a prior jump, you may import them into the virus in place of Red Shoes.]

**Mecha Unit** (400 CP, Discount for Rapture): This is where firepower comes into play. This mecha may require you to take a humanoid or small form to pilot, but its power is immense and its speed even moreso. Floating at approximately 3 stories tall and shaped like a legless human torso with arms, this mecha may look strange but it is *not* to be underestimated. It is capable of putting out immense amounts of firepower very quickly, and even has short range teleportation capabilities. This is a sign of the Queen's favor upon you. Do not squander it.]

- You can grant the Mecha a different shape, if you desire. You have to choose the shape before entering this Jump though, you cannot just change it at will. This will not impact it's capabilities.

**Mobile Artillery Support** (600 CP, Discount for Rapture): [Did Someone call in for Heavy Support? What's that? Do I see the hill? Ah, got it. Removing that. This is your own designated mobile artillery support. Choose one style between train or base.]

- For the train option it becomes an all terrain train with missile launchers, heavy cannons and its own massive long range artillery cannons. And it can form swap to a giant mechanical bull armed with machine guns and a forcefield.
- For the base option it becomes a mobile heavily defended base with auto turrets and capable of deploying its own limited troops or if worst comes to worse. Additionally, it can switch from base to mobile tortoise and deploy its own missile barrages and giant cannons.

**Heretic Conversion Center** (-1000 CP, Rapture Only [They do not receive a Discount]): [This is. . . certainly something. This is a facility of technology that is both incredibly advanced and entirely unknown to Humanity. What it does is simple: it forcibly converts any given Nikke into a Heretic. Heretics are unbelievably powerful, with even an average Nikke turning into a powerhouse capable of overwhelming even the strongest Nikke humanity has. However, you can use this on more than just Nikke. You can convert Humans into cyborgs with this (albeit less cleanly than a Nikke Corporation Proper), or just use it to manufacture Lord or Titan class Raptures. This also comes with a complimentary skintight black outfit for the convertee, assuming they still have a relatively humanoid shape. Of course, none of the processes this

facility does are ***quick*** by any measure. While the facility will automatically generate the resources it needs, it's set for quality, not quantity. Even a single Heretic would take at least a month, but it should be more than worth it.]

## Companions

[If you are going to the battlefield, you will need to have allies. Who did you recruit to fight at your side?]

**The Brat** (Free): [Well, if you want her, I suppose. This is Syuen, the CEO of Missilis. She is also a self-indulgent brat who will force her will on others and cause problem after problem with no thought to the consequences for anyone, including herself, whatsoever. She, for whatever reason, is now head over heels in love with you. Don't expect that to mean that she'll stop being any of the above though. She can and will try to force her way into doing whatever she wants with you whenever she happens to want it, and possesses no shortage of money and influence to try and make that happen. Still, she does legitimately care about you now, so if you try to give her some. . . Correction (like say, by turning the tables during a private "encounter"), you'll have many chances and she'll be very hesitant to actually act against you. Rather, she's far more likely to discover some things about herself from the experience. That being said, she is actually a very accomplished scientist in the field of Nikke Production and at least passable as a businesswoman, so I'm sure you can get some value out of her even after this Jump and she no longer has access to Missilis. Lastly, she does come with the “Mental Firewall” Perk, but since she's not a Nikke this probably won't come up at all during this Jump.]

- Taking this with the “Enemy of the Corp (Missilis)” Drawback will make your relationship with her very interesting, no matter how you want to interpret it. She could be a Jealous Ex, an obsessive Yandere, or even just constantly fucking up genuine attempts to help to the point where someone who didn’t know would assume its malicious. No matter what you pick, it will certainly be memorable at the very least.
- This can have some fun interactions with the Major Corp Item, whether you choose to be the (effective) CEO of Missilis or your own Nikke Corporation.

**Sleeping Beauty** (Free): [Oh? Now where did you find her? This is Aurora, the girl who would have been Sleeping Beauty of the Goddess Squad. That is. . . if she ever actually woke up. See, everything went fine in her conversion process, all the systems and her brain functioned perfectly well. She simply just didn't wake up after it was all done. She was shuffled through various facilities while they tried to wake her up, until eventually she was forgotten about. By taking this Companion Option, you have somehow managed to find her, wherever she is sleeping, and woke her up after all this time. You can choose to have this happen a few days before you start, or soon after you start. Whichever you prefer. As the one who woke her up, she will call you her Prince / Princess. Mostly as a joke at first, but possibly as a legitimate term of endearment later on.

As a combatant, Aurora wields an Anti-Material Sniper "Rifle", if it could be called that, named Sunset. It is less like a normal sniper rifle, and more like someone took the main cannon of a tank and made it handheld, with a barrel thicker than one's arm that shoots bullets larger than a human fist. It possesses no magazine and needs to be reloaded after each shot, because it simply lacks the room to include one. However, little can survive a direct hit with this weapon. Her Sunset also has a Bayonet on it, for the very, very rare occasion that something gets past her vines to get close to her. This is larger than a butcher knife, and twice as thick, purely so it can keep up with the sheer strength Aurora can bring to bear. She's never *needed* to use it, but still will for fun if she's not in danger anyways. Additionally, she also possesses a series of prehensile and extendable thorned vines that she can control at will, which were meant to be used in tandem with her weapon to ensure she gets a clean shot.

She is also considered to have the following Perks: A Body Worth Buying, Mental Firewall, Guilty Wish, Advice and Trust, Brand Affinity, Competitive Upgrades, SSR (x3), and Premium Priority Unit. As for those SSR granted specialties, she has the following. Firstly, she possesses Super Strength, on the same level as Guilty, but without the issues in control. This also applies to her vines, granting her superhuman strength at a distance and allowing her to tear apart any weaker enemies that approach her. Secondly, she possesses a sort of Tremorsense, allowing her to perceive the world around her through vibrations. This works best through the ground, but she is also able to perceive the world around her through vibrations in the air, albeit at a much lesser level, allowing to do things like perceive the heat and location of objects and people in the relative vicinity and substances in the air through her sense of touch via the air. She can perceive this both through her body and through her vines, making it very difficult for others to get the drop on her. As a side-effect of this, it also massively improves her senses of touch and hearing. Lastly, she possesses a superhuman level of mimicry. By simply seeing someone perform a skill, action, or even language once or twice, she can memorize it perfectly, replicate it at will, and even understand the underlying principles beneath it, allowing her to do more than simply replicate it.

