Mech Otaku's Touch (Mech Touch SI)



By Faucheusestar

Ves Larkinson is a contentious character, but what if an SI takes his place years earlier than the original start of canon. A SI obsessed with mechs, a modern Otaku, who just wants to make and design mechs?
You start on the same day Ves opens his eyes.

Good luck and since luck alone isn't always enough here, take 1,000 CP.

Starting Location

Choose your location for free.

Age and Gender

Freely choose your own age or gender.

Origins

Drop In

The usual: no new memory, no new identity, you just appear here not that anyone would pay attention.

Mech Pilot

If there are mechs, someone needs to pilot them; luckily for you, you were born with the ability to do so, a chance that most people don't have.

Mech Designer

You are a mech builder, it's pretty self-explanatory: you craft giant mechanical marvels of various shapes for combat: whether for war, blood sports, or just a video game that's a bit too "pay-to-win."

PERKS

The perks corresponding to your Origin have a 50% Reduction and those with 100 CP will be offered to you.

"So you… Went to the future?"

Obviously! It's not as if you were a Jumper or a parasite that had stolen the protagonist's body! Strangely enough, people believe your explanations regarding how you know things, and they are more willing to cooperate than usual.

100 CP Free Drop in

Dual-core cultivator

Mech Designer or Mech Pilot? For you, there is really only one thing to understand: Mech! Maybe your mech spirits like you a little too much. One thing is certain: You can progress on both paths, although a little more slowly, but you will still benefit from all the advantages and the stronger of your two cultivations will facilitate progress in the other.

200 CP Discounted Drop in

Spiritual Mech Designer

Increasing the X-Factor is usually difficult for a beginner after all it is the path to powerful esoteric abilities... Well, not for you! In your case, the X-Factor and spiritual technology are largely instinctive, allowing you to master it far more easily than the average person.

200 CP Discounted Drop in

Spiritual Resistance

You are extremely resistant to spiritual attacks, even more so if they come from factor x/mech, and even more so if you were the one who invented/built it. You could look straight into the eyes of the "medusa" without it completely stopping you from moving.

400 CP Discounted Drop in

Prince/Princess

You are beloved by machine spirits. They speak to and guide you, whether in battle or at the forge, offering invaluable advice and transcending their own limitations. You can easily transfer their spirit (those aligned with you) from one machine to another, plus you do much more Masterwork when you create parts and bodies for your beloved spirits.

400 CP Discounted Drop in

Throne

You can link the spirits of the various mechs and components you create, storing them in the Throne. This empowers the others, boost X factor and accelerates the progression speed of your various spirits. Furthermore, if you use a theme such as the "Fate" franchise (or others), the effect is significantly boosted. **(The theme can be changed once per jump.)**

600 CP Discounted Drop in



Mech Pilot level

Not all pilots are created equal, and with this you are guaranteed not to start from scratch. The first tier corresponds to the skill or cultivation level of a Mech pilot, roughly that of a beginner. Higher tiers propel you to the cultivation level of an Advanced pilot, then an Expert candidate, and finally an Expert admittedly not quite an Ace, but it brings you closer.

100/200/400/600 CP (Free/Discounted for Mech Pilot

Emotional support mech

You will fare better the more time you spend piloting a mech. Your fears, your doubts, and your inability to manage anger all of this will improve as you learn from the spirits of the mechs you pilot how to heal and channel your negative emotions more effectively.

200 CP Discounted Mech Pilot

Perfect health

You are in excellent physical shape, trained and cured of all unwanted diseases and genetic problems thanks to various genetic cures, although you mostly feel like you've eaten a lot of tasty candy. This could prove very useful after all astronauts and fighter pilots don't train for nothing.

200 CP Discounted Mech Pilot

Three times faster

You are perfectly synchronized with the mech you pilot. Not only does this mean you don't need to read the manual, but your skill alone allows you to pull off absurd feats that another pilot in the same mech couldn't even fathom. Such as moving three times faster by disabling the safety limiters, or maneuvering a mech designed solely to charge in a straight line.

400 CP Discounted Mech Pilot

Perfectly fitted

You can seamlessly adapt your skills/capacity whether you are on foot or in a mech. In fact inside a mech they are even enhanced. Furthermore, you will never suffer from muscle soreness or any unpleasant sensations from staying in a mech for too long. You could even sleep in one as if it were the softest place on earth!

