Mecha Pilot Framework Body Mod

V1.0

By James the Fox

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

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

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

Supplement Modifiers

Growth: You lose ***500 Body Points (BP)***, and can't take Chain-Drawbacks that have counterparts in the Jump-Drawbacks. However, the Jump-Drawbacks seen in this supplement can provide half their Character Point (CP) reward as BP, each Jump (this disqualifies them from granting you CP for the Jump). You can gain up to 200BP this way per Jump.

Mecha-Defining Jump: You lose ***300 Body Points (BP)***. The Perks you acquired (or will acquire) in your first actual Jump becomes a part of your Body Mod, with any superhuman or magical abilities becoming part of your **Magical Transformation**, remaining at full power even if you're using a **Mahou Wardrobe**. If you took this before your first actual Jump, you may use Drawbacks from that Jump to gain BP for use here (this disqualifies them from granting you CP for the Jump)!

KEYWORDS

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

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

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

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

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

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

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

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

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

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

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

[Built-In Hardware: X]: Hardware that comes free with a Mecha model.

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

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

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

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

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

[Fuel Restoration]: This speeds up your mecha's Fuel replenishment, or provides an alternate source. Unlike your baseline Fuel replenishment, these can work even when you're using magic.

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

[Meta]: Affects some aspect of future Jumps.

PHYSICAL STATS

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

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

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

STRENGTH

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

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

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

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

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

sized planet, well, there are fine folks who have calculated that out: the answer is about 59.44 zettatons. Further data can be acquired, with effort.

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

Drawbacks likewise subtract and divide your strength accordingly.

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

SPEED

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

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

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

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

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

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

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

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

REFLEXES

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

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

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

PILOT PERKS AND ITEMS

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

CORE PILOT PERKS

Mecha Designer (Free)

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

Robo Refurbisher (Free)

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

Perk Reprogrammer (Free)

[Perk] [Personal]

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

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

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

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

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

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

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

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

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

BODY MOD CLASSICS

You have an additional 100BP to spend only here.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

META

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

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

ITEMS

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

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

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

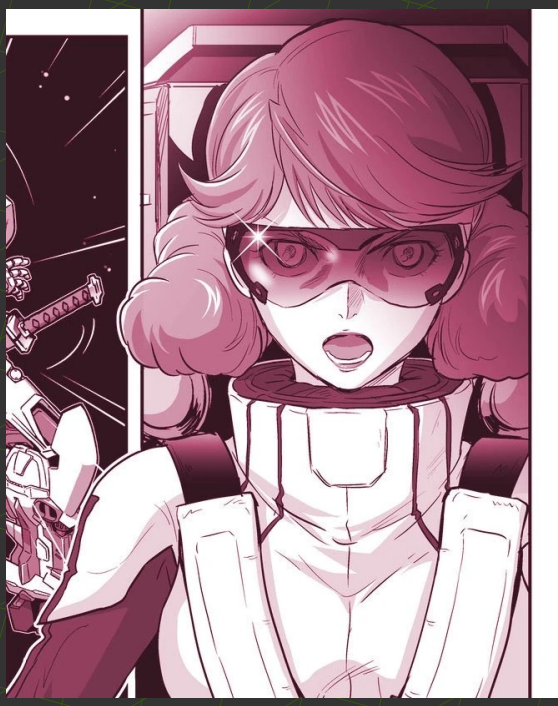
Space Is The Place (200BP)
[Item] [Hangar]
You now have a city-sized space colony that is connected to your Warehouse and the inside of your Hangar, providing you another place to deploy your Giant Mecha. By default it appears in orbit around the main planet the Jump happens on, though it can be hidden behind a local moon. If the setting's story has a wider range than a single planet, you may place this anywhere within its reach.

Sync Suit (100BP)
[Item] [Personal]



This skintight outfit is easy to move in, sharpens your senses, can survive in the vacuum of space, and ultimately improves your ability to pilot Mecha. If your Mecha uses mental interfaces or plugs directly into your nervous system or something similar, this suit is compatible with that system. It can Import into any similar mecha-piloting outfits you buy, gaining their abilities and allowing you to swap appearances between them.

