

S S S S .
GRIDMAN



SSSS.GRIDMAN

Welcome to the Computer World, Jumper!

The Computer World is a complex dimension that connects several other dimensions, including the Human World, which is similar to your original homeworld, and other and more esoteric dimensions like Hyper World where higher beings of pure energy reside.

In other stories, this nexus has been used as the battleground between Kaijus, giant monsters, and residents of the Hyper World, with their battles being felt on Earth in various ways.

Now, it is the scenario of a very different thing: several worlds identical to Earth have appeared in the Computer World, with various nefarious figures being behind them. Gridman the Hyper Agent, a traveling hero from the Hyper World, investigates them.

You are going to be spending the next ten years in this digital world. You have +1000 Computer Points (CP) to aid you in your time here.

Starting Location

You are going to be living in the Computer World! At a first glance, it is not much more different than the regular world in the regions that you will be inhabiting. However, its existence is much more malleable than the regular world, which allows supernatural beings such as Kaiju and Hyperdimensional beings to take form much more easily than they would in the regular world.

You may decide to take either of these two entrance points:

Shinjou Akane's World - SSSS.GRIDMAN - A world that has been reduced to the metropolitan area of Tsutsujidai, which from the manifestation of Kaiju has started to become one itself. Its inhabitants live and are removed from existence at the whims of its 'god', Shinjou Akane, who employs kaijus to remake the city as she pleases. Chasing after the inter-dimensional criminal Alexis Kireb, Gridman will shortly break into the city soon after your own entry.

Gridman's World - SSSS.DYNAZENON - A world created from Gridman's minds after being captured by the Amalgam, using his regrets from taking several months of Hibiki Yuta's life in order to stop Alexis Kerib. This world exists both several months into the future of the events of SSSS.GRIDMAN and several years into its future as well. You arrive shortly after the revival of the Kaiju Eugenicists. Regardless of the outcome of that battle, the instability of this world will cause it to slowly collide and crash with Akane's world if neither you nor anyone else does something to stop.

Origin

Any of the following origins may be taken as a drop-in. You may choose your gender and age for free, provided that it fits your build.

Ally of Justice

You may not be the star of the show, but you are clearly part of the side that battles kaijus and protects the world. Whether you take a more active role in battling Kaijus and other threats, or you support those who do from the side-lines, you are in the team of the good guys and will be involved in their fights as such.

Hyper Agent (-300 CP)

One of the main fighters of Justice. You are a traveler of worlds, moving around both digital and real universes to fight against the Kaijus and other threats that aim to disrupt peace and cause mayhem. You are not just the MAIN Hyper-Agent, but just like the Neon Genesis High Schoolers, you are deeply connected with one or were part of one.

Kaiju Affiliate

But perhaps you would like to side with the Kaijus. Whether you are the villain who creates them, a mere supporter of their destruction and rampages, or one who sees them as a tool to liberate themselves or humanity, you will be working with Kaijus during your time here.

Kaiju (-400 CP)

The source and tools of conflict in the Compute World. Kaijus are creatures born, given shape and nurtured from the emotions of humans. While most Kaijus are rather simplistic and hostile, that may not always be the case. You are now one of these monsters, recently born and matured, dropped somewhere near the starting city location of your choosing.

Perks

Perks are discounted at 50% for their respective Origin. 100 CP discounted perks are free.

General

Eternal Life (-1000 CP)

Unlimited Life. Unlimited Energy. Unlimited Power.

Like another interdimensional being, the incandescent glow of your life essence is now boundless and eternal. As a result of this limitless lifeforce, the form that you take one is now completely immune to aging and damage, quickly restoring yourself to a perfect state in mere moments from any damage you may suffer. And obviously, any powers that rely on your own lifeforce are greatly enhanced by being supplied with this unlimited energy.

Your lifeforce is so strong that it also guarantees that you will survive in some way if you were ever to be absorbed or consumed by a more powerful being, and you will be able to make an escape the moment they start to falter.

And similarly to the Hyper Agents, you are capable of transforming into a titanic version of yourself, which combined with your unlimited lifeforce lets you easily fend off hordes of powerful Kaiju, and even put against the ropes even the great Hyperagent. While in this state, you are able to release your lifeforce in the form of powerful energy beams.

However, be warned that even the endless regeneration may be overwhelmed with the right combination of powers before it has time to adapt. This may not be the end of you and you may still exist as a being of pure energy until you have time to form a new body, but you are very vulnerable to being imprisoned while you are in this state and being imprisoned in this form will prevent you from forming a new body until you are freed again or receive some form of external aid.