400 CP Discounted Mech Pilot

Combat genius

You are a combat genius the sort who can go from twenty losses and zero wins to crushing those same opponents after just a few hours of intense piloting (though it might take longer if your adversaries are truly skilled, you still improve at an absurdly rapid pace). However, your genius only kicks in when you're actually having fun.

600 CP Discounted Mech Pilot



Mech Designer Level

Not all mech designers are created equal, but at least with this one you'll have the basics and maybe more. At the first level, you'll have the skills and cultivation of a Novice Mech Designer, roughly the basic skills for creating mechs. In the following tiers, you'll reach the level of an Apprentice Mech Designer, then a Journeyman Mech Designer, and finally, a Senior Mech Designer.

100/200/400/600 CP (Free/Discounted for Mech Designer)

MK II

Going back to your old mecha is never a bad idea for you! Every time you try to modernize one of your older models, you learn far more than expected. So, don't abandon any of them!

200 CP Discounted Mech Designer

Variants

Just like Ves (from the fanfic), you excel at the art of creating variants of the same mech. You could make an old, obsolete, or even poorly made mech shine by creating a host of innovative and incredible variants. Of course, if you apply this to a mech that was already worthwhile to begin with, your variants will be nothing short of extraordinary.

200 CP Discounted Mech Designer

Corpo

Money is power... Literally, in a world where a mech designer's "cultivation" depends more on the ability to sell products than on their actual quality. And you're a real space shark of finance: you always find the best schemes to sell your mechs... And sell Gunpla of them, anime, cosplay, loot boxes... In short, you are a bad civilization all by yourself!

400 CP Discounted Mech Designer

Specialization

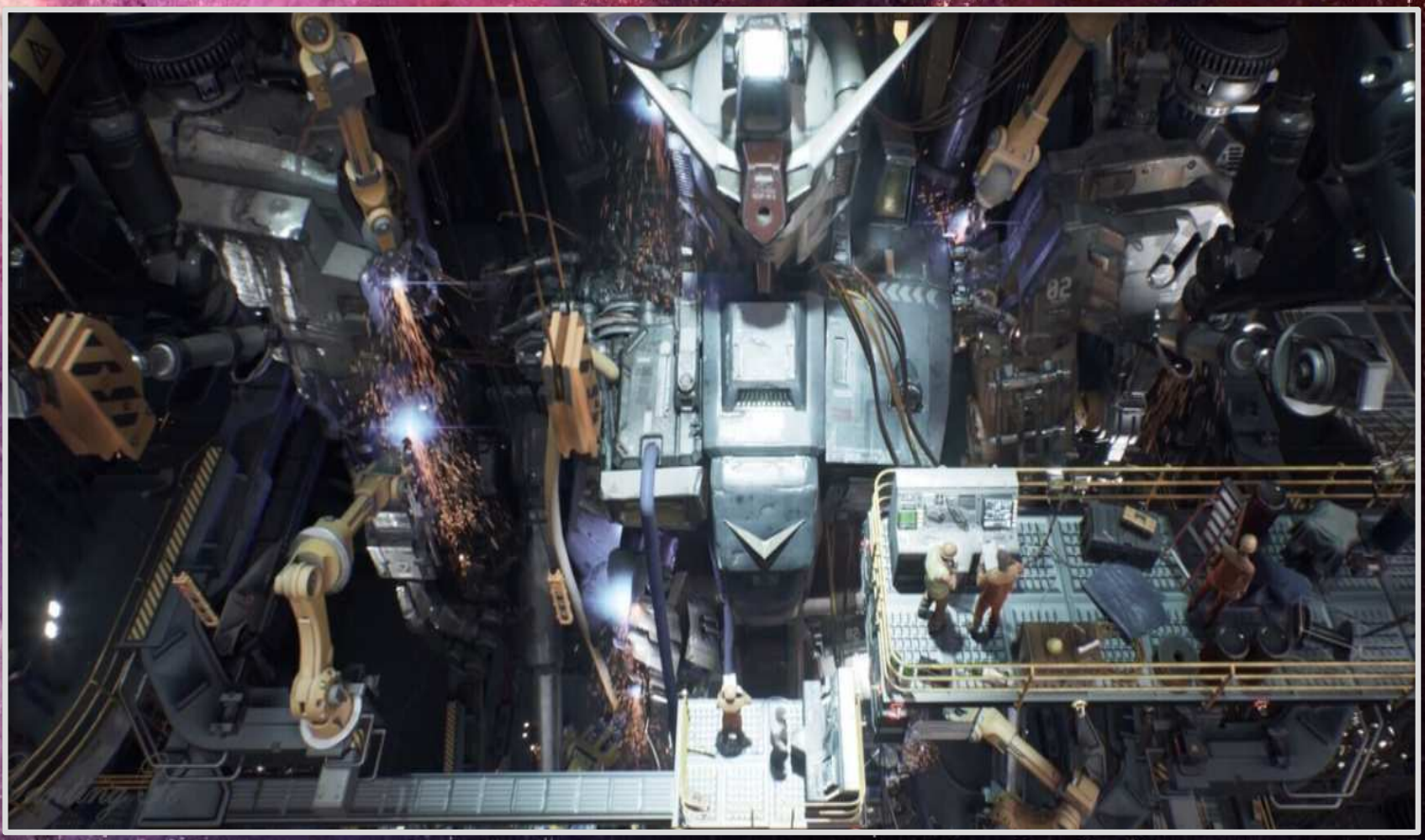
There are many types of mech, although it is possible to create versatile mech with this perk, you excel at specializing. Once per jump, you can choose a specific tech type or mech class: your aptitude in that field becomes truly absurd, allowing you to make as much progress in weeks or even months as you would normally achieve over several years.