For her appearance, Aurora has long curly and deep orange hair, that goes down to about her center back, and has soft but striking yellow eyes. She is also very tall, standing at 6' 3" (or 191cm in Metric). She primarily wears suits, of varying colors and designs. She will vehemently argue against wearing dresses, and will start blushing and sputtering if you suggest wearing anything more revealing. In her own words, she would "die of embarrassment" if she had to wear anything too revealing, in public at least. She generally has an aversion to showing skin, to the point where she would rather wear a skintight wetsuit over a more normal swimsuit. However, this is far eclipsed by her aversion to feet, which can get so strong that you may need to talk her out of amputating her own when her disgust flares up especially strongly.

As far as how she is as a person, Aurora is a very self assured, optimistic, confident, and dominant person. This can get to the point where she can seem to assume nothing wrong could ever happen to her, but that is mostly her hiding her concerns and worries. See, Aurora has issues trusting others, and exposing vulnerabilities, to the point where she is only really willing

to do so with someone she truly trusts, or when her problems have grown to such a point where she knows without a doubt that she cannot handle it herself.

Additionally, Aurora generally thinks of herself as a normal person. She has trouble understanding that her capabilities are not normal, not just among Nikke, but even among Humans. If you, or anyone else, point out that no, most people can't become fluent in an entirely new language within a single encounter with it, she will get very confused. She is also liable to forget this after being told, and may need to be reminded of this. Additionally she has trouble believing she could be desirable. She genuinely cannot see anything that others may like about her, and the idea that anyone could love her or be attracted to her will be first met with flat out refusal. On that topic, Aurora is very much a hard-core lesbian, but she also is something of a Demisexual, and thus can make an exception for someone she truly adores even if they aren't in her usual strike zone.

Aurora is generally very sweet and caring.  Motherly is a word that can be very accurately used to describe her, and she is very much willing to adopt basically any kid she sees that she thinks is in a bad situation. With force if need be. However, she also has some bloodlust, and enjoys the hunt. She is very much willing to tear into those she thinks deserves it, be it physically or verbally, and will greatly enjoy the process. That doesn't apply in her home life though. Rather, the thought of genuinely insulting someone she cares about, let alone hurting them, will make her feel ill. Well, except for love bites for her partner(s), but she doesn’t count those. She’s also willing to tie people up with her vines if need be though, being sure to keep the thorns from digging into them, as a punishment / time out. In romance, she is very much a glass cannon. She is perfectly able to dish out affection, nicknames, and so on, but will crumple upon receiving it, devolving into a severe blush, very quick words of thanks, and cute pouts at the gesture. Well, at least until she gets used to the dynamic. Then she'll simply fire back with even more forms of affection.

Aurora is also generally possessive, and loves to spoil those she considers "hers". This can be in either a romantic or platonic way, be it romantic partner(s), those she feels responsible for, or children she’s decided to adopt. Be it praise, physical affection (again, be it romantic or platonic), food, material luxuries, or anything else. She will do her damndest to make sure they want for nothing (within reason). Additionally, she is a very loyal person, in an "all in" sense, and takes betrayal of any kind very personally. If someone she cares about is in a battle or an argument against someone or something she doesn't care about, she will back the one she cares about to the fullest extent of her abilities until she has achieved total victory or she is told to do otherwise, no matter the topic, scope, or situation. Just make sure you don't get in over your head, because she can and will follow you in. That being said, she is perfectly fine being in a more open relationship / polycule, so long as all parties are honest about it being such. That doesn't count as betrayal to her.

Additionally, well. . . There's not really a graceful way to say this, but Aurora is very Cat-Like. She doesn't actually have cat features (by default, anyways), but she follows many of their habits and attributes. She will nuzzle very warm things, stick her tongue out if she eats

something she doesn't like the texture of, attempt to grab birds she sees (including forgetting that there is glass in the way if through a window), and is liable to chase red laser pointer dots, at least for a moment or two before regaining her composure when in public. She will so occasionally Nya in speech and text, especially if goaded into it, and will purr when especially pleased. However, she is is very embarrassed about all of this, and will try and deny it.

Lastly, Aurora has some literal issues with her body and senses. Firstly, she can be prone to random bouts of narcolepsy when not doing anything serious or when she's relaxing. This can be directly passing out, or just having some of her time vanish as she basically blacks out while sitting somewhere for an hour or two. This will never happen when in the field or the like, but it can be very annoying for her when the three hours of free time she thought she had simply gets cut in half by her own body. Secondly, she is massively colorblind, being able to tell basically no colors apart except for the most distinct of shades. Well, except for the color orange and its various shades, which she can see and tell apart near-perfectly for whatever reason. Lastly, she has absolutely no sense of taste or smell. For her, food is entirely texture based, and the idea that there is any other aspect to it is strange to her. She has still managed to become a very skilled cook who can make great meals despite this though, so it's safe to eat what she makes despite her literally being unable to taste test in the way a normal person could.]

**Empty Innocent** (Free): We. . . aren't sure how this happened, but congratulations, you have now effectively adopted a young child. Specifically, a young human girl named Rapi. She will just wake up somewhere near you sometime soon before or after your Jump Starts. She has no identification, nor real knowledge of what is going on. She doesn't have much knowledge of anything really, having been hospitalized for basically her entire life, and what little she does know implies shes from a different period of time. Whatever health issues she may have had are gone now, but she's still ignorant of basically everything and has no basic skills required to live, like literacy. She also has a white hospital gown she is wearing, and literally nothing else to her name, not even a pair of shoes. You'll likely want to get her something else to wear. Additionally, if she would run into the Nikke named Rapi in the present, neither of them are likely to have a fun time. However, despite all that, she is an absolute prodigy in just about anything you could ask of her, and the bar for being one of the best people she's ever met is lower than even the bar for getting through loyalty of a Nikke, so she certainly won't be a burden for long if you do take her. Oh, and while it isn't likely to come up since she's a Human, she is considered to have the Mental Firewall Perk.