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

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

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

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

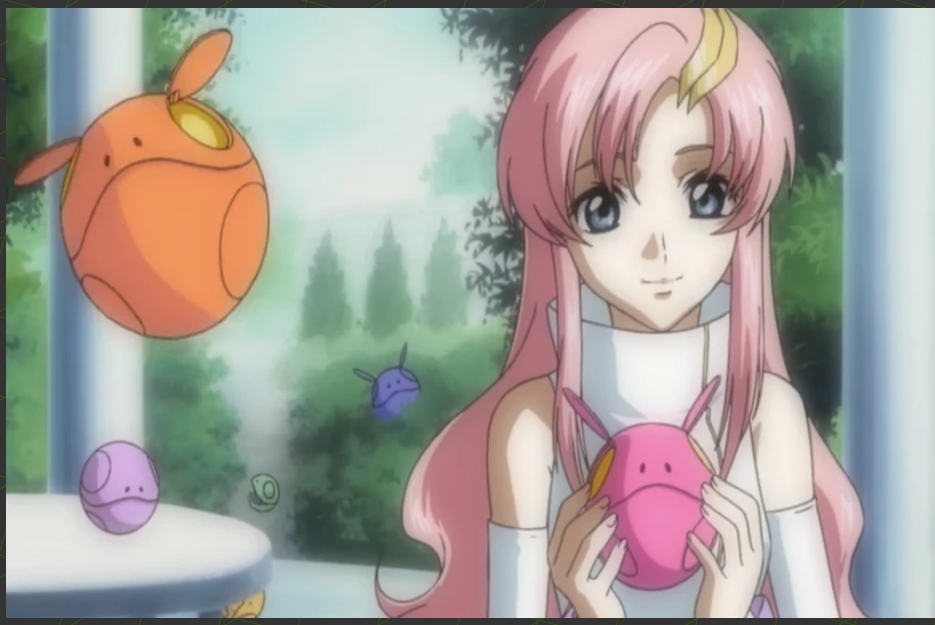
Shuffle Alliance
[Item] [Personal]
A set of five cards – one for you that is emblazoned with a symbol representing you, and four blank cards for four others. By giving another person one of these cards, the card fills in with a suitable symbol that represents them, which can manifest on the back of their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

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



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

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



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

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

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

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

Field Repair Kit (50BP)
[Item] [Personal]



A small toolbox containing everything you need to get to do some field repairs. Wrenches, hammers, screwdrivers, nuts and bolts, welding tools, and more. There's at least one wrench in here that's hefty enough for you to break a guy's skull with it.

Self-Defense Sidearm (50BP)
[Item] [Personal]



A simple pistol for you to protect yourself with. It has about as much stopping power as a paintball gun, probably a little less. Thankfully, you won't need to worry about buying ammunition – every time you reach for it, it will have a full cartridge of 20 bullets.

SOFTWARE

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

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

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

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

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

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

MECHA CLASS

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

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

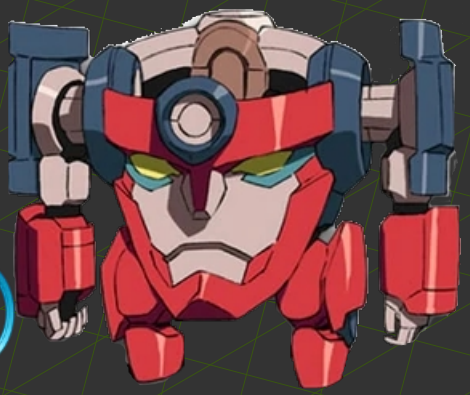
Armor (A) Class (Free)
[Mecha Class] [Fuel Capacity: 100] [Modular Slots: 3] [Software Slots: 10]
[Built-In Hardware:]
[Free Software:]
[Runtime Cost: 0]



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

This Mecha Class also counts certain small vehicles.