400 CP Discounted Mech Designer

Star Genius

Innovation remains the order of the day in this endless arms race. You learn and master mech tech at a breakneck pace what would normally take years, you learn in a single week. Moreover, every new discovery advances your progress in all other related fields.

800 CP Discounted Mech Designer



ITEMS

Objects of the same type can be imported into each other, for example, mech into mech.

Gunpla kit

It's an unlimited collection of Gunpla kits based on your mechs. Once built, the mechs operate under the control of machine spirits, though their power makes them little more than armed mascots rather than genuine threats on the scale of full-sized mechs.

100 CP Free Drop in

Licenses

You own the licenses for the "Fantasia 2R" and "Caesar Augustus CA-1" mechs, as well as the "Gemini Twin Rear Ejection Energy Booster" component. If you have the Throne Perk, you will also receive a mysterious license every month that matches the theme you have chosen: it could be a technology from the universe, a weapon, or even a basic mech. **(But this follows the technological tier order)**

200 CP Discounted Drop in

Random Exotics pile?

A crate containing an impressive number of rare mineral samples from the four corners of the galaxy. Although most samples are useless except for feeding a gluttonous cat, there will always be perfectly labeled and extremely useful exotic material for your current research... Since they are loose in the pile, you will need to test them to find the right one.

200 CP Discounted Drop in

Jewels box

This is a velvet-lined jewelry box containing gems from Gem Cat. These gems are of random quality, and the jewelry box will be refilled with new gems each month.