- If you take the Monogamy Drawback using her, it is instead changed to “I'm too busy being a single father/mother to be in a relationship”. This Rapi is a very young child, after all.
- If you take both her and the Sleeping Beauty Companion, Aurora *will* be basically adopting her alongside you and anyone else you have that would help raise Rapi, without any prompting whatsoever. Rather, the challenge would be to try and convince her to ***not*** help with mothering, if you didn't want her involved for some reason. And that would be a very hard challenge indeed.

**Roam** (100 CP): - [This Robot wanders the Surface, looking for Relics of a time gone by. He gathers remains (called Relics by him) of human life from before the Rapture Invasion and uses it to build up his “Second Ark”: a replica downtown district filled with parts of what used to be commonplace in the world, and mannequins posed and dressed like people inhabiting it. He does this in the hopes of it becoming suitable for humans to return to, and bring noise, laughter, and life back to the empty surface. His “Second Ark” is functionally his equivalent to the Outpost Item. And, at the end of the jump, it will refresh everything to like new. This will allow you to lift the entire downtown district, and take it with you as either a Warehouse attachment or to be plopped down in future jumps as you decide. Oh, and naturally he has the “Mental Firewall” Perk.]

**Canon Commander** (300 CP): - [The MC of the Game. This Commander is noted for being soft hearted among commanders. And for treating his Nikke remarkably well. He comes with the Perks “A Body worth Buying”, “Competitive Upgrades”, “Advise and Trust”, “Lead From the Front”, and “Outpost Excellence”. He also has his own Nikke, Marian. She possesses the Perks “A Body worth Buying”, “Brand Affinity”, and “Competitive Updates”. Additionally, both of them have the Perk “Mental Firewall”, and can be imported using only one slot in future Jumps.

**Your Squad** (50 CP each): - [This option allows you to bring in a companion you already have. Or create an OC companion, should you want. Regardless of which you choose they have 800 CP and gain one origin of your choice for free. They can perform the Location and Backstory sections as normal, and receive points for them. They cannot take Companions or Scenarios, and are limited to only 1000 CP of Drawbacks on their own.]

- If you took the “Retroactive Recruitment” Perk, you can also make a Created Companion be one of those Expies.

**New Recruit** (100 CP): - [Find a specific character you want to take but don't trust your luck to meeting them by chance? Take this to guarantee a good first meeting with them and ensure things work out so that you interact often. Additionally, any Companion purchased this way is considered to have the “Mental Firewall” Perk.]

**Your Allies** (300 CP for all max bond): - [This option allows you to take anyone you have reached max bond with (or equivalent) that you meet this jump. Anyone who is completely and totally loyal to you and yours can come. You will be able to tell if someone qualifies for this or not, but only as a yes/no. You receive no information on how close someone is to qualifying for this. However, if someone does qualify, they gain the “Mental Firewall” Perk.]

## Drawbacks

[Uh oh, Looks like Someone overdrew their balance, don't worry though. We can foot the excess bills, just sign here to the required penalties and we’ll take care of the rest.]

**Bandage Habit** (+100 CP): [As is on the tin. The Commander's habit of putting bandages on everyone, even if it does literally nothing for them. You will get into a negative mood if you go to bandage someone and find yourself to be out, so be sure to stock up. While this may not have any practical aid to the Nikke it does show compassion to them, which is in short supply in a world as dark as this.]

**"Animal Expert"** (+100 CP, Cannot be taken with the "Naturalist" Background): [You are weird. Just, objectively weird. If you are a Commander or a Nikke, you are convinced that the Raptures are a new form of animal life, and that if we treat them as such, we can eventually learn to coexist. As a Rapture, however, you really don't see why you all need to kill the Humans and their Metal Pretenders. Sure, they're an inferior form of life, but that doesn't mean you need to eradicate them. You will try to avoid fighting your natural opponents where you can, and will document obsessively on their behaviors, but are willing to fight if need be. Additionally, you can actually succeed in this goal of yours, although it will be hard to achieve and isn't easily replicable even if you do so.]

**Ludmilla Touch** (+100 CP): Huh, and here I was thinking that Ludmilla's curse was unique. By taking this Drawback, you now share her innate talent for short-circuiting any tech you touch, hope you weren't planning on doing your own filing. This does not affect the machines involved in the body of a Nikke, nor does it affect Raptures sadly, just other forms of machinery.

**Exposed** (+100 CP): [Wait, they're trying to get you to wear *what?* I'm sure you're aware of the general standard of dress for Nikke by this point, being barely wearing anything at all, or having what they do wear massively emphasize their assets. By taking this Drawback, you are forced to follow the same kind of dress code. Everything you wear must either be skin tight, be exposing mass amounts of your skin, blatantly be some kind of fetish gear, or any combination thereof. I hope you have good defenses, because you aren't going to be wearing any proper armor while you're here.]

**Featherweight** (+100 CP): You have absolutely no tolerance for any sort of recreational drugs. A third of a cup of some of the lightest alcohol there is can make you immensely drunk, and that just gets worse the harder of substances you ingest, intentionally or otherwise. That said, thankfully, this doesn't actually decrease your tolerance for overdosing, so you don't need to worry about someone accidentally giving you the wrong drink immediately killing you, although you may wish you were dead if you do something especially embarrassing or regretful while under the influence.