Additionally, you can have parts of your body covered by bluish flames that generate no heat at all.

Ally of Justice

Shouldn't I Be The One Falling? (-100 CP)

Having your world turned upside down by the existence of Kaijus and Super Agents can be quite an experience for anyone, enough to leave them unable to act. Not for you. Be it interdimensional travelers, giant monsters and having your world be revealed to be just the toybox of a lonely girl, you are quite quick to get on your feet regardless of whatever crazy event or thing you encounter.

Life Goes On (-100 CP)

Life is not a movie. Even after the climax, when the monster is defeated, the world keeps on moving. Regardless of what adventures you have, you know how to separate these from the life that goes after that. These adventures may leave a mark on you, but you won't be held back by them.

Captain (-200 CP)

Not everyone can be expected to fight in perfect harmony and synchronization the first time they join arms. That's where you come in: you have an immense natural talent for coming up with training regiments and battle practices to make even wildly different individuals act united as one in a fight in a sort order.

Yume no Hero (-200 CP)

There is a place where one should never be late: when your loved ones need you. Like the hero of a drama, you have a preternatural ability to sense when someone you care about is in danger, and if you act quickly, you find that you always manage to arrive at least in the nick of time to prevent a tragedy from befalling them.

Out of the Loop (-400 CP)

The city of Tsutsudjidai exists in a perpetual state of being rearranged by its maker, Shinjou Akane, through the special abilities of her Kaiju minions. But much like the main trio of humans in SSSS.GRIDMAN and the outsiders of this world, you find yourself to be unaffected by such abilities. Abilities that rely on warping the world at large or erasing collective memories are no longer effective on you, requiring someone to specifically target you in order for such abilities to work.

Assistant Immunity (-400 CP)

Battles between the heroes of this world, who often grow to the size of large buildings, and the gargantuan Kaijus are, as you may guess, quite dangerous to be around. Yet, you are not one to let your friends fight their battles without supporting them, even if it is just encouraging them. As if protected by the author in a story, it seems that no serious harm can reach you when you are in this role. As long as you are not directly fighting yourself and your allies haven't completely lost, their enemies will avoid directly attacking you, and you seem to survive all kinds of collateral damage. It may be that your ally manages to defend you in time, or you just miraculously survive against the odds.

Even when the vilest villains actually target you specifically as a way to get to your friends, this protection guarantees that you won't be seriously hurt so long as they are not completely defeated.

Accidental Hero (-600 CP)

After being defeated by Alexis Kerib, Gridman was forced to split into six different parts, with one of those ending taking over Hibiki Yuta, a young high schooler. Now, it seems that Gridman's essence has instead fused with yours.

For the duration of the jump, provided your views don't become too incompatible, you will be able to call upon Gridman to fight alongside you against the Kaiju that threaten the world. This fusion will allow Gridman to incarnate for a few minutes.

In future jumps, you will be able to have a similar spiritual or higher being to inhabit you in order to protect the world through you, letting you transform for a few minutes a day into an incarnation of said being.

If no such beings exist locally, you may instead call upon a nameless Hyper Agent under the same conditions.

Let 's Merge! (-600 CP)

Gridman, even as a being from the Hyper World, is far from the strongest. Yet, Gridman always manages to prevail. Why? Because he never fights alone. And when you fight side by side with your friends, what's best to do than to combine your powers? Whenever you are fighting alongside someone, and provided that they are willing to help you out, you can combine your attacks, regardless of how senseless the combination might be, for more devastating effects. A powerful beam will just massively increase its strength if combined

with a similar attack, but combining attacks of different nature may produce greater results. For example, a beam that heals and a destruction beam may create an attack that destroys the bodies of regenerators.

And this doesn't end here. This also extends to any piece of technology or equipment that you are using. Giant robots suddenly become suits of power armor for a giant Hyper World resident, fighter jets become wings and a submarine may become a giant laser weapon. Again, provided that they are willing to combine with you, any machinery suddenly will be able to temporarily fuse with you. Alternatively, if you are the one who is robotic or are piloting a machine, you may combine it with something suitably large, or with other machines.

The God of This World (-800 CP)

You are no digital creation, but actually a blood and flesh human that has interfaced with the Computer World. A rare event, for usually only energy beings such as the residents of the Hyper World have the ability to appear in both the digital and real world.

When interacting with any kind of electrical or digital machinery, you are capable of communicating with those from the Computer World, as well as observing it. And should you wish to, you may also enter directly into the Computer World or a similar digital world, transforming into a digital avatar of your own design. Your avatar is pretty resistant to damage, being able to survive from falls of large heights, able to create force fields around itself and even fly around.

