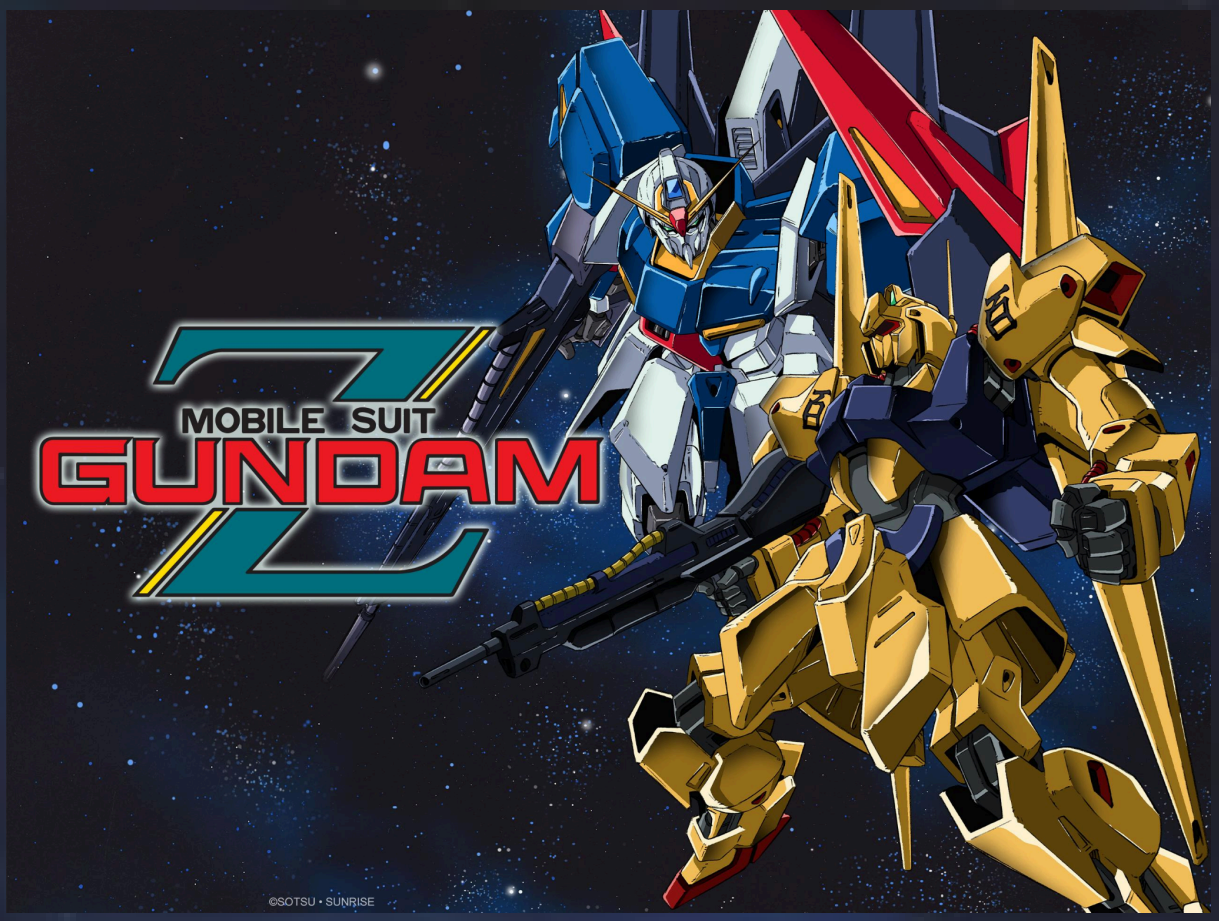


By KingPan1c

The year is Universal Century 0087.

Eight years have passed since the One Year War, but the Earth Sphere has not learned much from that catastrophe. In response to Zeon remnants and the Delaz Conflict, the Earth Federation granted extraordinary authority to an elite counterinsurgency force known as the Titans. What began as an organization supposedly intended to hunt Zeon holdouts has grown into an Earth-supremacist military faction willing to use massacres, chemical weapons, political intimidation, and overwhelming force against the Spacenoid population. Opposing them is the Anti-Earth Union Group, an uneasy coalition of Federation defectors, Spacenoid activists, Anaheim Electronics interests, veterans of earlier wars, and soldiers with names they would rather the public forget. Between these factions lies a generation of young people dragged into a conflict they did not create, as well as Newtypes whose growing abilities hint that humanity might become something greater than the people currently ruling it.

You receive +1000cp to make your own way in the stars.

Origin

Runaway

You weren't supposed to be here. Maybe you were an ordinary student from Green Noa, a young mechanic from a lunar city, an orphan living around a colony port, or just somebody unfortunate enough to be standing nearby when armed men began shooting at each other. Whatever your previous life looked like, circumstances have ripped you out of it. You have no comfortable military career waiting for you and little reason to trust the adults claiming they know what is best. It's been repeatedly demonstrated that the supposedly unqualified youth of the Universal Century can adapt frighteningly quickly.

AEUG

You are part of the Anti-Earth Union Group, whether as a soldier, engineer, intelligence officer, political operative, Anaheim employee, or Federation veteran who finally decided that the Titans had gone too far. The AEUG is not a conventional nation. It is an insurgent military organization held together by sympathetic colonies, defectors, financial interests such as Anaheim Electronics, experienced commanders, and an increasingly desperate need to prevent the Titans from taking complete control of the Earth Federation. Its people range from idealists to opportunists, with former Zeon soldiers fighting beside Federation officers who would once have shot them on sight.

