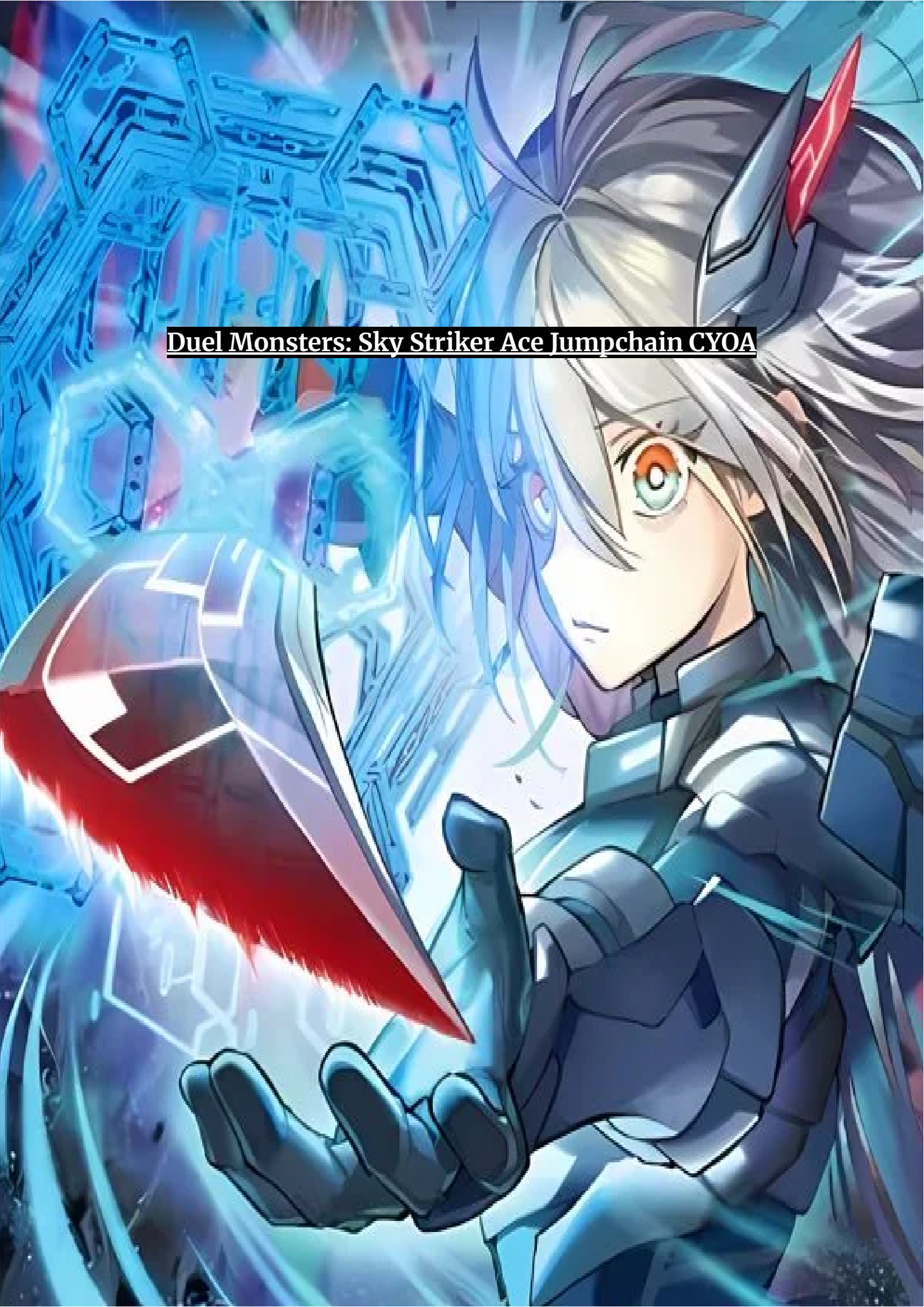


Duel Monsters: Sky Striker Ace Jumpchain CYOA



Introduction

Three hundred years ago, a great war began, a war between the nation of Kama and its enemy, the Spectra Union, an expansionist empire that sought to conquer the world. It was a war fought not with men, but with machines, drones and robots replacing boots on the ground, and even the command of the Spectra Union's military was handed over to A.I. that would come to be known as the Three Pillars.