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



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

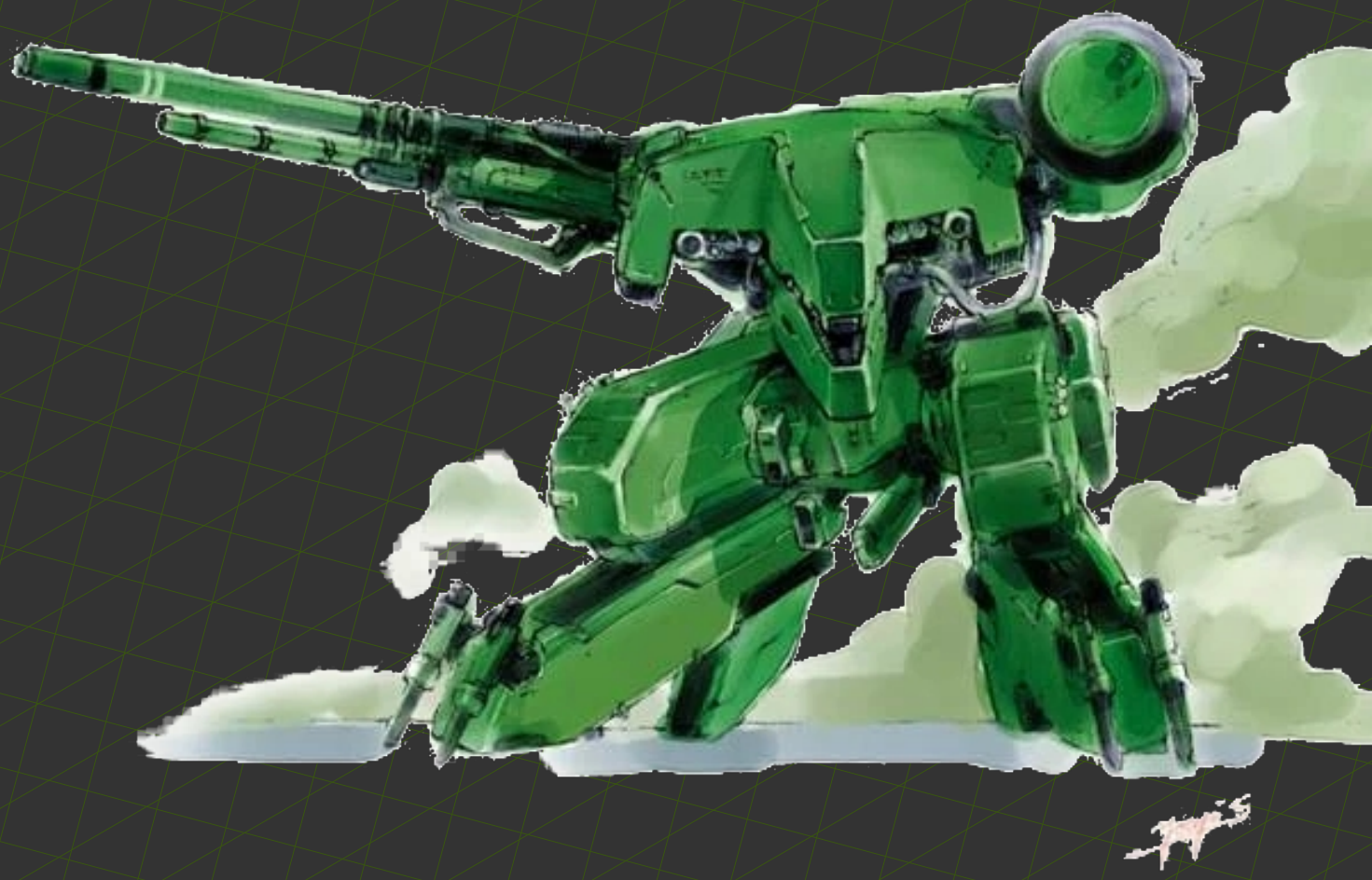
Carrier (C) Class (300BP)
[Mecha Class]
[Fuel Capacity: 500] [Modular Slots: 8] [Software Slots: 8]
[Built-In Hardware: Vehicle Mode]
[Free Software:]
[Runtime Cost: 10 per Minute]

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



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

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



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



MECHA BUILDER

Your first Mecha, obtained for free, will be of a Class you purchased above. Each Class has core upgrades that come free.