Titan

You are a member of the Titans, the Federation's supposedly elite special forces organization created to prevent another Zeon uprising. On paper, you are the shield protecting humanity from terrorism and renewed Spacenoid separatism. In practice, the Titans have acquired extraordinary autonomy, superior equipment, their own research establishments, and officers willing to use collective punishment, nerve gas and weapons of mass destruction against civilians. Whether you embrace that ideology, merely exploit the organization for advancement, or intend to change it from within is your decision. What cannot be denied is that the Titans attract talent. Their ranks contain brutal but exceptional pilots, ambitious commanders, Cyber-Newtypes, advanced engineers, and grand charismatic leaders.

Location

Roll 1d8, or pay 50 CP to choose.

1 - Green Noa 1: A peaceful-looking colony concealing the Titans' Gryps military complex. Kamille Bidan lives here, the Gundam Mk-II is undergoing evaluation here, and an AEUG reconnaissance operation is about to turn the colony upside down.

2 - The Argama: You begin aboard the AEUG's new assault carrier. Bright Noa, Quattro Bajeena, Emma Sheen and the rest of its increasingly strange collection of pilots are nearby, placing you at the center of the coming conflict from the beginning.

3 - Granada: The lunar city is one of the AEUG's most important logistical centers and lies close to Anaheim Electronics' enormous industrial network. It is relatively civilized, extremely politically important, and eventually important enough for the Titans to contemplate dropping a colony on it.

4 - Hong Kong: A surviving Earth metropolis dominated by wealth, commerce, Federation politics and Luio & Co. It will also become the battlefield where Kamille first encounters Four Murasame and the terrifying Psycho Gundam.

5 - Kilimanjaro: You begin near the Titans' great terrestrial stronghold. Its defenses, experimental forces and political significance make this a dangerous place for an AEUG sympathizer, but an excellent position for anyone interested in Titans technology.

6 - Dakar: The center of the Earth Federation government. Political decisions made here can move fleets, legitimize armies and decide whether the Titans are considered defenders of the Federation or criminals abusing its authority.

7 - The Gate of Zedan: The fortress once called A Baoa Qu has again become a strategic military stronghold. Titans fleets, Axis forces and some of the greatest pilots alive will eventually converge around this region.

8 - Your Choice: Choose any reasonable location within the Earth Sphere.

Perks

General

Pilot (Varies):
You are a pilot, a soldier of the modern age. For **Free**, you possess the competence necessary to operate civilian ground and space vehicles like cars and leisure ships, as well as mobile suits designed for construction. This level will allow you to use most mobile weapons without embarrassing yourself your first time.

For 100 CP, you possess the training of a professional military mobile-suit pilot, including formation fighting, AMBAC maneuvering, zero-gravity orientation, weapons handling and atmospheric operations. Fighting with groups, using ballistics, energy and melee weapons, in both space and ground combat are simple for you.

For 200 CP, you are an experienced ace. On top of the previously listed skills, you are capable of rapidly evaluating unfamiliar machines, able to pick up how to handle anything similar enough to the gear you know, and capable of surviving engagements against superior numbers with just your skills.

For 400 CP, you wield the raw piloting talent associated with the monsters of the Universal Century. Your reflexes, spatial reasoning, control precision and combat intuition can reach the territory occupied by the greatest of the old types, pilots like Yazan Gable and Ramba Ral.

NewType (-400cp):
Humanity was never meant to remain trapped by the gravity of Earth forever. You are a genuine Newtype, possessing the heightened awareness and strange empathic sensitivity that have begun appearing among humanity's spaceborn population. You have exceptional three-dimensional spatial awareness, an intuitive danger sense, and an ability to sense the presence, intentions and emotional states of other people, particularly other Newtypes. At greater levels of concentration you can exchange impressions, emotions and even recognizable thoughts with receptive minds across considerable distances. Your abilities make Psycommu weapons feel almost like additional limbs. Bits, funnels and similar mentally controlled gear respond naturally to you, and machines can translate your will far more directly than ordinary controls permit.

Runaway

Teenage Rebellion (-100cp):
Authority has never impressed you simply by calling itself authority. Attempts to intimidate you through status, age, rank or institutional reputation have little effect, and you possess the nerve to challenge someone far more powerful when you genuinely believe they are wrong. You can instinctively separate legitimate expertise from empty authoritarianism, making it considerably harder for abusive parents, corrupt officers, propagandists or self-important elites to condition you into obedience.

Underdog (-100cp):
People have a bad habit of looking at you and seeing someone harmless, inexperienced, or simply beneath notice. Unless you have already given them a strong reason to think otherwise, enemies and authority figures tend to underestimate your ability, resolve, and importance. This makes them slower to prepare specifically for you, more willing to reveal information in your presence, and more likely to leave openings you can exploit.

A Heart that Reaches Others (-200cp):
You have an unusual ability to perceive the frightened, lonely or damaged person underneath someone's hostility. Given genuine interaction, you can establish human connections across political, cultural and even battlefield divisions without requiring the other person to abandon their beliefs immediately, making relationships like those between Kamille and Four far more likely to survive long enough to matter.

Grab the Gundam (-200cp):
A lot of Universal Century history begins when somebody leaves an extremely expensive war machine where an angry teenager can reach it. You have an uncanny gift for commandeering vehicles, powered armor and mobile weapons. You could easily get your hands on whatever military or restricted vehicle you wanted as long as the situation was chaotic enough. This also helps with boarding actions should you ever find the need.

Mobile Suit Engineer (-400cp):
Mobile suits are no longer fantastical supertech to you. You possess an expert understanding of Minovsky reactors, actuators, panoramic cockpits, movable frames, thrusters, armor, beam weaponry and the countless mechanical and electronic systems necessary to build and maintain U.C. mobile weapons. You can repair wrecked machines, redesign troublesome mechanisms, modify existing mobile suits around their pilots and participate in prototype development comparable to the engineers behind Project Zeta.