For many years, the war continued on, alongside the march of technology, yet the tide finally seemed to turn when Kama developed the Sky Striker system: a fantastical technology that drew out the full power hidden within humans, transforming them into living weapons who could fly through the sky and wield devastating power.

The war, once a stalemate, turned into a rout, as the Sky Striker Aces of Kama pushed the Spectra Union to the very brink of defeat. Desperate to accomplish their function and achieve victory, the Three Pillars resorted to desperate, horrific measures: orbital weapons built with the singular purpose of killing humans, regardless of if they were friend or foe.

Not even the people of the Spectra Union were safe from the weapons forged by the A.I. they built, dying alongside their enemies and the rest of the human race. Kama's own lead military A.I., the Three Sages, rushed to destroy the weapons, but it was already too late. Though the weapons were destroyed, they'd accomplished their terrible purpose, with all of humanity dead.

All, that is, except one: a carefully stored embryo that, under the benevolent care of Ciela, one of the Three Sages, would be born as a human girl named Raye. Growing up under the loving guidance and care of Kama's last A.I., Raye would grow to be a prodigy, her enormous talent matched only by her wonderful heart and love for her family.

Yet Raye's peaceful life will soon come to an end, with the Spectra Union, having conquered 95% of the planet, moving to finish off their old enemy Kama once and for all. Raye's upcoming 13th birthday will see her enter into this ancient war, and the return of the Sky Striker Aces. What happens next will determine this world's future.

To help you survive in this world at war, take **1000cp**. Good luck, ace. You might just need it.

Backgrounds

You may choose to either keep your gender from the previous jump, or change it by paying 50cp. For those of the **Human Survivor** origin, you may determine your age with a roll of 13 plus 1d8. Those of the **Clone Soldier** origin may determine your physical age with a roll of 13 plus 1d8. For those of either the **Kama Nation** or **Spectra Union** origin, you may determine your apparent age with either a roll of 8 plus 1d8 to appear as a younger robot like Aileron and Pylon or Cyanos, or a roll of 20 plus 1d10 to appear as an 'adult' robot like the Three Sages or Solferina and Zard. Alternatively, you may spend 50cp to choose your age. Any of the following origins may be taken as Drop In origins.

Human Survivor: You are a member of the human race, one of the last two still alive after the Three Pillars destroyed the rest of your species. Like Raye, you were found, nurtured, and raised by the Three Sages, growing up being treated like family by the last of Kama's robotic servants and leaders. You were educated, trained, and guided, growing and learning in ways that even the most advanced robots of the two nations simply can't. It has been a nice, joyous, even peaceful life, but that's all about to end as the Spectra Union marches to destroy Kama once and for all. Yet perhaps not all is lost: the Sky Striker Aces once overwhelmed even the armies of the Spectra Union, and some of their legacy still remains. Will you carry on their legacy?

Kama Nation: You are one of the machines created by the Kama Nation as part of their war with the Spectra Union. Perhaps you were one of those who fought alongside the Sky Striker Aces, or perhaps you were a robot discovered or built by the Three Sages after humanity fell. What matters is that you are a part of a nation that has been slowly but surely losing the war for the planet, desperate to defend what's left of your home and world from the seemingly endless armies of the Spectra Union, alongside caring for and guarding the last human, Raye. A grand attack by the enemy is coming to end you and your friends once and for all, but the return of an old power from the past in a new form might just see the tide turn...

Spectra Union: You are one of the machines created by the Spectra Union as part of their war with the Kama Nation. Perhaps you were one of those who fought for the humans that once filled your nation's borders, or perhaps you were created by the Three Pillars over the course of the long war with the Kama Nation. What matters is that you are part of a nation that rules 95% of the planet, slowly whittling away at the last remnants of your enemy until even the Three Sages and their remaining lackeys found themselves cornered. Some might argue that the war is pointless with humanity gone, but the objective remains the same regardless: destroy the Spectra Union's enemies and conquer the world, a goal you've all but achieved. Your nation's fortunes might soon change, however...

Artificial Human: You are...hold on a moment. You are an artificial human, born from DNA gathered by the Spectra Union. But you, and those like you, are not supposed to exist yet, not for another two years, after Zard stole Ciela's data for his own project. No matter. You are an artificial existence, something created to serve the interests of the Spectra Union like any machine, your development rapidly accelerated so that you might be fit for combat instead of needing to grow to reach that age naturally. And yet, you are not a machine, are you? You might not have grown up as an ordinary human would, but you are still human. You do not need to simply follow orders. What path will you choose, I wonder? Slave, rebel, or monster?