Once in a digital world, you are able to establish a piece of it into a world of your own. At first, it will be the size of a decently sized city. In it, you can freely design the location and its inhabitants, populating the city with independent artificial humans that are basically indistinguishable from real humans. While you can't directly micromanage them, you can program general behaviors on them such as making them unable to hate you.

Finally, you can summon Venora-type Kaijus, truly colossal even by Kaiju standards that are capable of rearranging your digital world on your behalf, as well as emitting a fog that clears any unwanted memories from the city's inhabitants.

In future jumps, you may also display these abilities outside of the digital world.

Hyper Agent

Hyper Accessory (Restricted, Free but Optional for Hyper Agent, may be exchanged for a free purchase of the 600 CP of 'Cyber Dragon')

You were not originally from the Hyper World, but instead you were a piece of equipment that gained sentience and independence from Gridman when his power was split by his defeat at the hands of Alexis Kerib.

As such, you have two forms: a human form, which at least has some superhuman stats that would let you do things such as crack pavement with your blows and cross a city by jumping through buildings in minutes.

Your true form meanwhile is that of either a giant vehicle of some sorts, such a fighter plane or a giant tank, or a weapon of some sort. As a vehicle, you can move at high speeds and boast a gigantic size, even if you are still smaller than most kaiju. You have some sort of ranged attack as well, which can be either in the form of guns, lasers or missiles, of which you seem to have a regenerating stock of ammunition whenever you need to use them. You can combine with a giant humanoid and act as a sort of equipment to them, either giving them access to your projectiles or boosting some of their capabilities.

As a weapon, you can also levitate and move yourself through the air at quite decent speeds, but you will be at your best when wielded by another, massively increasing their offensive power. You may be able to momentarily manifest your true form and wield yourself.

You can switch between forms freely, but you find that you can usually maintain it for a few minutes with the normal energy reserves that the Hyper Agent background would grant you. Enough to last for a fight, before you need to rest or be empowered by another source. You may save energy by appearing in a reduced size.

Finally, if you wish to, you can also be part of Powered Zenon along with your fellow Neon Genesis Junior High Students, or be an independent Assist Weapon.

The Basics (-100 CP)

Look, in this world new evolutions, power-ups and coming up with a new attack on the fly are not uncommon. It wouldn't do for an Hyper Agent or an aide of one to be caught without a name for whatever new abilities or forms they develop. Luckily for you, you

always have an easy time naming your attacks and upgraded forms whenever you gain them.

Best-By Dates (-100 CP)

There are three things that are important in life for people: promises, love and... Best-By Dates. You are not one to let things spoil, and even if the work as a Hyper Agent gets tough, you are capable of looking at the bright side of things and maintain an optimistic look on life.

We Fight As One (-200 CP)

While others need to arduously train to reach a decent cooperation, you are quite different. You have the ability to adapt your fighting style and movements to those of anyone you fight alongside or within seconds. Never are you going to get in someone's way, and you always have a sharp sense of when to join for a devastating combo attack!

Dramatic Entrance (-200 CP)

Arriving in time is important for a hero, but arriving in style is also quite important. You are expert on coming up with extremely impressive and elaborate entrances on the fly, as well as executing them. You are sure to leave even some of your enemies speechless once you arrive.

Branching Off (-400 CP)

The power of Justice shouldn't be kept in the hands of a single individual. With this, you can lend a portion of your power, usually via lending an item representative of it that you can manifest, to another individual. You will lose that portion of your power while they hold it, but at the same time your power will fuse with them and manifest a new ability based on your own, but also suited for their new user, that was much greater than what you just lent.

You will get your power back once the jump ends, or whenever you decide to take it back.

Jumper's Attacks Don't Kill People (-400 CP)

What kind of hero (or aide of a hero) would you be if your battles against giant monsters left untold deaths and destruction just because you used your flashiest finisher to end the threat? As a proper agent of justice, you can make it so only monsters and villains (whatever you consider those to be) are hurt by your attacks. This extends to someone

being possessed, allowing you to cut directly through the real threat and leave the innocent unharmed.

This only includes direct attacks, but collateral damage may still hurt people. Luckily enough you also have a great sense of managing that.

Bringer of Order (-600 CP)

Over his adventures through the multiverse, Gridman was reshaped into a protector and bringer of order and stability to the world by the thoughts of humanity. A sort of multiversal embodiment of order. Whether you have a similar history in this world or previous one, it seems that you have become a twin shining star for the multiverse.