Battlefield Evolution (-400cp):
Every sortie teaches you something, and actual danger teaches you frighteningly quickly. When confronting an opponent, weapon or tactical situation that genuinely challenges you, your ability to learn relevant combat skills accelerates dramatically, letting you identify habits, eliminate mistakes and develop counters over repeated encounters. This may not help much in a single fight, but a rival who narrowly beats you today may discover that the same trick simply does not work tomorrow.

Strength of the Living (-600cp):
Your emotions are not a weakness to be discarded but a source of extraordinary focus when directed toward something you truly care about. At moments of extreme conviction you can draw strength from your memories, relationships and the emotional presence of people connected to you, resisting psychic domination and pushing compatible supernatural or technological systems beyond their normal limits without immediately destroying yourself. This special power can manifest as enhanced responsiveness, or weapon output, from a machine or long range telepathy and long term future sight for a Newtype, or even something more unique based on your own abilities.

AEUG

Defector's Conscience (-100cp):
You're a natural rebel kid! You're proficient at clandestine communications, dead drops, covert recruitment, smuggling personnel and supplies, sabotage and operating civilian fronts while distinguishing a useful sympathizer from someone likely to compromise the movement. Any fighting force would be happy to have you.

Old Soldier's Discipline (-100cp):
The AEUG is full of veterans who have already survived one war and know that dramatic speeches do not replace maintenance schedules. You have all the practical habits of an experienced professional soldier: keeping equipment ready, respecting competent subordinates, maintaining situational awareness, preserving morale and continuing to function after exhaustion or loss.

Eyes of the Resistance (-200cp):
A rebellion survives by noticing the things an occupying force hopes nobody sees. Your investigative perception is exceptional. You notice inconsistencies in official reports, suspicious military deployments, strange supply transfers, concealed weapons projects, compromised agents and subtle signs that somebody is not who they claim to be. Given fragments of information, you are very good at constructing a useful hypothesis without becoming convinced that speculation is fact. Reconnaissance, espionage and counterintelligence are your bread and butter.

Defectors Welcome (-200cp):
Civil wars are won as often by changing loyalties as destroying enemies. You possess an excellent instinct for determining when an enemy soldier is wavering and know how to offer them a realistic path out without foolishly trusting everyone who changes uniforms. Former opponents who sincerely join you integrate unusually well into your organization, their prior experience becoming a strength rather than a permanent source of suspicion, and you are skilled at building functional teams from people who once served hostile governments, militaries or ideologies.

Captain of the Argama (-400cp):
You are an exceptional military commander, particularly in the chaotic mobile warfare created by Minovsky particles. You can coordinate warships, mobile suit teams, support craft and irregular allies through battles where long-range sensors and communications are unreliable, rapidly adjusting plans as pilots encounter unexpected opposition. Your greatest talent is getting the best performance from strong-willed specialists without needing to personally micromanage them, allowing a ship full of teenagers, veterans, defectors and political complications to somehow function as an effective fighting force.

Newtype Systems Engineer (-400cp):
You understand the strange intersection between human consciousness and machinery that produced Psycommu systems. You can design equipment that responds to psychic phenomena, creating thought-controlled weapons, neural interfaces, and machines capable of channeling a pilot's supernatural abilities into physical effects. With enough research and materials, you can adapt the same principles to other supernatural forces.

The Day of Dakar (-600cp):
You are a political master capable of turning words into forces powerful enough to change the direction of nations. You instinctively understand how to construct speeches, arguments, symbols, and public appearances that move hearts and minds, whether you are addressing frightened civilians, hostile soldiers, cynical politicians, or an entire civilization watching through a television screen. With sufficient truth or evidence behind you, a single address can destroy the legitimacy of governments, inspire mass movements, trigger defections, unite divided populations, or convince powerful institutions to abandon a cause they once considered unquestionable.

Titan

Counterinsurgency Specialist (-100cp):
Hunting scattered Zeon remnants was the Titans' original justification, and you actually wield the skills such a mission should have required. You are trained in counterinsurgency, military policing, security sweeps, checkpoint operations, anti-sabotage procedures and tracking armed groups attempting to disappear among a civilian population, while also understanding how resistance cells organize recruitment, safehouses and supply networks.

Earthnoid Aristocrat (-100cp): The Titans attract people who are very comfortable moving among military officers, politicians and wealthy Earth elites, and you have learned their social language perfectly. You understand formal etiquette, patronage networks, officer culture and the subtle ways powerful people signal loyalty, status and disdain, allowing you to navigate elite social environments without appearing out of place. This also makes you unusually good at identifying which apparently important people have genuine influence and which just have impressive titles.

Charismatic Leadership (-200cp):
You now have the unsettling ability to make people want to follow you even when wiser observers are telling them not to. Your confidence, personal attention and apparent understanding of other people's desires make you an exceptional recruiter and leader, particularly among ambitious, alienated or emotionally vulnerable individuals. This charisma can be used sincerely to inspire loyalty or cynically to build a court of devoted followers.

Oldtype Tactics (-200cp):
Psychic intuition is impressive until someone develops tactics specifically intended to make intuition unreliable. You have become exceptionally skilled at fighting enemies who possess precognition, enhanced senses, supernatural awareness or vastly superior reaction speed, relying on delayed attacks, crossfire, environmental hazards, feints and threats that force them to divide their attention.

Take What Works (-400cp):
Ideological purity is for people who enjoy losing wars. Whenever you encounter a useful enemy technique, technology or organizational method, you are excellent at understanding its underlying principle and integrating it with your own systems without blindly copying incompatible details. Federation movable-frame engineering, Zeon-style control systems, Anaheim materials, foreign doctrine or entirely alien technologies can be combined into coherent hybrids after sufficient study.

The Man From Jupiter (-400cp):
You have Scirocco's frightening mixture of political instinct, emotional intelligence and personal ambition. You know what people want to hear, what they secretly resent and what kind of validation will make them associate their ambitions with yours, letting you to gather loyalists and climb institutions with disturbing speed. Governments, corporations and military organizations seem unusually willing to treat you as indispensable once you demonstrate competence, and with patience you can maneuver yourself into senior leadership without needing to openly overthrow everyone above you. Watch out for backstabbing.