**Crossover Chaos** (+200 CP, Requires Retroactive Recruitment, Cannot be taken by Companions): [You didn't think that allowing expies of various other works would be Consequence Free, did you? By taking this Drawback, you have opened the metaphorical floodgates. Your Retroactive Recruitment Perk will now automatically activate, bringing expies of characters you know and like into your life. However, they won't come alone. Rather, they come with an abridged or partial approximate recreation of their original plot in the setting and power level of Nikke. Naturally, you will inevitably be drawn into it and be

responsible for resolving it. This will happen every 2 to 4 months during your time here, with at least a 1 month break between events depending on how long they run. I wish you the best of luck, because your life is going to get interesting.]

- If you wish, you can choose to keep this Event Creating effect in other Jumps, if you would be interested in that.

**Priority Target** (+200 CP): Anytime you enter a battlefield, the enemy will just seem to know when you get too close, and they will direct all their attention to you and their actions towards your capture. If caught they will attempt to interrogate you, if they get what they want or too much time passes they will then most likely attempt to execute you, although certain other Drawbacks may change your fate in that regard.

**Sensory Deprivation** (+200 CP, Can be taken Multiple Times): [Oh, did something go wrong during your construction? Or perhaps you were just born this way? But regardless, no matter what specifically occurred, you no longer have one of the five senses that people normally do. Sight, Sound, Smell, Touch, Taste. Pick one, and you no longer possess it for the entirety of this Jump. This isn't likely to be fun, but there's ways to cope with this. You can take this multiple times, if you really want.]

**Constant Cassanova** (+200 CP): [You are, well, a flirt. If you open your mouth around a pretty face, you're going to be complimenting them in some way within a few seconds. That doesn't meant this can't be genuine, or that you can't say something insightful, but it is going to be often, and you are going to say it to just about everyone. To be clear, this doesn't mean you have to actively try and proposition to them, but even if you are saying platonic compliments or the like, those around you are liable to take it the wrong way, and assume you want more than you do. I pray for those who actually want something committed with you, because they're going to have to come with terms that you're just like this.]

- If you take this with Monogamy, you can interpret this in one of two ways. The first is that you still do your (platonic) compliments with anyone, but then immediately turn them down if they try for more. The second is that you don't compliment everyone you see, but you immediately start hyper-aggressively performing Public Displays of Affection whenever you're with your partner.

**No Out-Of-Jump Knowledge** (+200 CP): [Oh no, you've found some classified info and had to be memory wiped, no metaknowledge for you Jumper.]

- **Factory Fresh** (+800 CP, requires No Out-Of-Jump Knowledge): [Oh, did you just come straight off the production line? Rather than just having no metaknowledge of the setting, you simply have no memories at all. While you still possess all your old skills and abilities, assuming you didn't get rid of those as well, you'll need to rediscover that you even have them. I wish you the best of luck.]

**Pass, not Smash** (+300 CP): [Listen, I don't know what rumors you've been hearing. But the Nikke are for Fighting, not flirting, and certainly not for fucking. You are, under no

circumstances, allowed to have sex with the robots, nor will they be able to successfully initiate anything either.]

- If you did take The Brat, she won't count for this restriction, as she's not a Nikke. Which is. . . certainly an exception. Use this as you will.

**No Out-Of-Jump Items** (+300 CP, Cannot be taken by Companions): [Hey now, that's contraband. We can't have foreign interests and weapons here. No Outside Tech, Gear, and "Items" in general allowed past this point. Who knows if any of that is reporting back. Huh, it can't? I don't believe you.]

**No Out-Of-Jump Companions** (+300 CP, Cannot be taken by Companions): [Wait, who are all of those people? We have enough issues with eccentric personalities, thank you very much. The only person you currently have with you that enters this Jump is you. Anyone else will need to wait in this warehouse of yours until you're done here.]

**Rapture Bait** (+300 CP): [The Rapture seem to have a talent for finding you, or they have your scent. Every time you leave the City or the Outpost, you will find them in far greater amounts than reported initially. This will only be the standard, low-tier Rapture though. If you're a Rapture yourself, you can either replace all of the Rapture terminology with Nikke terminology as appropriate for this and all of the Sub-Drawbacks of this, or you can make it so the other Rapture are antagonist to you and keep the description as it is.]

- **Lordly Lure** (+300 CP, Requires Rapture Bait): Not only will regular Raptures flock to you, now Lord class Raptures will as well. Lords are Larger, Stronger, and very territorial. Consider them the "Bosses" among Raptures. Be prepared for a tough fight.
    - **Tyrant Target** (+400, CP, Requires Lordly Lure) Chatterbox is one of the Most Powerful Raptures. He is Agile, Intelligent, as Strong as a Lord, as well as being able to inflict Corruption himself. And now, not only is he around to cause problems, you will be running into his peers, the Tyrant class of the Rapture. You will find many Tyrants during your stay, or rather. . . They will find you.

**Untrustworthy** (+300 CP): [It may just be your face, it may be your tone, it may even be this drawback, but people just tend to distrust you at first glance. It's not like you can't change their minds, but be ready for an uphill climb with everyone you meet.]

**No Out-Of-Jump Perks** (+400 CP): [Just because you may have managed to avoid getting your contraband weapons and gear taken, why would we let you bring in the full suite of tech? All your "Perks" have been confiscated until the end of jump.]

**Mere Mortal** (+400 CP): [The Commander must seem near superhuman given the amount of stuff he survives and the battles he leads his squads into. Sadly you are not him, near misses for him become hits for you, you seem to take more damage from the same events as he did, and unlike him, it's much harder for you to recover.]

**Everyone's Darling** (+400 CP): [Congratulations, you're popular, especially with people of your preferred gender. Downside, you are ***very*** popular. Additionally, your suitors have no intention of sharing (outside of some pairs that would want just the three of you involved), and are willing to use force to get what they want. They have no intention of hurting you (permanently at least), but they have no such qualms for their Rivals and a decreased respect for your consent or feelings on the matter. And if they do manage to get you for themselves, well. . . are you familiar with the story of Helen of Troy? It'll look a lot like that. While it's rather obvious how this works for Commanders and Nikke, it does work for Rapture as well. Primarily through the Heretics, but there are bound to be some powerful Humans and Nikke with a distinct taste in partners as well. If you do manage to survive this and want to keep some of them though, they will drastically tone it down post-jump without the influence of this Drawback exasperating things.]