As the hero of the story, your mere presence is one that brings hope and sense that 'everything will work out' to everyone, drastically changing lives for the better and inspiring others to fight for goodness. You also find that you rarely fight alone, as through the walks of life you find yourself easily making new allies and friends, who will be both empowered by your presence and in turn will empower you to reach greater heights.

Finally, you also find that there is rarely any foe that you cannot eventually beat when you are fighting for your friends and the world. Even if you may be initially weaker than them, you find that when everyone puts their hearts into it and their trust in you, you will always at least have some odds to vanquish the enemy.

Fixer Beam (-600 CP)

An ability that 'mends the world' and the true essence of Gridman's power. It manifests in the ability to release a large light colored beam, which can restore damaged systems, structures and even reshape the entire world to its rightful shape. It will undo any form of damage or corruption in seconds on anything that hits.

But that's not all. The power of the Fixer Beam is also one that can also save humans. Not only healing their bodies, but also their souls. It is the power that can bring back those from who have been sunk into the depths of despair, undo possessions and free them from the control of evil entities.

Hyper World Resident (-800 CP)

A true fighter of Order, you are a being from the Hyper World, similar to Gridman. In your most natural state, you are someone without a concrete form, and thus exist as a being of

pure energy. As it stands right now, the wishes of humanity have given you the shape of a humanoid robot, but your form is highly malleable. In the right circumstances and with the proper knowledge, your form could grow to encompass the entire universe below the Hyper World. However, it would probably be largely unstable.

In the digital world, you can take the form of a gigantic humanoid that towers over buildings and can fight kaijus face to face with ease and fire powerful beams of destructive energy, while in the physical world you may reside in basically any piece of electronics. However, if you find a compatible host that agrees to fight with you, you may fuse with them and thus fight with your true form in the physical world too. It may be possible for you to eventually learn to manifest a limited version of your body, or a piece of you may go to 'infect' a physical person to make them more agreeable to fight with you.

Kaiju Affiliate

Class Idol (-100 CP)

Who said that evil needs to be monstrous? It seems that those who dedicate themselves to villainy around here often have quite the look, and you are one of them. You have some supermodel looks that easily draw the eyes of everyone no matter where you go, quickly standing out from any crowd.

Kaijuboo (-100 CP)

Whether through years of working with Kaijus, or just because of a deep passion about Kaiju-related media, you have become an incredibly proficient Kaiju designer. Obviously, you are just making the designs, and maybe bringing them to 'life' as masterful sketches or handcrafted models. Surely your immense creativity when it comes to designing giant monsters would be appreciated by a certain interdimensional criminal.

It's Just A Cosplay (-200 CP)

An eight feet robot with flaming hair would certainly be quite a shocking sight. Then, why is everyone so calm around Alexis Keirb when he walks around town?

As long as you keep it within the limits of human size and don't act overly destructive, normal people will just accept any strange appearance that you take, assuming that it is just some form of costume. Instead of freaking out or being unnerved by the more supernatural elements of your appearance. Provided you don't break them out of their mistake.

Super Empath (-200 CP)

Many would think of Kaiju as mere mindless monsters. Not you, for you have been blessed with the ability to understand the thoughts of any Kaiju or similarly alien monster that you interact with. While merely being able to peer into their thoughts doesn't make the Kaiju any less inhuman, it gives you an enlightened perspective when it comes to interacting with these kinds of creatures.

Let's Not Fight Today (-400 CP)

For a bad guy set on unleashing destruction to the world, it seems that the heroes have a hard time going directly against you unless you present yourself for a direct battle. When

you are using any sort of proxy, whether it is a Kaiju that you are controlling or a different kind of event of your doing, you seem to be able to escape relatively scott-free from the heroes' revenge. Maybe they fear that a direct confrontation will cause a greater destruction or they hope that they can change for the better. Whatever the case, unless you present yourself for a fight, it seems that you can keep walking away even after unleashing giant monsters on the city.

Darken Red Sky (-400 CP)

A true villain shouldn't be taking the main stage, not when there are many useful puppets to direct the ire and attention of the heroes. And you are an expert on acquiring these. You are extremely cunning and manipulative, easily presenting yourself as a trusty ally to those in need and getting them to quickly trust in you as their closest confidant, even if you are clearly a digital monster. It won't take much effort to just push these people around to follow your 'suggestions'. And certainly, the moment that you decide that they are no longer necessary, or just throw them under the bus and let the heroes deal with them instead of the true mastermind.