Everything is a Weapon (-600cp):
From a service pistol to a mobile suit rifle to an entire space colony, if something can launch destructive energy toward a target then you understand how to make it perform. Your marksmanship with projectile, missile and beam weapons is nearly superhuman, while your engineering knowledge specializes in artillery, targeting systems, accelerators, beam emitters and converting existing infrastructure into oversized weapons. Given the needed industrial resources you could design guns for mobile suits, warships or cities, maintain them personally and even reproduce the kind of engineering required to convert a full size space colony like Gryps 2 into a big laser gun.

Items

General

Normal Suit (-100cp):

You receive a high-quality space suit appropriate to U.C. 0087, automatically fitted to you and suitable for combat operations, emergency decompression and extended EVA work. Its helmet includes military communications, environmental monitoring and connections for vehicle life-support systems, while the suit carries maneuvering thrusters and emergency supplies sufficient to keep a stranded pilot alive far longer than ordinary clothing would. It slowly repairs itself.

Petite-Mobile (-200cp):

This compact work machine is the unglamorous tool that keeps giant robots and space colonies functioning. Large enough to carry a person but far smaller and cheaper than a mobile suit, it is equipped for industrial work, cargo handling, repairs and movement through docks or colony exteriors, with manipulator arms and attachments that can be exchanged for tools appropriate to the task. It is rugged, simple to maintain and just capable enough to become surprisingly dangerous if someone is desperate enough to use construction equipment in a fight.

Personal Beam Weapon (-200cp):

Beam weaponry is normally the domain of mobile suits and warships, but someone has managed to shrink the technology down to human scale. You receive a compact beam weapon of your choice, such as a pistol, rifle, saber, or similar handheld design, capable of burning through conventional body armor and threatening light vehicles with a clean hit. Its rechargeable energy pack holds enough power for practical combat use, and the weapon is built with safeguards that keep its heat and radiation from immediately cooking the person holding it. You also receive the technical knowledge needed to maintain and reproduce the design

Lunar Military Industrial Complex (-300cp):

You own a substantial industrial facility comparable to one of the smaller manufacturing divisions operating around the lunar cities. It contains heavy fabrication lines, materials processing, clean rooms, reactor facilities, mobile suit assembly bays and enough trained personnel to manufacture ordinary U.C. military hardware in meaningful numbers once you provide designs and resources.

Space Colony (-600cp):

You own a fully functional O'Neill-style space colony comparable to those scattered throughout the Earth Sphere, a vast cylindrical habitat several kilometers long containing residential districts, agricultural areas, artificial gravity, industrial infrastructure, schools, hospitals and all the systems required to support hundreds of thousands of inhabitants. Its population is composed of ordinary civilians with their own lives and opinions rather than obedient followers, though you maintain recognized administrative authority or ownership over the colony's infrastructure and may shape its long-term development through normal governance. The colony follows you between jumps, appearing in a stable orbital location with enough surrounding infrastructure to remain self-sufficient.

Gryps 2 Space Laser (-600cp):
You receive a replica of Gryps 2 after its conversion into a strategic colony laser, an enormous space installation capable of channeling staggering amounts of energy into a beam powerful enough to annihilate fleets and devastate major military installations at extraordinary range. The weapon requires significant time, power and careful alignment before firing, broadcasts enough energy that enemies will immediately understand what is happening, and remains vulnerable to sabotage or attack like any other strategic installation, but a successful shot can completely reshape a space battle. The facility includes its infrastructural reactors, focusing systems, maintenance assets and a trained operational staff, and follows you between jumps as an orbital strategic asset.

Runaway

Haro (-100cp):
You receive your own Haro, a cheerful spherical robot capable of rolling, bouncing, hovering or flapping small manipulators around your home depending on configuration. It possesses a friendly adaptive personality, can record conversations, carry messages, monitor basic systems and assist with electronics or simple repairs while learning your habits over time. More importantly, it is almost impossible to remain completely miserable while a brightly coloured ball is following you around shouting your name.

Civilian Space Freighter (-200cp):
You own a thoroughly ordinary-looking civilian transport ship registered under perfectly legal documentation, with enough cargo space to make inter-colony freight work profitable and a concealed bay just large enough to transport a single mobile suit or several smaller vehicles without advertising what you are carrying. It has living quarters for a small crew, basic workshop equipment, long-range communications, docking systems and enough endurance to travel independently throughout the Earth Sphere, but its weapons are limited to whatever light defensive equipment civilians can plausibly get away with. Customs officials see nothing intrinsically suspicious about the ship or its paperwork, making it ideal for somebody who would prefer to move people, contraband or stolen prototype parts without arriving aboard a brightly painted warship.

Prototype Parts Cache (-400cp):
Hidden in a secure storage space is a remarkable collection of components: spare movable-frame assemblies, high-grade sensors, panoramic cockpit equipment, beam weapon parts, reactor components, Gundarium-family armor samples, thrusters, actuators and several pieces of experimental hardware that never entered mass production. The cache replenishes consumable raw components slowly and replaces irreplaceable examples between jumps, giving an engineer excellent material for repairs, reverse engineering and custom mobile suit projects.

Place Away From the War (-600cp):
Somewhere off the major shipping routes lies a hollowed asteroid facility known only to you and those you deliberately bring there. Inside are pressurized living quarters, mobile suit hangars, repair bays, fuel and propellant stores, hydroponics, communications equipment, warehouses and enough independent power and life support to sustain several hundred people indefinitely with reasonable maintenance. Passive camouflage, careful heat management and the natural clutter of space make the installation extremely difficult to discover accidentally, while reinforced launch corridors allow mobile suits and small spacecraft to deploy without exposing the entire facility.