Some Perks and Items can be acquired for free, if you take certain Chain-Drawbacks.

Each time you acquire a Mecha, you may modify it using 500 Mecha Points, plus a number of Mecha Points equal to half the CP Cost of the Mecha (before discounts). In addition, you can make additional changes by converting CP to MP at a 1:1.5 exchange rate (so 100CP will get you 150MP). You cannot convert MP to CP.

BASE UPGRADES

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

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

Additonal P-Drives (50MP)
[Hardware] [1 Modular Slots] [Multi-Purchase]
An additional storage drive for digital upgrades. The Mecha gains 3 Software Slots each time you purchase this.

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

COCKPIT

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

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

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

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

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

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

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

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

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

PROPULSION/SHAPE

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

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

Sky Propulsion (200MP)
[Hardware] [0 Modular Slots]
Your Mecha's got no legs to stand on. Instead, it hovers over the ground with anti-gravity propulsion, making it far more agile in the air. For 2 Slots more, you may keep your Legs while still being capable of traversing the skies.

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



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



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

Hangar Launcher (300MP, Mecha must be at least 200 Meters tall)
[Hardware] [1 Modular Slot]
Your Mecha was designed with a big door in it – possibly in the chest, possibly somewhere else, depends on the shape of the machine – and it turns out that door leads to your Hangar. As such, your Mecha is capable of delivering Mecha that are significantly smaller than it to the battlefield. The door comes with a sort of catapult that launches any Mecha that can fit through the door out at high speed.

WEAPONS SYSTEMS

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

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

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

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

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



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

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

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



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

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

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

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

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

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

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

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

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

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

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

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

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

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



Fang Deployer (100MP)
[Hardware] [2 Modular Slots] [Runtime Cost: 1 Per Second]
A pod that deploys 10 remote weapons called “Fangs.” These weapons can be arranged in pre designed attack patterns around the Mecha or controlled manually. They are armed with your choice of dagger-sized metal or laser blades (the latter of which drain 1 Fuel per second while active). Each Fang has a Fuel Capacity of 50 from which the Runtime Cost is extracted. They may replace broken blades and recharge by returning to their pod.

Funnel Deployer (200MP)
[Hardware] [2 Modular Slots] [Runtime Cost: 1 Per Second]
A pod that deploys a one to two remote autonomous weapons called “Funnels” that, thanks to their rudimentary AI and sensory arrays, can act on their own. Each Funnel has 50 Fuel of its own, which it can recharge by returning to the Mecha

and connecting with the pod. You can arm your Funnel with any weapon you've purchased for this Mech that takes up 2 Modular Slots or less. Weapons that require 2 Modular Slots take up the space you would use for a second Funnel. While undeployed, your Funnel(s) can act as turrets attached to your Mecha similar to Point Defense.

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

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

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

TRNS-MT SpaceTime Exchanger Station (300MP)
[Hardware] [1-3 Modular Slots]
A node that allows you to freely swap one handheld weapon for another held in storage in the Hangar. The size of the weapons that can be swapped cannot exceed the number of Modular Slots dedicated to this system. It takes approximately 5

seconds to transport one weapon out and replace it with another – a miracle of science made possible by upgrades implemented into all suitable weaponry created to be wielded by this Mecha.