**Monogamy** (+400 CP, Requires at least one Companion, Cannot be taken by Companions): [Congratulations Jumper, you're now married! Well, it doesn't have to be married exactly, a serious and long term committed relationship is also fine, even if you don't have a ring. But regardless, you now start your Jump in such a relationship with one Companion that you have taken, of your choice. The downside? You are not able to do anything even remotely relationship-coded with anyone else. You can't even flirt with people or pretend to be dating or in a relationship with someone else for the sake of being undercover or some scheme. You are now compelled to immediately shut anyone expressing romantic interest in you down, under the premise that you're already taken. That being said, you can try and break it to them softly, but you do need to actually and definitively shoot them down. It can't be ambiguous. This also applies to any existing relationships you may have. For the duration of this Jump, you only get to do romantic things with the one person you've taken as your partner, and no one else. The same restrictions apply to your partner as well, of course.]

- For the purposes of who you can be married to, or effectively married to, this includes any Companion that you have directly purchased (IE, not via Your Allies), have created, or are importing. If you have taken a Scenario, you can also choose to have one of the Companions you would start with, or one that you don’t need to complete the scenario to obtain (like the Nikke of Counters for the My Commander Scenario), as your partner.
- If you are taking this with a Companion you are Importing or Creating, they also gain the CP for this Drawback.

**The Queen is Watching** (+500 CP): [The Raptures Queen wants you. Why? We don't know, but whether she wants you alive or dead, she is sending in Tyrants and Heretics (Corrupted Nikke) after you. If you stay in one place exposed too long, hope you are ready for surprise boss fights, good luck. If defeated, you will be captured, interrogated, and then most likely executed if no rescue mission succeeds, although certain other Drawbacks may change your fate in that regard.]

**Enemy of the Corp** (+500 CP, Can be taken up to 3 times): [Wow you must be an idiot, don’t you know the Corps are basically untouchable here? I don’t know what you did but choose one

of the Corps: they now hate you. Be ready for hard times from everyone ranging from the Nikke's produced by them, to them sending you shorted gear or subpar supplies, or just going out of their way to make your life hard. For a place where everyone is so dependent on the Corps, pissing one off is beyond stupid. If you have the balls to not only piss off one Corp, but multiple? You can take this again. Once for each of the Big Three at max.]

**T@1k tO M3** (+600 CP, Nikke and Rapture Origin Only): [Chatterbox managed to take a bite outta you before you officially began your jump, and now you've got the Corruption trying to control you. Because of the Free Perk "Mental Firewall", it can't completely force you into obedience but you will have a constant struggle on your hands to avoid becoming a new servant of the Rapture. If you falter for a single second, you will find yourself locked behind a mental window as your body does the Rapture's bidding. Eventually, it will even undergo modifications at their hands. This mental imprisoned state can be broken out of, allowing you to regain control of your body through sufficient time and focus. Additionally, this can be further made easier through use of Vapaus Ammunition. Although, you will have to deal with the consequences of whatever your body did yourself, once you've been freed. On the bright side, this drawback ends when Chatterbox dies.]

## Scenarios

***The following Scenarios are mutually exclusive.***

**Old Tales Rewritten** (+400 CP): [The story of Nikke as it is known, a fight against the Raptures by the last city of mankind deep beneath the earth, is something you should know by now. However, 90+ years ago it wasn't quite there yet. Taking this scenario allows you to head back to this time. To the Old Tales and the debut of the Grimm series. See if you can rewrite the tragedy they became. You will be inserted into that time with the same kind of Origin and Role that you would have in the present time, although you can choose how the past and present "you"s are related, if they're related at all. Additionally, you will have some sort of connection or tie to the Grimm Series, like being their Commander or a Member, so you do not need to craft such a connection after starting.

You can choose how you would like this Scenario to affect the "End Date" of your Jump. The first option is to simply have your Jump end 10 years after your start, regardless of if you succeed or not. If you choose this route, you will spend no time in the standard time period of Nikke whatsoever. The other option is that, by the end of the Old Tales event, you will be moved back to your default start time (in a world in which your actions in the past exist) to resume the jump as normal, still spending the 10 years from that time. Should you succeed in the scenario in this case, you will get to take your new Nikke with you.]

Objective: Complete at least 1 of the 4.

1. Find a way to prevent the spread of the improved Corruption.
2. Mass produce a cure for Corruption in such a way as to remove much of the risk behind Corruption.
3. Complete the mission they failed in, and assassinate the Rapture Queen.
4. Rescue all members of the Grimm Squad and ensure they survive the events of the scenario.

Conditional Rewards.

1. **An Ounce of Prevention**: You gain the ability to sense where and when a corrupting force is stemming from before it infects an ally.
2. **A Pound of Cure**: You gain the ability to take otherwise scarce or one off methods of cleansing corruptive influences and produce them in quantities otherwise unmatched.
3. **Off With Her Head**: By assassinating the Rapture Queen you have succeeded in the dream of every Nikke. And have become the new standard for excellence. You will find yourself better suited and better favored by fortune for 1 in a million or otherwise impossible tasks. Fortune favors the bold and none are bolder than you.
4. **As Divine Intervention**: You have saved the lives of those who were fated to die, the heroes, the martyr, the victim, the villain. As a result, people from all these walks of life will look up to you and find you far more convincing.

Main Rewards: The Entire Grimm line of Nikke as one Companion slot, including an uncorrupted (and sane) Red Shoes and Abe/Grave, who have gained undying loyalty to you for your efforts. Additionally, all of them are now at the same level of power Cinderella had during her time as Anachiro and possess the “Mental Firewall” Perk. These are the versions of them that will exist in-universe in the new timeline formed from your actions.