AEUG

Minovsky Communication Kit (-100cp):
This portable military communications package was designed for forces that cannot rely on ordinary long-range electronics once Minovsky particles fill the battlefield. Whatever form it stakes, be that radio, laser communications or something else, it allows for communication regardless of range, with one purchase giving 8 units.

The Anaheim Account (-200cp):
Someone at Anaheim Electronics likes you, or at least believes continuing to do business with you will eventually be profitable. You own a legitimate corporate account, technical contacts and preferred access to spare parts, civilian spacecraft services, engineering consultations and prototype components that ordinary customers would struggle to obtain.

Garuda Class Superheavy Transport (-400cp):
You recieveone of the enormous Garuda-class atmospheric transport aircraft employed by the Federation and later used extensively by Karaba, a flying base large enough to carry multiple mobile suits, conventional aircraft, personnel, supplies and command facilities across intercontinental distances. Despite its extraordinary size the Garuda can remain airborne for extended operations and acts as a mobile headquarters from which ground-based resistance forces can deploy without relying upon a fixed airbase vulnerable to Titans attack. Yours comes with a trained crew, maintenance staff and enough replacement components to keep it operational, and its cavernous internal volume can be reorganized as a hospital, workshop, barracks or command centre depending on the campaign.

Anaheim Development Facility (-600cp):
You own a major research and manufacturing complex comparable to one of Anaheim Electronics' advanced mobile suit development divisions, staffed by engineers familiar with Gundarium alloys, movable frames, transformation mechanisms, beam weaponry, Minovsky technology and the design philosophy behind Project Zeta. The facility can develop prototypes, produce replacement parts and manufacture small numbers of sophisticated mobile suits once provided with suitable plans and resources, and its staff are exceptionally good at combining technologies from several different design traditions into workable machines.

Titan

Officers Sidearm (-100cp):
You receive a compact military handgun of excellent manufacture along with a secure holster that seemingly never runs out of bullets. It's an unusually reliable, accurate and easy to maintain piece, perfect for an overconfident pilot or officer who cannot exactly bring an eighteen-meter mobile suit into every room.

Black Budget Armory (-200cp): You have access to a secure stockpile of military equipment obtained through the kind of procurement system that asks very few questions. Beam pistols, conventional firearms, explosives, pilot equipment, mobile suit ammunition, surveillance hardware, and chemical protection gear can all be found here.

Newtype Research Institute (-400cp):
You control a functioning Newtype laboratory comparable in purpose to the Murasame or Augusta facilities, containing medical equipment, Psycommu research systems, mobile weapon test infrastructure and researchers familiar with Newtype and Cyber-Newtype development. Unlike the canonical institutions, the staff will obey your ethical restrictions if you impose them, allowing the same knowledge to be redirected toward therapy and safe psychic augmentation rather than torture and conditioning. Left unrestricted, however, they are perfectly capable of reproducing the ugly experimental methods that created subjects such as Four and Rosamia, along with the systems necessary to support Psycho type weapons.

Dogosse Giar-Class Battleship (-600cp):
You possess a Dogosse Giar-class space battleship, one of the largest and most powerful warships fielded by the Titans during the Gryps Conflict. Built as a mobile fleet headquarters, it carries heavy mega-particle cannons, extensive defensive weaponry, command facilities, repair bays and hangar capacity for a substantial force of mobile suits, allowing it to coordinate and support an entire task force rather than merely participate in battle. The ship comes with a loyal professional crew, technicians and a standard complement of mass-production mobile suits appropriate to the Titans, though unique prototypes must still be acquired separately.

Mobile Suits

You receive 200cp that may only be spent in this section or on Mobile Suit Upgrades. These machines are restored between jumps and receive routine replacement ammunition and consumable parts, but destruction during a jump still removes them until you can repair them or the jump ends. Unless explicitly stated otherwise, a purchased machine comes with its canonical standard equipment, cockpit systems and a replenishing supply of ammunition.

1yr War Suit (-100cp):

Pick a conventional mobile suit from the One Year War era such as a Zaku II, GM, Gouf, Dom, Rick Dom, Gundam, Guncannon, Guntank or Gelgoog. By U.C. 0087 such machines are thoroughly outdated compared with current prototypes, but even an old Zaku is an 18 meter nuclear-powered war machine that can stomp out or swat most vehicles. Your unit is in excellent restored condition and can be customized as you please.

RMS-099 Rick Dias (-200cp):

The RMS-099 Rick Dias is one of the AEUG's defining early machines and one of the first mass-produced results of Anaheim's Project Zeta, built around lightweight Gundarium γ armor and a mixture of Federation and Zeon engineering traditions. It carries a vulcan phalanx, beam saber, twin beam pistols and a 300mm clay bazooka while its booster binders provide excellent mobility for a machine of its weight. Reliable, powerful and unusually advanced for a production suit, it is the machine that allowed Quattro's team to challenge the Titans before the AEUG acquired its more famous Gundams.

RMS-106 Hizak (-200cp):

The RMS-106 Hizack is the Federation's deeply ironic attempt to combine the Zaku lineage with postwar Federation technology, producing a dependable mass-production suit that looks almost exactly like the symbol of the enemy the Titans were created to destroy. It is easy to maintain and can use machine guns, missile pods, heat hawks, beam sabers and beam rifles, although its generator cannot comfortably support a beam rifle and beam saber simultaneously. An excellent cheap platform.

RX-178 Gundam Mk-II (-300cp):

The RX-178 Gundam Mk-II may lack the exotic armor of later Gundams, but its revolutionary full movable frame makes it one of the machines that changes mobile suit engineering forever. Its internal mechanisms, actuators and control systems are incorporated into a structural frame beneath the armor, greatly improving agility, responsiveness, maintenance and modification compared with older construction methods, although the machine itself still relies on titanium-alloy ceramic composite armor. Your Mk-II includes its beam rifle, shield, twin beam sabers, hyper bazooka and optional vulcan pod, and remains highly compatible with support systems such as the Flying Armor or G-Defenser that can push it well beyond its baseline performance.