400 CP Discounted Drop in

X-23, or well... X2-3121LQ-5

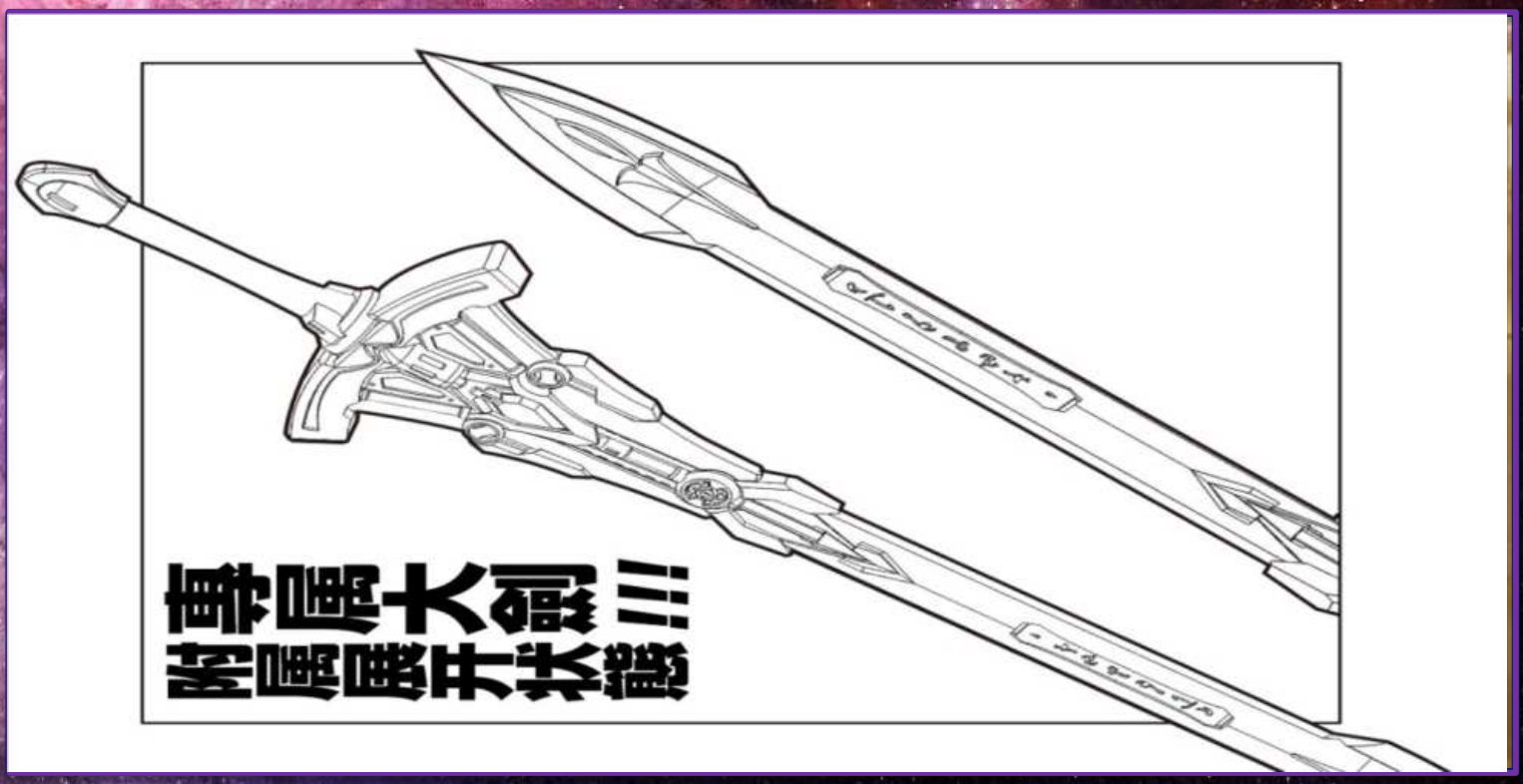
It's a massive container that replenishes itself weekly with those famous crystals, which generate a faint electrical pulse when a spirit's "aura" interacts with them. They are highly useful for crafting spiritual components, building communication devices to converse with spirits, or even serving as relays that allow a spirit to control drones.

400 CP Discounted Drop in

The Metal Scroll

The system itself, which can do everything it does in the fic, such as boosting your knowledge of a subject in exchange for points or even buying things like candy that increases your stats. Although such an item might seem suspicious, this one isn't, since it is paid for with CP, and Ves fanfic is convinced it is safe.

600 CP Discounted Drop in



Military-grade simulator

It’s a top-quality capsule containing a training program that simulates glorious mech battles. It can even create simulated versions of battles from fiction. Of course, it can also be used to connect to Iron Spirit there is even an allowance there for purchasing mechs.

100 CP Free Mech Pilot

Mech

You wouldn't make much of a pilot without one, would you? You own a mech whose power and rank/generation/rarity are based on your "Mech Pilot level." It comes with the necessary fuel, ammunition, and repairs in case of damage.

200 CP Discounted Mech Pilot

Mech Arena

A massive underground arena hosts mech battles. Strangely, all the injuries, including the death that takes place here, are only spectacular and not serious because everyone ultimately gets out miraculously almost unharmed, the same goes for the mechs which are easy to repair. The authorities and the powerful enjoy watching the matches and ensure the police do not intervene to investigate or rig the fights.

200 CP Discounted Mech Pilot

Mercenary company

They are an excellent mercenary company at your service. Whether or not you take part in their mission, it will net you a tidy sum; they are also incredibly skilled at protecting a target. Of course, all their equipment, including mechs, as well as their salaries, are already paid for.

400 CP Discounted Mech Pilot

Personal Shield

Useful to everyone, this pendant-sized shield generator can easily save you from an assassination attempt, as it renders the next blow that would have seriously injured or killed you completely ineffective. It takes them some time to recharge, so don't expect to be saved a second time in a short period of time, however.