Interdimensional Criminal (-600 CP)

Evil shouldn't be caged to a single world. Much like the evil Alexis Kerib, you have attained a special kind of freedom: the power to freely move from one universe to another. In the Computer World this will just manifest moving from one digital realm to another. But it is far from being limited to that. This allows you to visit and move through even more esoteric realms, such as the outside of the Universe or into the Hyper World. Albeit this doesn't guarantee your survival in such realms.

And in a more reduced scale, you could warp around the world in a few seconds, whether on your own or taking something or someone with you. Appear behind your victims or spirit them away, or just use it to dramatically disappear after delivering your villain speech.

Kaiju User (-600 CP)

Instance Domination, the power of the fabled Kaiju Eugenicists, is now yours. It allows humans to link with and control Kaijus. By doing their signature hand gesture, you can link with the target Kaiju. This will leave you mostly unmoving, but in control of the monster if you can overpower its will (which is fairly easy for most Kaiju, as they generally don't have very strong egos). In the case of a newly born Kaiju, this ability can make them instantly grow into a fully mature one.

This ability can be used on mature Kaijus, but contesting their will to make them fully submit to you will be harder. However, it can still result in a greatly empowered Kaiju. It is possible that you may even link with other supernatural beings such as the residents of the Hyper World, provided that they are willing to accept your control.

Lastly, you may also use this ability to dispute the control of another over your target, or even work together with several other users of the ability to empower your target even further than what you could on your own.

Instance Aberration (800 CP)

Along with his immortality, this is the other signature ability of Alexis Kerib. It allows the user to manifest either his or other people's thoughts into reality, which he normally used in the creation of powerful Kaiju. Whether it is through the usage of a totem such as a figurine or directly from the mind of the target, thoughts can be materialized into independent beings or objects.

This ability obviously has a high cost in energy, with the more potent the thing that you want to manifest requiring more and more energy, and even for someone hailing from the Hyper World it would be greatly draining to use it to create more than a Kaiju per day.

Kaiju

A Walking Disaster (Free and Mandatory for Kaijus, -600 CP for others)

A beast born from the thoughts of humanity, you are a fully matured Kaiju. A calamity of great size, being taller than most buildings, ranging from 50 meters up to 200 meters, you can shrug off most forms of conventional weaponry, and make short work of any structures that stand in your way. If let alone, it would only take some minutes for you to destroy most of a large city.

You may design your, whether you want to be somewhat humanoid, a more alien monster such as a walking stone hill or even partly or entirely robotic, the choice is yours and likely won't matter much at all. What matters is that you are a giant monster. If you have wings, you may be able to fly.

Finally, you have two options with this choice: you may have your kaiju form emit some kind of energy beam capable of large destruction at a distance, or instead get some form of melee upgrade: maybe you are faster, stronger or tougher than other kaijus.

System Reconfiguration Beam (-100 CP)

In the real world, Kaiju were once created and used to interact with the Computer World and as a result, cause mayhem within the real world by taking over electronics. While it is an ability of dubious use in the realms that you will be visiting in your stay here as they are not tightly connected with the real world, in future worlds you will be able to use this function to interact with computer controlled machinery and cause it to go haywire.

Strong Ego (-100 CP)

You are not a regular Kaiju, for you have an ego and mind of your own that most Kaiju who are guided by their instincts lack. As such, you are not one to be content acting as a mere puppet of others. While this doesn't make you immune to mind control, it makes you heavily resistant to prevent being controlled by powers such as the Instance Domination of the Kaiju Eugenicists, unless you allow them.

Downscaled (-200 CP)

There are times where a Kaiju needs to convert, and towering over most buildings doesn't make them exactly subtle. Among Kaijus, you have the rare trait of being able to downgrade yourself to a human version of yourself. In this form, you lose access to your

Kaiju abilities from 'A Walking Disaster', but in exchange you gain the ability to walk around normally without being seen as a threat by everyone else.

Alternatively, you may exist as a miniature version of yourself. You keep your powers in this form, but you are likely not much of a calamity anymore, as you are of the size of a dog or large house-cat. Or you can also grow into the size of your Kaiju form as a human.

You Have A Heart (-200 CP)

While not all humans are good, not all Kaijus are rampaging monsters. Even if you exist as a colossus of death and destruction, as long as your intentions are not evil, people, and more importantly, the heroes that fight against Kaiju, will be willing to give you the opportunity to exist without causing harm, or even fight besides them. While this can't be gamed for a surprise attack, if you are being controlled by another the heroes will recognize this and try to free you first instead of outright killing you like a mindless monster.

Negative Feeder (-400 CP)

Dark thoughts and negative emotions are the source from which Kaiju are born. As such, they are empowered and grow the more negative energy they accumulate. However, this process doesn't seem to continue much as they mature. You seem to be one of the rare exceptions, capable of still gathering negative emotions around you in order to keep growing and perhaps evolving into a bigger calamity.