MSZ-006 Zeta Gundam (-400/600cp):
The MSZ-006 Zeta Gundam is the masterpiece of Anaheim's Project Zeta, combining Gundarium armor, movable-frame technology and a sophisticated transformation system into a machine capable of changing between humanoid mobile suit and high-speed Wave Rider modes. It can enter Earth's atmosphere under its own protection, fight effectively in space or atmosphere and carries head vulcans, forearm grenade launchers, beam sabers that double as beam guns in its transformed state, a beam rifle, shield and access to the devastating Hyper Mega Launcher. For 400cp you receive the standard machine; for 600cp its Bio-Sensor automatically operates at maximum, able to generate psychic power on its own somehow to enhance its defenses and weapons.

MSN-00100 Hyaku Shiki (-400cp):
The MSN-00100 Hyaku Shiki began as the failed transformable Delta Gundam project before being rebuilt into an exceptionally capable conventional mobile suit after Anaheim gained access to the Gundam Mk-II's movable-frame data. Its famous gold appearance comes from a beam-resistant coating that provides limited protection against beam fire, while its excellent mobility, wing binders, beam rifle, clay bazooka and twin beam sabers make it well suited to an ace pilot such as Quattro. Your machine also includes access to the Mega Bazooka Launcher, an enormous mobile beam cannon capable of delivering warship-threatening firepower at the cost of considerable charging time and energy requirements.

Something Else (Varies):
Perhaps none of the headline machines appeal to you. This option allows you to purchase another mobile suit or mobile armor from the Zeta-era Universal Century at a price appropriate to its performance: inexpensive production machines such as a Nemo or GM II sit at 200cp, advanced units such as the Marasai, Asshimar or Gaplant occupy the middle at around 300cp, and monsters such as the Gabthley, Baund Doc, Qubeley, The-O or Psycho Gundam demand prices of 400-600cp depending on maximum output levels. The machine comes in excellent condition with its normal equipment, and obscure machines from Z-MSV, Advance of Zeta, Zeta Gundam Define and similar supplementary works are valid.

Mobile Suit from the Other Side (Varies):
Pick a mobile suit from another Gundam continuity and bring it into the Universal Century with you, whether it comes from the After Colony, Cosmic Era, Anno Domini, Post Disaster, Ad Stella or something stranger. Its basic technologies and distinctive abilities remain intact, but the purchase price is determined by how it compares to machines available here rather than how common it was in its home setting.

Upgrades

Each upgrade or piece of equipment costs 100cp unless noted otherwise.

Heat Hawk (Free):

Sometimes a giant robot just needs a giant axe. You receive a heavy melee weapon whose cutting edge is superheated to temperatures capable of tearing through mobile suit armor, giving even an older machine a dangerous close-combat option without requiring a beam weapon. The weapon draws power from your mobile suit when active, but is simple, rugged and much easier to manufacture or repair than more sophisticated energy weapons. You may replace the axe shape with another comparable heated weapon such as a sword, spear or blade without changing its performance.

Beam Saber

The standard close-combat weapon of the modern mobile suit, this compact handle produces a blade of contained mega particles capable of slicing through most conventional armor with frightening ease. Your machine receives two sabers along with appropriate storage and recharge racks, allowing one to serve as a spare or letting your suit fight with both simultaneously.

Vulcan Guns

A pair of rapid-fire autocannons are installed somewhere sensible on your machine, typically in the head, chest or forearms. They lack the raw destructive power of beam weapons but are excellent for shooting down missiles, damaging sensors, suppressing infantry, finishing crippled machines and reminding lightly armored targets that regular ammo never stopped being dangerous. You may instead choose larger machine cannons if your mobile suit has enough room to accommodate them.

Beam Bayonet Rifle

Modeled after the Zeta Gundam's distinctive beam rifle, this long E-Pac-powered weapon combines an excellent mobile suit rifle with a nasty surprise at close range. Alongside ordinary beam fire, the emitter can project a long beam blade directly from the muzzle, letting the entire rifle function like an oversized bayonet or spear without being discarded when an enemy closes the distance. Its longer frame also gives the weapon somewhat greater reach and power than a basic mass-production beam rifle.

Heavy Missile Pods

Your mobile suit gains a battery of large rockets or guided missiles inspired by the excessive ordnance carried by machines such as the Palace Athene and Messala. Depending on the size of your machine, these may be shoulder pods, backpack launchers, shield-mounted tubes or individual heavy missiles fixed across the armor, giving you enough explosive firepower to saturate an area or threaten warships and heavily armored mobile suits.

Beam Resistant Coating:
Your mobile suit's armor is treated with layers of heat-resistant, beam-dispersing material inspired by the coatings used on machines such as the Hyaku Shiki. Incoming beam attacks lose part of their destructive energy as the coating heats, ablates and disperses the impact, allowing hits that might otherwise cut straight through the armor to be survived or reduced to manageable damage. The protection is sacrificial rather than absolute, and repeated direct hits will eventually burn through it. The coating can be reapplied during maintenance, and you may choose its color rather than being forced to paint the entire machine gold.

Psycommu system
Your mobile suit gains a Psycommu interface capable of translating brainwaves into machine commands, dramatically reducing the delay between intention and mechanical response and permitting the use of remote weapons if any are installed. Your system will work regardless of any psychic powers, practically making the machine an extension of your body.