400 CP Discounted Mech Pilot

Star Mech

Choose any mech, whether it's from the original Mech Touch, fanfiction, or another universe. You own this mech, and it adapts to your power even after you "Spark," it remains perfectly viable, as well as tougher and more powerful than you. Naturally, it cannot be stolen, is supplied with ammunition and fuel, and repairs itself over time.

600 CP Discounted Mech Pilot

High grade design software

This design software, superior to Iron Spirit's, features holograms and everything you need to get started in mech building. Although virtual, it's realistic enough that you'll learn as much as if you were building one in real life.

100CP (Free for Mech Designer)

3D printer

This is a very high-quality 3D printer as well as a press for making compressed shielding, ideal for printing your mechs. Normally, this would cost you a fortune and significantly slow down your career but fortunately, you were farsighted enough to buy this!

200 CP Discounted Mech Designer

Conquest ticket

Taking the form of a ticket, this object, if you tear it open, will reveal a mech design contest. This contest could be of any type and is often an absurd and potentially a little silly but fun challenge in your area that you can participate in. The rewards are always items that are useful to you. You receive a new ticket each time it is used.

200 CP Discounted Mech Designer

Corporation

You head a prestigious mech manufacturing company, owning multiple factories and employing a large workforce. Even if you don't develop any designs, you have licenses that allow you to build expensive mechs and contact them to resell them, earning several million Bright credits per day.

400 CP Discounted Mech Designer

Space ship

Calling it a spaceship would be an understatement it's practically a colony ship: equipped with a forest, a shop, a restaurant, a mech bay, luxurious suits, and of course, a massive forge filled with high-quality 3D printers and every tools else you might need. Of course, it doesn't run out of fuel, and its armor makes it a mobile fortress.

400 CP Discounted Mech Designer

Warehouse full of Exotics

These are special materials capable of granting mechs superpowers and a variety of highly useful effects. Normally you should pay attention to their potentially exorbitant prices and the difficulty of finding certain materials, but thanks to this, every week you gain a complete warehouse of exotics that are useful to you.

600 CP Discounted Mech Designer

Companions

Companion Import [50-200]
Do you want to bring your friends to this adventure? Or can create new friends, this is for you

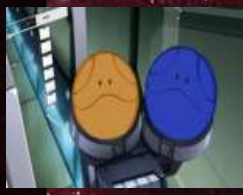
50 CP/companion, 200 CP/8 companions, each gets 600 CP.

Canon Companion [Free]
You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift

Mech Girl [100| Discounted for Mech Designer]
She is an excellent and adorable mech pilot. Curiously, her personality and appearance somewhat mirror the mech she pilots, and she even possesses a body-armor version of the mech's plating... She is clearly the embodiment of a machine spirit! In addition to having 600 CP, the "Mech Pilot" origin, and the "Three Times Faster" perk, the mecha she pilots will always benefit from the effects of the "Star Mech" item.



Mascot [50| Free for Mech Pilot]
What would a pilot be without a mascot? No, that's not a question the answer is obvious: nothing at all! You have adorable little mascots with you, such as Haros, for example: each one is incredibly skilled at repairing, building, assisting with navigation and everything related to mechs.



Gem Cat [50| Free for Drop in]
This robotic pet cat has the ability to consume "exotics" and excrete special gems capable of powering mechs. This ability also allows it to integrate them into its own body for continuous upgrades.



Drawbacks

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Supplement [+0 CP]
You can use this Jumpdoc as a supplement