- They will appear in your Warehouse either post-jump, or when you go to the present time. Should you be doing the present time as well, you can choose how you want this to be implemented. You can have it so history will remember them and/or you as having disappeared suddenly, or you can have it so those you want to stay around have remained in the world over all this time. This could be making the Nikke you get into a Pilgrim-like role, or having the Nikke disappear and the Commander happened to survive within the Ark until the present, likely with some kind of Life Extension Method. If you do choose to have you all time skip, you do not need to worry about any history of them in the near-hundred year interim, although their return will likely be quite the shock.

**My Commander** (+0 CP, Requires the “Commander” Origin, Cannot be taken with the “Canon Commander” Companion): [Instead of starting at your chosen location, you instead come to in a ruined city on the surface with Marian looking over you. You have taken the Place of the Canon Commander. Hope you are up to the work. While this path is well known, it isn’t easy.

This scenario comes with some benefits and restrictions. Firstly, you receive the Vapaus Ammunition item for free, as the Commander naturally has that as an inherent trait of their body.

Theirs isn't canonically as strong as the item on offer here, but you still get the full strength item version, as a small bonus. You also are considered to have the Competitive Upgrades Perk, as the Canon Commander's Strength, Endurance, and Regenation canonically become more and more superhuman as time goes on and they encounter ever more powerful Nikke and Rapture. However, if you purchase either the Minor or Major Nikke Corp, you do not receive that item until after this Jump has concluded. Any other items you purchase here that could not be carried on your person and any Imported or Custom Companions will be waiting for you in The Outpost for when you arrive there.

As like in the “Canon Commander” Companion, this comes with the Nikke Marian. She is an SR tier Nikke, and the one who just saved your life. However, she is also the one who endangered it, being infected with Corruption. That being said, she would be able to push it off for your sake, but won't need to now, as by taking this she also gains the Perk “Mental Firewall“. She. . . does remember what she just did though, so she will probably be very thankful that she is no longer infected, but also severely traumatized by the experience. The blackbox of the chopper you came in on will also be destroyed in the crash, so as long as neither of you admit to anything, there will be no proof to show that she caused that.

This also comes with the Counters Squad, and all of their baggage for you to deal with. This includes the following Nikke:

- Neon, a godawful self-admitted spy for Elysion and firepower affection-ado. She's not the explosive expert, but will still wake you up at random times of night building giant bullets. She is very vain.
- Anis, the actual explosive expert. She enjoys dirty jokes and loves to piss people off over minor slights. A Soda addict.
- Rapi, a machine gunner and enigmatic former member of Absolute, the top squad in the Ark. She sees testing how little she needs to function as a point of pride. Has a tragic backstory you must unlock.

While they are a powerful team, their personalities clash a lot with other Nikke, so enjoy playing peacekeeper. They do come with Mental Firewall though, so you don't need to worry about that.

Your goal is simply to survive all of the trials coming your way, whether you achieve all of the same things the Canon Commander normally would or not.

Your first reward (not including the above benefits) is getting to keep all of your surviving allies listed above. Additionally, they will all receive their highest levels of power they could receive in canon without any consequences that would normally come with that power, should things not work out that way here. For example, Marian will gain her full power as the Heretic Modernia, even though she has the “Mental Firewall’ Perk and will almost certainly not be converted into a Heretic now.

Your other reward is getting to keep The Outpost, in whatever condition it may be in by the end of your Jump. If you took the item version, this is a rather meaningless reward, but it also means that you won't need to build up the base from nothing. Only relying on this also means that you cannot purchase the Lost Sector Additions item, or receive its benefits. This way, however, is free, so it still has its worth.]

**Daily Life of a Soldier** (+1000 CP, Commander Only): [There are many Commanders in the Ark, but many aren't The Commander, protagonist of the game. Rather, most Commanders never get Nikke permanently assigned to them and rarely ever get to serve with any Nikke above the mass produced models. In fact, it is standard procedure that a Commander must do at least two missions with other squads before commanding any given Nikke Squad again. By taking this Scenario, you are now put into this position, that of the Average Commander.

Firstly, any Item you take from this Jump that wouldn't really belong on an Average Commander, such as being in control of a Nikke Corporation or owning the Outpost, is only received at the end of this Jump. Small things that could be hidden or overlooked by a casual observer, like the Vapaus Ammunition or Geometric Harmony, are allowed though.

Secondly, you will only be commanding exactly 9 Nikke, who are broken into three 3 Nikke Squads described below. You will cycle between them in a set order, and all Members are considered to have the "Mental Firewall" Perk. As for what happens when you aren't commanding them? Well, it will never result in any permanent damage to them, be it physically, mentally, or emotionally, but based on the capabilities of the average Ark Commander, it likely won't be pleasant either.

You can still befriend and/or seduce other Nikke, and can take them as Companions, but they will not be able to join your squad and fight with you. Things simply won't work out, aside from the occasional cooperative mission with an entire other squad.

The first squad you will be commanding is produced by Missilis. Its first member is Product 08. She has blueish-grey armor, white hair, and wields a Sniper Rifle. The second member of the squad is Product 12. She has light brown armor, dark brown hair, and wields a Mini-Gun in combat. The third and final member is Product 23. She has light green armor, blonde hair, and wields a Shotgun.

The next squad you will be commanding contains Nikke made by Elysion. Firstly, there is Soldier EG. She has a white-grey outfit, light pink hair, and uses an Assault Rifle in combat. Up next is Soldier FA. She wears a skintight outfit that is partially camo and partially white, has dirty-blond hair, and wields both a Shield and a Shotgun. Lastly, there is Soldier OW. She has a black and dark brown outfit, has brown hair, and wields an SMG in combat.

Finally, you will also be commanding a squad of Nikke from Tetra Line. First up is iDoll Flower. She has yellow and black armor, orange hair, and wields a rocket launcher. Secondly, there is iDoll Ocean. She has a dark grey and white outfit, has white hair, and wields an SMG in battle, although she also is equipped with an abundance of medical supplies. Finally, there is iDoll Sun. She has a mostly black outfit with accents of a dark orange across it, possesses light blond hair, and wields an Assault Rifle.