As a Kaiju, this is limited to just your local planet, but if you were to get a gateway to a higher realm, you may be able to feast from the negative energy of uncountable worlds.

Multi-Layered (-400 CP)

An ability fitting for a final boss. The form that you choose in 'A Walking Disaster' is not your true self. Instead, your current form is merely a shell for your true self. When your exterior body is defeated or destroyed, your true form shall emerge, completely unscathed. This form will be severely more agile, more durable and stronger than your previous one, allowing you to easily walk around and crush that defeated 'cocoon' stage.

In future jumps, you may apply this trait to other Kaiju or giant monster forms.

Chaos Bringer (-600 CP)

A trait manifested by the Kaiju in the SSS.DYNAZENON. Now a part of your body has mutated into what's called an Oscillation Wave Generating Organ. Through this organ, you emit a reality logic defying energy wave, which allows you to alter the world in some way, resulting in a Chaos Bringer.

All Chaos Bringers defy the common logic in some way. Some may be as simple as removing gravity locally or rescaling objects affected by their breath, to something more abstract such as lowering the dimensionality of objects and turning 3D objects into 2D or the creation of a dream world where you can trap others in their ideal lives without any conflict and slowly drain their life force.

Sincerest Form of Flattery (-600 CP)

What better way to grow than by copying those who are already great? By seeing others in action, you are able to shape your body into an imitation of their abilities. This is not really a 1:1 copy, so don't expect to get the same exact abilities or even the same level of power. Copying a swordsman may see you develop long claws from your arms, and for someone that can fly may let you shape your legs into organic thrusters. Obviously, you cannot manifest all of these evolutions simultaneously, as at some point you would lack the body parts to reshape for new abilities.

This may be done with individual abilities, or entirely copy the style of an individual and refit your entire fighting style to be similar to theirs, with your entire shape becoming reminiscent of theirs. However, there is always the limit that you cannot gain something that it's more powerful than yourself. A knock-off copy is after all just that. A copy.

Kaiju Nest (-800 CP)

You are no mere Kaiju any more. No, you are something more *conceptual*. You are the phenomena of the creation of Kaiju given shape by the accumulation of Chaos Bringer energies and the overuse of Kaiju by humanity over the years. A sentient living nest of Kaiju seeds that has taken the shape of a Kaiju.

As the incarnation of the phenomena that gives birth to Kaiju, you are able to create Kaiju Seeds from the nest of your core. If you have enough negative energy accumulated, you may also directly manifest mature Kaiju. These Kaiju are innately obedient and loyal to you. While their number isn't unlimited, you should be able to create a few dozens from it just with your starting negative energies.

Your true self exists in the space between universes, albeit you can still affect the universe or be forced back into the universe by a foe powerful enough. Otherwise, you may simply rain down Kaiju to carry out your bidding while still remaining outside of any conventional attack.

As a Kaiju, you are extremely powerful. You are capable of flight even without wings, and are capable of going off against some of the strongest forms of Gridman toe to toe. But that's far from your most fearsome ability. That it's the ability to absorb or take over others. By latching on an unsuspecting enemy, you can absorb them into yourself, gaining their powers, memories and also strengthening your form with their traits. You can only keep a single foe absorbed at a time, but it still results in a fearsome ability that can overturn a disastrous defeat.

Items

You can discount a 100, 200, 400 and 600 CP item. The discounted 100 CP item is free. You may import existing items that you own to gain the benefits of these options for no extra cost. Lost or broken items reappear in your Warehouse or a property that you own after 72 hours.

Kaiju Media Collection (-50 CP)

A large collection, enough to fill an entire room, of Kaiju movies, TV series, mangas and anime, alongside with the corresponding merchandising. In future worlds, it will update itself to add any new local entries of media related to giant monsters.

Junk (-100 CP)

An old machine that seems to be made of several old computers and screens somehow bundled together. Yet, it seems to be the perfect hosting space for beings of the Hyper World and other energy or data beings, even if their data shouldn't fit in components of said era. While such a being is inside of Junk, any damage that they take once they manifest outside of it will be reflected on Junk, and repairing or improving Junk (without completely changing its components) will also heal or enhance such beings.

In the real world, Junk can be used to access or interface with the Computer World.

Jumper Figurines (-100 CP)

What is a Tokusatsu series without some action toys and models of the figures of the show? One for each equipment and transformation, of course. So that's what you will be getting, a collection of figurines of you and your companions. New figurines will arrive to you shortly after you acquire new equipment or gain new forms or transformations.