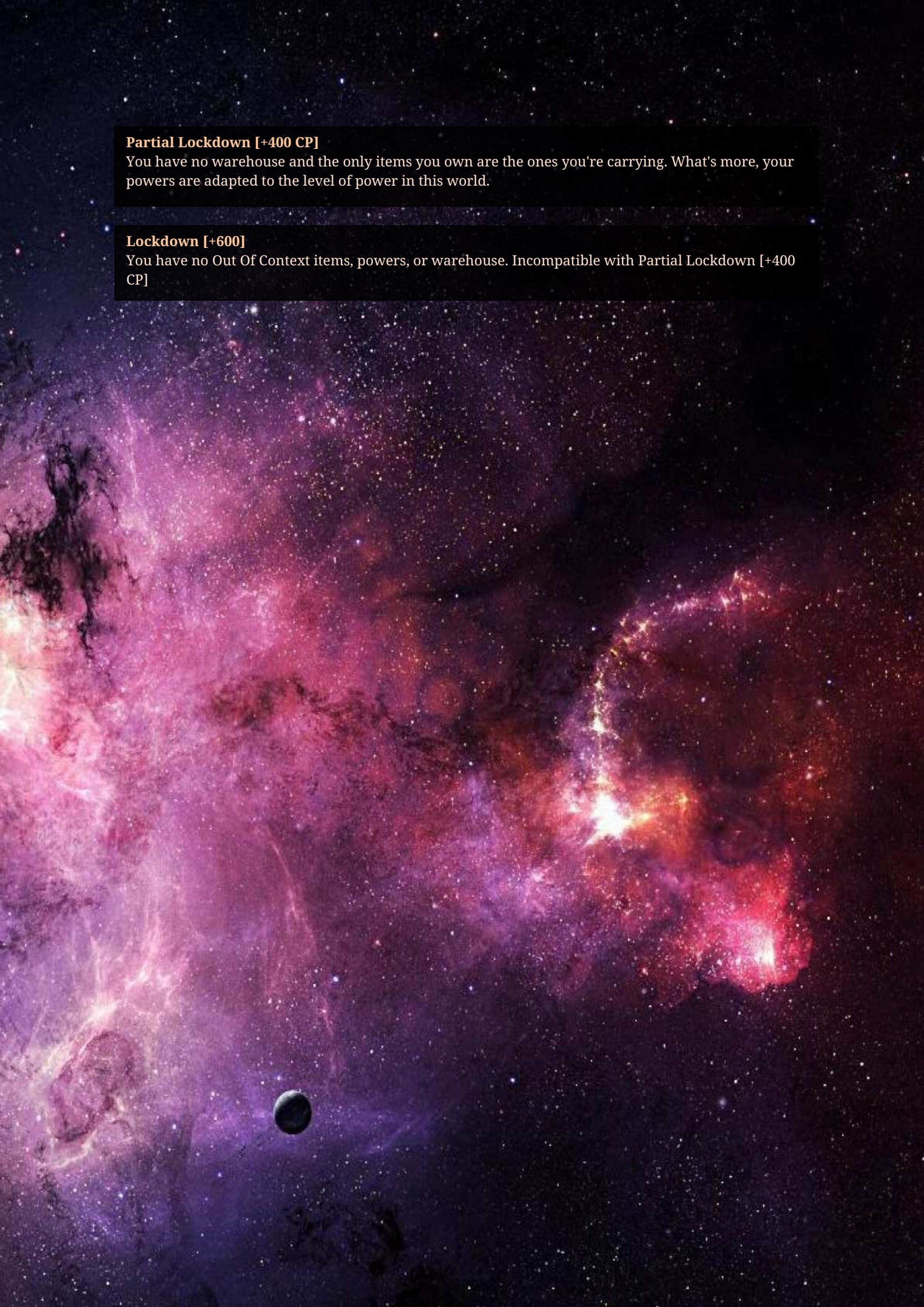
Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years

What is a manual? Is it edible? Is it tasty? [+100 CP]
Reading the manuals and notes left by the designers is obviously useless, and if you don't understand, it's because they did a bad job and it's a crappy mech/component! The worst part is that the perks meant to save you from having to read it won't help, because it's a Drawback. So, good luck and be sure to thoroughly test your mechs they're probably packed with super cool features you don't even know about.

Lost in Character [+100 CP]
Whenever you pilot or build a mech, you begin to act like an anime character linked to that mech's "X-factor." The effect is not permanent, but it lasts for one hour for every hour spent with the mech, and the longer you spend with it, the more pronounced the effect becomes.