You may have noticed that I said nothing about their personalities. That's because they're mass produced units. While there are certainly unique physical characteristics to your girls that will develop over time or that you will discover, their personalities are entirely up to you to decide and they likely possess little to no memories of their life before conversion. And, to be clear, even though they're mass produced, you will not get a replacement member if one of them really does die. These are your nine girls. Take care of them.

- You can also choose to freely import any existing Companions into these slots if you want, although they will be restricted to the capabilities of their Mass Produced Nikke during this Jump.

As for what you and your girls will be doing, you will be regularly deployed on missions. These missions are not that dangerous, and most certainly aren't important. Rather, these will be the kind of tedious dregs that no one really wants to do, but is done anyways to keep the numbers of successful missions up. The chance of running into a Tyrant or Heretic is absolutely zero unless you have taken a Drawback to say otherwise, and even running into a Rapture Lord will be rare.

Additionally, you and your squads will never receive any praise, recognition, or promotions from your efforts. You will be stuck doing the same jobs over and over again during your time in the military, for as long as you are there.

As for the goal of this Scenario? Survive, plain and simple. You only need to live through your 10 years here, and ideally keep your girls alive as you do so.

For succeeding, you gain several rewards. Firstly, all of your surviving girls join you as Companions, and can be freely imported into every Jump from here on out with any import option you want at no cost.

Secondly, your surviving girls all gain a copy of every Nikke Perk they aren’t already considered to have, as well as a copy of every Nikke Item except for "Tribal Towers".

Thirdly, you and your surviving girls all gain an immunity to any kind of perception as to anything about you. Be it your power level, your past, future, habits, fears, or anything else about you, through any method. You will instead be seen as the most average and boring individuals imaginable, and the observer will see nothing strange about this whatsoever.

Lastly, you and your surviving girls all gain an immunity to passive dangers. As long as you are doing something regular, routine, or unremarkable, you are protected from any and all accidents or mishaps that could hurt or even kill you, although inconveniences are still able to occur.]

**Demi-Goddess** (+0 CP, Nikke Only, Cannot be taken with the Fallen Goddess Backstory): You are. . . certainly unique. Regardless of how advanced you may have been before, you have undergone a significant transformation. At some point during your past, you had an encounter with a Grimm Series Nikke, one of the Nikke that were either part of Goddess Squad, or stood alongside them. Something went wrong during this, they ended up dying, and you have absorbed a significant amount of them, including their Core, into yourself. As a result of this, you have gained significant power, but it does come with some consequences. Firstly, you gain the Combat Veteran Perk for free. This is always active, has no consequences, and cannot be lost by falling this scenario.

Secondly, you get a variety of Perks for free that are not always active, has consequences for its use, and can be lost by failing this scenario. These are two purchases of SSR as well as Premium Priority Unit. Those purchases of SSR do not count as the first purchase, if you wish to buy your own version. These are the abilities you gained that used to belong to the Grimm Series Nikke you absorbed and a representation of how that has increased you abilities. This manifest as a sort of super form you can activate at will, which has some sort of effect on your appearance in-line with that Nikke, such as changing your hair color temporarily.

However, if you use these for too long, you will face scaling consequences. This will start at physical stress and blowback as the power begins to tear your body apart. However, after a certain level of pushing yourself without rest, the personality of the Grimm Series Nikke will "wake up" as it was. This will start as them being just a voice in your head that will urge you to do certain actions they feel passionately about, but if you push it especially hard, you can end up swapping positions with them, where they have essentially reincarnated themselves in your body temporarily. That said, no matter who you pick, they won't actually want this situation to remain this way, so they will hand the driver's seat back over within a few days at the latest.

That being said, there is a way to get rid of the above negative effects, and that is to complete this scenario. See, all of the Grimm Series Nikke have no end of regrets and failures. They all have something they wish to accomplish, or something they wish they could make up for. This could be something grand like finally ending the Rapture (or at least dealing a large enough blow the them that Humanity is no longer on the back foot), or something more personal and smaller in scope, that they were never able to acheive, such

as Grave's desire to resurect Cinderella. By inheriting their Core, you have also inherited these goals as well.

By achieving at least one of the goals that they held dear but were never able to accomplish, you have fully become the successor to their will. As such, your "Super Mode" Perks become permanent, and you no longer face any consequences for their use whatsoever. You can choose whether or not you want this to include the cosmetic changes though. Additionally, this comes with a weapon that contains enough features to quality as Custom Equip (x3), and is somehow in-line with your Grimm Seires Nikke, although it won't be their weapon exactly. Lastly, you can choose to gain the Grimm Series Nikke that you have succeeded the will off as a Companion, if you want. They could also be inserted into something like a Stand or some other incorporial summoning method if you would prefer, instead of them being a normal Companion.

If you cannot acheive one of these goals during your time here while still keeping yourself alive, however, then you fail the scenario. As such, while you keep the Combat Veteran Perk, you lose all of the "Super Mode" Perks, do not obtain your free weapon, and do not gain the free companion.

**For the Queen** (+400 CP, Rapture Only): [The goal of the Rapture, as far as anyone knows, is either the complete eradication or replacement of Humanity. To either of those ends, the Ark is a major target of theirs, or at least it should be. For whatever reason, though, the Tyrant Chatterbox has cut a deal with Enikk, the AI that runs the Ark. Despite knowing the location of the Ark, he instead chooses to not attack it, on the condition that Enikk intentionally infect a Nikke and send it to a location he desires every once in a while.

However, the Rapture are not a Monolith, despite them all serving the same Queen. Rapture Lords can be territorial, the Tyrants can directly act against each other, and the Heretics have even killed one another. As such, you have no real obligation to follow Chatterbox's deal, so long as you can deal with the consequences.