Family House (-200 CP)

A decently sized house that can accommodate you and your companions, doubling it as a forward base of sorts. One of these will be available to you in any future worlds that you travel to.

Jumper Alliance Funds (-200 CP)

It wouldn't do to have Jumper in absolute poverty during their travels through the multiverse. You possess a sort of 'universal' bank account, which lets you handle some

comfortable living conditions for both yourself and your companions regardless of the world you are in.

Energy Baton (-400 CP)

A baton that you can summon to your person at any time. This item can be loaded with a limited number of charges with the energies of other beings, allowing you to cast a limited version of their powers. You can summon as many charges as you want into your hand when you wish to, but you will need others to channel their powers into it in order for you to be able to use them.

Additionally, if you can change your size, this tool will grow or shrink with you.

Kaiju Seeds (-400 CP)

A collection of around a couple dozen small pearl-like objects. These are Kaiju Seeds, which accumulate the emotions of humans around them and eventually give birth to a Kaiju connected to the emotions it has accumulated. Kaijus born from these seeds will usually start small, ranging from being the size of a small cat to manifesting as a creature up to three or four meters tall. Kaijus that get emotions from a multitude of people will either be neutral or hostile towards humans, while those fostered by positive emotions of a single person may grow into benevolent Kaiju.

You will get more seeds each ten years, or at the start of your new jump, whichever comes sooner.

Cyber Dragon (-400/600 CP)

A giant robot that can take the form of both a robotic dragon or a bulkier humanoid robot, which has now been bound to you as its rightful pilot. In truth, this mechanical dragon only manifests as the combination of four different pieces, each symbolized by four small vehicles and robot toys that appear in your hands whenever you will them. When you wish to, they will return to their toy forms.

For 400 CP you only have one piece of the full Dragon bound to you. It can either take the shape of a large vehicle, with its size being up to that of a large three stories tall house, or a full robot with a design of your choice. It will be up to you to reunite the rest of the pieces if you wish to awaken the full dragon.

For 600 CP, you instead have a full copy of the Dynazenon. While it can be piloted alone, its performance reaches much greater heights when another three pilots of your choice are commanding the other components.

Monster Battleship (-600 CP)

A floating battleship the size of a large Kaiju, similar to the one that the Gridknight Alliance uses to travel between worlds. It can be used to open portals between different locations, including different worlds. It can be called to your side at will, and it mostly pilots itself according to your intent.

It carries some heavy weaponry, allowing it to fight weaker Kaiju, while also being able to transform into a power armor for giant humanoids such as beings from the Hyper World or other Kaiju.

Companions

Crossover Event (-50 CP per)

This place isn't a stranger with new people wandering off from a different universe. By paying 50 CP, you can either import an existing Companion or create a new one of your own design. They will have 600 CP to spend here, but you may transfer your own CP to them at a 1:1 rate per individual. You may purchase this as many times as you wish, as long as you are still able to afford it.

New Hires (Free/-50 CP per)

And it isn't also unheard of for people leaving their original world to travel across the multiverse. Provided you can convince them, you can take anyone from this world with you as a new companion. If you wish to pay 50 CP per specific character, you can also decide to either design a pre-existing history between you and said character, or be granted several extremely favorable first meetings that will have you grow quite close in no time.

Again, you may take this option as many times as you can afford it.

Drawbacks

Take as many as you feel that you can handle.

Fallen Justice (+0 CP)

It has been said that Alexis Kerib is the fallen version of Over Justice, the flaming chief policeman from another of Studio TRIGGER worlds. You can decide whether this is canon fact or not, making other TRIGGER works accessible in this jump through the GRIDMAN Multiverse.

Calibur Walk (+100 CP)

No matter what kind of superhuman agility or reflexes you may have, it seems that you end up being quite clumsy. You constantly crash with objects, trip and fall down and your dramatic entrances are often ruined by you rolling over and causing a lot of collateral damage.

Cardboard World (+100 CP)

Everything around you feels incredibly fake, as if you were part of an old TV show. Kaijus and Hyper Agents look like people in costumes, cities from the perspective of Kaijus and Hyper Agents feel as if they were some cardboard scenery. While your abilities and those of everyone remain mostly the same in scope and potency, everything that you do seems to be somewhat limited visually as what a Tokusatsu series could accomplish in the 90s.

God Complex (+100 CP)

This is your world. Well, maybe it is not your world exactly, but you feel like it is. You have a very small tolerance to failure and things not getting your way, getting violent or outright murderous, if you feel that you can get away with it, at anyone that you perceive that has wronged you. While you can pretend to be nice, it is unlikely that you will make any true friends in your time here.