Body Lasers
Why carry every gun in your hands when your machine has an entire body available for weapon mounts? You may install a collection of integrated beam weapons into your mobile suit, emplacements like head guns, chest emitters, shoulder cannons, finger weapons, or waist guns, giving you useful firing angles even when the hands are occupied or destroyed. The upgrade includes the necessary power routing and cooling improvements, although truly enormous weapons still consume appropriately enormous amounts of your reactor's output.

Wire-Guided Claw
A powered claw, manipulator or weapon mount is attached to a reinforced cable and can be fired away from your mobile suit before being reeled back in. The system can grab enemy machines, tear away weapons, latch onto terrain, deliver electrical shocks or allow melee attacks from angles an opponent is not expecting. A skilled pilot can use it for movement and improvised tricks without requiring newtype powers.

Rocket Sled
Your mobile suit gains a high-speed support platform inspired by the many Base Jabber, Flying Armor, G-Defenser and later Mega Rider-style sub-flight systems used throughout this era. It can transport your mobile suit rapidly through atmosphere or space without exhausting the suit's own propellant and may carry additional fuel, missiles or a large beam weapon depending on configuration. When not required it can operate autonomously on simple instructions or be left behind, giving even a non-transformable machine strategic mobility far beyond sliding everywhere.

Transformation function
Your machine is rebuilt as a transformable mobile suit capable of shifting between its normal humanoid configuration and a Mobile Armor or flight mode suited to high-speed travel. The exact second form depends on the original design but generally trades some close-combat flexibility for acceleration, aerodynamic performance or concentrated firepower, using Zeta-era movable-frame and transformation principles to avoid turning the conversion into a fragile engineering nightmare. Machines already capable of transformation will gain an extra form.

Bits and Bobs
Your machine receives a set of remote weapons like bits or funnels, each containing thrusters, sensors and a compact beam weapon capable of attacking independently from unexpected angles. A Psycommu-equipped pilot can control them directly through thought, turning a single mobile suit into an omnidirectional firing formation, while non-psychic users require some alternate remote-control system. You may design their physical appearance to match your machine, and the weapons are simple to upgrade into specialized versions for defense, reconnaissance, melee combat or other tasks. Each purchase comes with two remote bits.

Companions

Import (-50cp):
Import one existing companion into this jump, granting them a local identity, history and Origin along with 800cp to spend on perks and the freebies associated with that Origin. You may instead choose to create a new companion with all of the above, as long as it doesn't grant them the effects of a perk without purchase.

Canon Character (-50/200cp):
Unlocks a slot to choose a canon character
not otherwise buyable to bring along with you. Guarantees a positive meeting in your first year, and at least two more meetings after that. Higher purchase allows you to choose your relationship with them from the start, and guarantee they follow you on your Chain.

Cyber Newtype Sister (-50cp):
A young Cyber-Newtype from a Federation lab has latched onto you as the sibling she believes she lost. She is a powerful Newtype pilot with remarkable training and mastery of her abilities, but memory gaps, conditioning and emotional instability still cause social problems with any unit she has been a part of. Around you she is affectionate, clingy and fiercely protective, treating you as the one person she can always trust. She joins with a custom Cyber-Newtype mobile suit suited to her fighting style.

Lalah Sune (-50cp):
A woman who should have died at A Baoa Qu is somehow here in U.C. 0087, alive, healthy and free to decide what she wants when neither Char nor Amuro can reduce her existence to the tragedy that defined both of them. Lalah remains an extraordinarily powerful and intuitive Newtype with tremendous potential for Psycommu combat, emotional perception and understanding other Newtypes, but she is fundamentally a gentle young woman rather than a living psychic weapon. She begins with the outdated Elmeth mobile armour. Hopefully accompanying you offers her an opportunity to discover an identity beyond being the ghost at the centre of two men's lives.

Balance Bringer (-50cp):
A young farmboy turned Federation Ace joins the Gryps Conflict at roughly the point in his life when idealism has been tempered by genuine war but has not yet turned into the weary legend of later years. An exceptional starfighter pilot, mechanic and swordsman, whose Newtype power grants him a sense for danger and landing the perfect strike, a sensitivity to others minds, and enough telekinetic power to pull his custom green human scale beam saber into his hand. His instinct will be to oppose the Titans' authoritarianism while remaining suspicious of anyone trying to replace one tyranny with another, and despite only participating in his first war in the stars recently, he's a quick study.

Sym-Bionic Duo (-50cp):
Two refugees from a distant world arrive together: a disciplined young warrior raised from childhood to protect others and a compassionate princess whose political upbringing hides considerable courage of her own. Each is already a capable pilot and combatant, and they both own personal machines of a uniquely human design that can combine through their

linked control systems into a far larger and more powerful humanoid war machine reminiscent of the legendary Titan of their homeworld. Their relationship begins as that of protector and protected royal but grows into a genuine partnership. I wonder how you fit into that?

The Revolutionary Princess (-50cp)
A young aristocratic woman rejects the passive role expected of her and insists on becoming the kind of heroic prince she once admired. She is a gifted fencer, charismatic natural leader, and surprisingly capable mobile suit duelist whose white prototype carries a beam rapier and ornate shield. Her personal crusade against systems that treat people as possessions leads her to join the current conflict of the Universal Century.

The Red Devil (-50cp):
An arrogant red-haired teenage test pilot with outstanding technical education, absurd confidence, and the skill to mostly justify it. Her custom crimson prototype emphasizes extreme acceleration and close-range combat, and her performance improves dramatically when she feels she has something to prove. Beneath the swagger is a badly wounded need for recognition that might put her at odd with the local talented young pilots

The First Child (-50cp):
An eerily quiet artificial Cyber-Newtype created as part of a Federation research program, possessing incomplete memories and several genetically identical replacement bodies kept in storage. Her psychic synchronization with machines is extraordinary, allowing her to control experimental systems that overwhelm normal pilots. She initially regards herself as replaceable equipment, but prolonged companionship can help her develop an identity and desires entirely separate from her creators.