FUEL AND ENERGY

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

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

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

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

DRAWBACKS

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

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

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

CHAIN-DRAWBACKS

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

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

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

Meganekko (+100CP)

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

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

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

Darling Drift (+100BP, Requires Suggestive Cockpit)

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

Kitbashed Cockpit (200BP)


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


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

New Season, New Friends (+200BP)
(Can't be taken if you already have Companions from previous Jumps)
You cannot take Companions with you by any means, except for your Spherical Supporter(s). Scenario Rewards that provide them will simply… not, and any **Companions** you purchase with CP will be called to your aid… but not follow you to the next Jump. Any **Followers** you acquire will instead recruit suitable expies for their numbers from the local Jump – so be careful about sending armies to fight and die on your behalf. Your **Shuffle Alliance** can't be used to convince others to join you, either, so you'll need to build a new team of Mahous each Jump.
*+(Bonus) You get a **Shuffle Alliance** for free! If you already have it, you get a refund!*

"GIGAAAAAAA… JUMPAAAAAA..." (+200BP)
"… BREAAAAAAAAKAAAAAAAAAAAAAAHHH!" Yeah, with this Drawback, any weapon or attack you use that uses more than 50% of your maximum Fuel must be a called attack of at least two words. The more fuel you're using, the louder and more drawn out the invocation has to be. Interestingly, at 75% or more of your maximum Magical Capacity, your magical energy manifests prior to being deployed, often as some combination of a magic circle, incorporeal wings, or a phantom cape or skirt, proportionate in size to the amount of magic you're outputting, and your voice begins to unnaturally echo across a similarly proportionate space.

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

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



I Can Only Exist Here (+200BP)

You live a pitiable existence. You can only survive outside of your Mecha (or a Life Support Pod) for 12 hours… and your body starts to fail you in increasingly painful ways halfway through, getting worse as you draw closer to your demise. You must spend 12 hours inside a Life Support environment for every 12 outside of it. You may take this Drawback multiple times, which either cuts two hours from the total time you can survive in the outside world or adds two hours to the amount of time you must wait between such excursions. You always start feeling ill, your body slowly failing, at the halfway mark of your time outside.

+(Bonus) *All Mecha you obtain get* ***Life Support Cockpit*** *free! Each purchase gives you a* ***Life Support Pod*** *for Free!*

Cracked Mirror (+800BP)



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

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

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

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

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

Neo Crossover Renegade Revenge (+200BP)
Every 1d6 Jumps, you'll find the Jump you're entering invaded by… what appear to be major antagonists from previous Jumps that you've trounced before. Somehow, they are following you across your Jumpchain, growing stronger as you do. Even if you thwart their newest plans and strike them down again, they'll eventually bounce back, chasing you and working together to obtain their revenge.
+(Bonus) *You get* ***Magical Crossover Pretty Drawback*** *for free!*

Get What You Pay For (+300BP)
Perks you'll find across your Jumpchain can have some… ludicrous scaling, especially for their CP costs. This Drawback does away with the uncertainty, as far as your stats are concerned. Perks that would boost any of the stats on offer in this doc scale now ignore their descriptions and only give stats boosts proportionate to their CP.
+(Bonus) *Your BP investments into* ***Strength***, ***Speed***, *and* ***Reflexes*** *are doubled in effect! Also, you get one* ***Mecha Class*** *at a discount – if it normally costs 100BP or less, you get it free!*

JUMP-DRAWBACKS

Meganekko (+100CP)

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

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

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

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

Burning Entry (+200CP)

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

WANTED (+200CP)

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

Average Pilot Jumper-kun (+200CP)

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

Utterly Mundane Jumper-kun (+300CP)

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

NOTES

PATCHES

0.5

- Initial Version, Adapted from Mahou Framework Body Mod

1.0 (YOU ARE HERE)

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

SOURCES

Physical Stats extrapolated from:

https://simplifaster.com/articles/applying-relative-strength-standards/

https://www.everydayhealth.com/workouts-activities/how-much-weight-can-the-average-man-lift/

https://www.omnicalculator.com/sports/human-punch-force

https://www.measurehuman.com/guides/average-reaction-time-by-age

https://scienceinsights.org/how-fast-can-the-average-human-run/

Images:

Official Works:

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

Fanart:

- https://safebooru.org/index.php?page=post&s=view&id=4543558
- https://www.reddit.com/r/evangelion/comments/165idf9/shinji_and_kaworu_fanart_by_me/
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