Past Your Expiration Date (+200 CP)

Something terrible happened in your past. Maybe you lost a loved one. Maybe you suffered a great betrayal. As a result of that, your mind is constantly clouded with negative emotions, often even veering into self-harm, and you can't hardly find the motivation to do

anything. In a world where emotions can decide the day and danger in the form of kaijus is a constant, you will need to find some trusty allies to push your gloomy self around.

Fight Me, Gridman! (+200 CP)

There is someone out there who is better than you in every way. Your eternal rival, who despite your best efforts, always seems to be two steps ahead of you. While they aren't necessarily hostile to you, you have an irresistible urge to prove yourself superior to them, constantly challenging them to a fight, while also subconsciously imitating whatever they do.

Memory Loss (+200 CP)

You start this jump with no memory of what you were. When you take a hold of your background self both of you have lost most of your memories besides a basic run of your personality and how to use some of your powers. Your memories will remain sealed up until the end of the jump, at which point you will remember your true self. This also seems to have affected your companions on a similar degree, even if you at least remember your bonds to each other.

There Aren't Unlimited Kaiju, You Know? (+300 CP)

Kaiju are born from negative emotions from humanity. However, the number of Kaiju are far from unlimited, and if the story of this world were to progress normally, only a few dozen kaijus would ever threaten the world. Now, kaijus are an almost daily occurrence to you, growing in response to your own emotions and experiences. At least, one average kaiju will haunt you each couple of days, while at least once a month a Kaiju that will give you a tough fight will appear. And once a year, a Kaiju that will require you and whatever allies you have to give their best will form and attack you.

Limited Batteries (+300 CP)

Much like it happened to Gridman after his entry into Akane's world, you find that neither you nor your companions can't use your powers or items at their full scope for more than a few minutes a day. Nothing that you do can't really get around this, so you will have to make those minutes count during the fights. The rest of the day you can manifest a very limited version of your powers, at best being somewhat superhuman like the Neon Genesis Junior High Students.

Crashed Into This World (+400 CP)

During your entry into this world, you were attacked by a powerful being hailing from even beyond the Hyper World, and as result, you were left badly scarred. This was not a mere physical wound, but your self was split into several fragments. You are still yourself, but five sixths of your power have gone and evolved into tools that are now wielded by several other individuals. You cannot take these fragments again into yourself, and instead will require these people to work with you if you want to be at full power. What's even worse, the villain who attacked you, who was at least as powerful as Alexis Kerib, has grown in power to be equal to you at your full strength now, and will be hunting for you.

After the jump ends, your full power will return to you, and you may keep your new allies as companions if you want to.

Jumper Universe (+600 CP)

A kaiju nest similar to Mad Origin latched on to you when you entered this jump, and it has reshaped the multiverse into one made of your image. As a result, this world will slowly start to get invaded with beings from your past, both allies, neutral and specially enemies.

You will need to find the threat behind this event and deal with it, all while also dealing with many enemies from your past, let the entire multiverse you now inhabit collapses. Be warned that this entity has fed on the accumulated negative energies of all your past worlds, growing in power for each jump that you have been, and it also has partaken in your memories. The result will be a formidable foe that it's hellbent on using you as a gateway to the wider multiverse. If you don't manage to defeat this foe, this will certainly mean your death as it absorbs your essence and takes your place in your chain.

If you have not been to any previous jumps, this instead happens to crossover with other Tokusatsu series.

Outro

Your ten years in this world are over. What will you be doing next?

Stay Here and continue your adventures in this world.

It is time to wake up and Go Back Home.

Move On into a next Jump..

Notes

Is this world real? The series seems to take place in a digital realm of sorts. However, nothing indicates that it is any less real. In fact, the original Gridman series had its final villain almost breaking up into the real world, and we see both in Gridman and in SSSS.GRIDMAN that those from the Computer World can interact with the real world in various ways, usually by manipulating electronics. We also see Akane performing Instance Domination in the real world.

Consider that anything that you purchase here will work as well in the outside world as it does in the digital world in future worlds, or in this one if you somehow manage to manifest in the real world.

What are the limits of Instance Aberration? It 's not clear. Alexis uses it to create Kaijus with very exotic abilities, including reshaping the world, or directly manifesting the entire SSSS.DYNAZENON universe from Gridman's mind. Presumably it cannot just make something omnipotent or completely invincible, but the main limit is in the hands of Alexis and his "unlimited lifeforce" seems to be the user's own imagination and the ability to conceptualize things.