The Exiled Prince (-50cp):
A disgraced son of a powerful Federation political dynasty who has become a masked revolutionary strategist. He is a mediocre-to-good mobile suit pilot but an extraordinary tactician, propagandist, and conspirator, with a rare Newtype manifestation that lets him issue an overwhelmingly compelling command through direct eye contact once per person. His dislike of the Titans is palpable, but his feelings on the AEUG are more complex.

Drawbacks

War Never Ends (Free):
You may have the events of this jump act in continuity with any previous time spent in the Universal Century in previous jumps.

Supplemental Equipment (Free):
You can use this jump as a supplement for another jump, introducing an intergalactic civil conflict to the society of that world. Point pools are kept separate.

Ugly (+100cp):
War has not been kind to your appearance. Whether through unfortunate genetics, scars, awkward features or some combination thereof, you are noticeably unattractive by local standards. People are more likely to form poor first impressions, romantic attention is considerably harder to obtain, and photographs somehow never find your good side.

Not a Girl's Name (+100cp):
Choose something trivial: your name, height, appearance, voice, background or another harmless characteristic. Any mockery of that subject provokes an immediate and disproportionate surge of anger. You can control yourself with effort, but childish insults can ruin your mood and make you act stupidly.

Military Police Problem (+100cp):
Something about you rubs authority figures the wrong way. Police, military security and customs personnel are noticeably more suspicious of you than circumstances warrant. Unfortunately your minor incidents quickly escalate into questioning, searches and constant harassment.

Bad Parents (+100cp):
Your family situation could politely be described as dysfunctional. Important relatives are emotionally distant, neglectful, selfish, politically inconvenient or involved with organizations you would prefer to avoid. They are not automatically evil, but family interactions reliably create stress rather than comfort.

Memory Loss (+200cp):
Large sections of your personal history have disappeared. You retain your skills and Jumpchain purchases, but autobiographical memories from before this Jump are fragmented and difficult to access. Familiar people may produce emotional reactions without immediately explaining why. Maybe they'll come back through some meaningful experiences.

Hero Who's Lost His Wings (+200cp):
You were once willing to climb into the cockpit without hesitation. Now you are tired. You remain physically and technically capable of everything your perks allow, but willingly taking the central role in a conflict has become psychologically difficult. Whenever possible you prefer advising, supporting or protecting others rather than becoming the hero at the front.

Naive (+200cp):
Somehow you keep the childish belief that enthusiasm and good intentions are enough. You are impulsive and overconfident about things you don't understand, and prone to acting independently when working together would be reasonable. You can learn from individual mistakes, but your reckless idealism will persist.

Cyber Newtype issues (+300cp):
Whether or not you purchased Newtype abilities, someone has subjected your nervous system to the sort of procedures used to manufacture Cyber-Newtypes. You suffer periodic headaches, emotional instability, intrusive conditioning and episodes where particular commands, memories or sensory triggers can overwhelm your normal decision making. If you have psychic abilities they become stronger but less predictable during these episodes, creating exactly the kind of dangerous pilot the Newtype institutes considered useful.

A Woman's Heart(?) (+300cp:)
You have a catastrophic weakness for exactly the sort of dangerously charismatic person who should set off every survival instinct you possess. When someone you find intensely attractive offers attention, understanding or the promise that they can give your life meaning, your existing loyalties begin to feel less important and betraying allies for that person starts sounding disturbingly reasonable. You can resist, but attraction and resentment will continually manufacture justifications for switching sides.

Everyone Dies in Zeta (+300cp):
People close to you have a disturbing tendency to become entangled in the war's tragedies. Friends are more likely to be assigned dangerous missions, lovers attract the attention of enemy forces, mentors refuse to retreat from doomed battles and enemies you might have reconciled with somehow end up fighting beside exploding reactors. This does not make death inevitable or negate your ability to save someone, but canon's brutal casualty rate now affects your friends at full force.

No Guns (+400cp):
Some cosmic Ballistic Lock prevents you from successfully firing any weapon whose primary function is launching a projectile or directed shot at a distant target. Pistols jam, rifles refuse to discharge, mobile suit beam rifles report errors and artillery systems simply will not respond to your command, regardless of whether the weapon uses bullets, beams, missiles or exotic energy. Melee weapons, unarmed combat, shields and powers that are genuinely part of your own body remain available, but trying to loophole a gun by calling it something else accomplishes nothing. At least you can still throw stuff.

Item Lockout (+400cp):
All possessions, equipment, vehicles, properties and warehouse resources from outside this jump are inaccessible until the jump ends. You retain only items purchased from this document and ordinary belongings provided by your new local identity.

Perk Lockout (+400cp):
All perk effects from outside this jump are sealed for its duration. Your ordinary memories, personality and natural experience remain, as do perks purchased here, but you will be fighting U.C. 0087 at something much closer to the level of its inhabitants. Powers return automatically and unharmed when the jump ends.

Brain Damage (+400cp):
Your nervous system has suffered severe trauma similar to the psychic devastation inflicted on Kamille at the end of the show. You remain capable of basic self-care and lucid periods, but concentration, memory, emotional regulation and complex decision-making can collapse unpredictably, while powerful psychic contact risks making the symptoms considerably worse. Recovery is possible through extensive rehabilitation and emotional support during the jump, but there is no instant cure.

The Meat Grinder (+600cp):
Every major military power has concluded that you personally are important enough to kill. Titans ace pilots, AEUG rivals, Axis Newtypes and anyone else opposing your current goals increasingly prioritize you during battles, while advanced prototypes and elite squads have an uncanny tendency to appear in the same operational area.

Notes:
Companions are expys of Luke Skywalker (Star Wars), Lance and Ilana (Sym-Bionic Titan), Asuka and Rei (Evangelion) and Utena Tenjou (Revolutionary Girl Utena)