Your goal, consequently, is to do just that. You are to either capture or eradicate the Ark, to the point where you either literally or effectively control it, rather than Humanity. You could directly wipe them out, or slowly corrupt the Nikke and systems within the Ark until they're your puppet, the method doesn't matter.

That being said, it isn't going to be easy by any measure. The Ark is Humanity's Last Bastion, and the center of all their military might, and you do not have access to the full might of the Rapture by any means. Rather, should you launch a full on assault, you are likely to end up fighting a two-pronged war as Chatterbox and his Rapture will come after you for breaking the accord he created. If you have the strength to do just that though, feel free.

For Victory though, your rewards are immense. You receive the entirety of the Ark, fully restored no matter how much damage you may have done to it while capturing it. This includes all of the industry and Nikke Production Capabilities it possessed as well, all of which will automatically be set to be loyal to you rather than any other group. It will join your Warehouse at the end of this Jump, and can be inserted into later Jumps, either retroactively as a part of the world or having it just appear.

Secondly, any surviving Nikke you have corrupted will join you as a Companion for free as well. They are not automatically converted into Heretics, but there is an item for that if you want to do that en-masse. Still, you will have the ability to obtain a truly large amount of Nikke this way.

Lastly, you gain the enigmatic Rapture Queen as a Companion, for achieving the ultimate goal of the Rapture. This, in the hierarchy of the Rapture, makes you the equivalent of her spouse and the second in command of the Rapture as a whole. Whether or not you would want that sort of relationship with the Queen is up to you, and she would be more than happy to accept such a thing if you want it, but you have that position politically even if not emotionally. With her comes the entirety of the Rapture, Heretics and all, absolutely loyal to her and now consequently you. Should you desire to continue her goal of conquest in later worlds or not is up to you. She's already conquered one world, and is willing to follow your lead from here on out.]

## Conclusion

Well then, after all this there is only one last thing to ask, Do you choose to STAY HERE AND FIGHT, GO HOME WITH YOUR PURCHASES or CONTINUE ONWARDS TO THE NEXT BATTLE?

## Authors' Notes

**Changelog**

1.1: Added the Empty Innocent Companion. Added the Demi-Goddess Scenario. Updated the Sleeping Beauty Companion to add additional information, primarily about her Cat-like attributes which we had forgotten to include in Version 1.0 (to our eternal shame). Minor formatting and grammatical fixes. Updated the Canon Commander Scenario and Companion to add in the "Competitive Upgrades" Perk. Minor clarifications to various Perks, Items, and Backstories. Clarified that Rapture or Nikke Origin Body is gained as an Alt-Form Post-Jump.

1.0: Made Jump.

The following tiers of Nikke are considered to have the following Perks / Items, by virtue of what they are. If you are designing your own build or a Companion's, consider these general templates in their backstory.

Mass Produced Nikke / Rares
- A Body worth Buying
- Brand Affinity
- Power in Numbers
- Myriad Forms (due to the sheer plug-and-play nature and generic-ness of their design)

SRs
- A Body worth Buying
- Custom Equip
- Brand Affinity
- Competitive Upgrades

SSRs
- A Body worth Buying
- Custom Equip (x2)
- Brand Affinity
- Competitive Upgrades
- SSR

Goddess Squad / Grimm Series Nikke
- A Body worth Buying
- Custom Equip (x3)
- Brand Affinity
- Competitive Upgrades
- SSR (x2)

The following tiers of Rapture are considered to have the following Perks / Items, by virtue of what they are. If you are designing your own build or a Companion's, consider these general templates in their backstory.

Mook Rapture / Basic
- Alva Particle Generator
- Power in Numbers
- Myriad Forms

Rapture Lord
- Custom Equip
- Alva Particle Generator
- Competitive Upgrades

- Power in Numbers
- Myriad Forms
- Hidden in the Crowds

Rapture Tyrant
- Custom Equip (x2)
- Alva Particle Generator
- Competitive Upgrades
- SSR
- Power in Numbers
- Myriad Forms
- Hidden in the Crowds
- Corruption

Heretic
- A Body worth Buying
- Custom Equip (x3)
- Alva Particle Generator
- Mecha Unit
- Competitive Upgrades
- SSR (x2)
- Premium Priority Unit
- Power in Numbers
- Myriad Forms
- Corruption

**On The Outpost**: In the item form of The Outpost, it is mentioned that it contains a variety of building and features. The following is a non-exhaustive list of some of those features, to give a more comprehensive idea of what you are purchasing.
- [Workshop]
- [Armory]
- [Generator]
- [Trendy Bar]
- [Seedy Bar]
- [Library]
- [Hospital]
- [Courthouse]
- [Church]
- [Clothing Store]
- [Shopping Mall]
- [Theater]
- [Cafe]

- [Maid Cafe]
- [Radio Tower]
- [Goddess Statue]
- [Wings of Victory Statue]
- [Flower Park]
- [Amusement Park]
- [Observatory]
- [Guest Camp]
- [Hotel]
- [Police Station]
- [Toy Store]
- [Train Station] Loops the outpost, can be hooked up to leave.
- [Recycling Room] Broad applying buffs to Nikke by type and sub type.
- [Elevator] Leads to the Jail / Rehabilitation Facility.
- [Jail / Rehabilitation Facility]
- [Command Center] Where the commander lives and where advise sessions occur.

**On Heretics**: There is no place it is specifically stated, or Perk that explicity grants this, but near-all Heretics possess the ability to transform into a much larger and stronger mecha form, in addition to their existing massively increased abilities. This is not painful or exhausting in any way for them, it just takes up a lot of space and is more noticeable. Unless stated otherwise in any official media, assume any Heretic you encounter, recruit, or create can do this. This includes yourself, if you are one.

**On the Sleeping Beauty Companion**: This was made based on a friend of ours, who goes by Orrin, rather than anything canonical. We did this with her approval, had her input in the design process, and she was fine with being named here in the AN. While her depiction here is generally exaggerated in terms of her abilities, as she is a Nikke and all, it is decently accurate in terms of her personality. Yes, including the cat-like parts, much to her embarrassment.