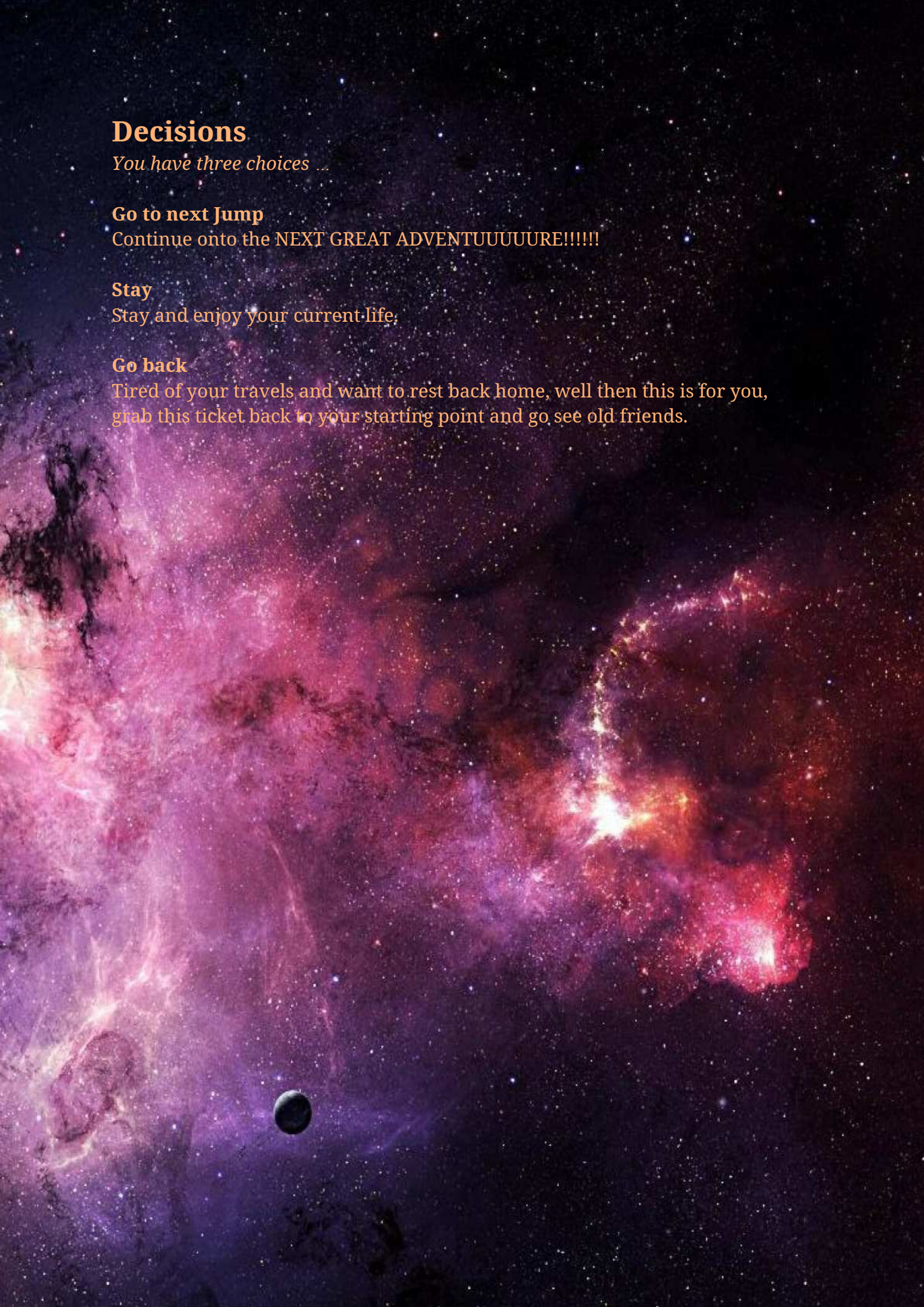
"The best in the tier!" [+100 CP]
You definitely have a mech... On Iron Spirit, of course! The problem is that it's not one you would have chosen by default: it's a Rifleman-type mech, and unfortunately for you, you'll have to play 100 matches or win 20 times before you can play anything else. And for those clever people who think they can get around the drawback by simply not playing Iron Spirit, it is a drawback, so you will very often find yourself in situations where you will have to play it.

Ah Shit, Here We Go Again [+400 CP]
You are a child "Jumper", no older than ten... You know the fate that awaits a child in a mecha series, especially with a war on the horizon, don't you? Climb into the mech, Jumper! In three years, war will be raging: whether you're a pilot or a mech designer, you'll be conscripted for the front lines. So paint your mech white and pray to become the next "White Devil" or at least to survive it all!



Partial Lockdown [+400 CP]
You have no warehouse and the only items you own are the ones you're carrying. What's more, your powers are adapted to the level of power in this world.

Lockdown [+600]
You have no Out Of Context items, powers, or warehouse. Incompatible with Partial Lockdown [+400 CP]



Decisions

You have three choices ...

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.