Locations

Though this might be a world scarred by centuries of war, ruled by a tyrannical and hyper militant government, it's still a world worth exploring and seeing. Roll a 1d7 to determine your starting location, or pay 50cp to choose it freely instead.

1. **Kama Town:** The last remnant of the Kama Nation, nestled between mountains and forests and lying on the outskirts of the ruins of a once great metropolis, reduced to rubble by the centuries old war. The town itself seems almost like something out of a fairy tale in its appearance, resembling more of an Alpine town than a city of the future. Make no mistake, however: it is filled with countless examples of advanced technology, from holographic screams and alert systems to defenses built around the town, not to mention the military command center and bunker at the heart of the town. Those of the **Human Survivor** and **Kama Nation** origins may choose to start here for free.
2. **Kama Outskirts:** The outskirts of Kama Town hold many different things: the first is the ruins of a great city that might have once been the capitol, countless buildings reduced to rubble and debris, even the ones standing are devoid of life. Craters and wreckage from the long war can be found scattered throughout the city, as this place serves almost as a buffer between Kama Town and the advancing Spectra forces. Yet at the same time, there is also the greenhouse and the forests and mountains of Kama to be found in the opposite direction, holding the seeds of life guarded by the Three Sages. The ruins of the past and the beauty of the future can both be found here.
3. **Spectra Forward Base:** This is one of the many cities that can be found throughout the world, occupied and converted into military installations to help continue the war effort against the Kama Nation after the fall of humanity. It is filled with countless different Spectra war machines, from simple drones to armored units and more, all under the command of the Three Pillars. One might think this fortress to be impossible to take, though in two years time, it will be just another zone to fall before the advancing Kama army spearheaded by the newest Sky Striker Ace, Raye. Until then, however, it is a territory hostile to anything that's not Spectra Union.

4. **Spectra Machine City:** Once, this might have been the capitol of the Spectra Union, but like everything else connected to that fallen nation, it has been taken over by machines, transformed into a massive, sprawling factory fortress. The city is crawling with war machines, and continuously creating more, countless different weapons being produced and manufactured here. It is the heart of the Spectra Union war machine, and the command post for the Three Pillars: Solferina, Zard, and Cyanos. It is still, technically, habitable for humans, though it would not be a comfortable life in its current state, especially given Zard's disdain for humanity. Those of the **Spectra Union** or **Artificial Human** origins may start here for free.
5. **Great Crater:** As the tide starts to turn, this will one day become the boundary zone between the resurgent Kama Nation and the retreating Spectra Union, but for now, it is still firmly within Spectra Union control. It is a massive, layered crater within a great desert, filled with giant broken down construction equipment, presumably for some great project, though whether it was for military purposes or an abandoned civic project, none alive could say. Though technically under Spectra Union control, there's surprisingly little signs of it, the desert preserved in its natural state and broken down human equipment left alone instead of being broken down for scrap or material.
6. **Underground Shelter:** Perhaps this is what the construction equipment above ground was used to create: an underground city that worked as a shelter and command center, though unfortunately it wasn't safe enough to save those hiding within when the orbital bombardment began. Now all that is left of its previous inhabitants are bones. Surprisingly enough, the city's technology is still functional, whether it's video games or televisions or the drone defense systems created to guard the shelter from intruders. These drones are hostile towards everyone, regardless of nation or allegiance, still following their old command to protect the shelter at all costs.
7. **Free Choice:** Well aren't you lucky? You get to pick any of the other options previously listed.

Perks

Perks are discounted for their origin. Discounts are 50% except for 100cp perks, which are free.

Human Survivor

You Are Just Too Cute! (100cp): Perhaps it's only fitting, for a place that seems almost like something out of a fairy tale like Kama Town, that Raye might look like a fairy tale princess would, lovely and fair. Like her, you look like a hero or heroine out of a fairy tale, with a handsome or beautiful face, great hair, and a healthy, fit body. You are in great shape, nothing super human but certainly something that's both attractive and perfect for physical activity. You also just look great in anything you might wear, whether it be casual clothing, something more formal, or a more militant outfit, whether it be a soldier's uniform or power armor. As one last bonus, you also give great hugs. Which is very important, I assure you!

Life Will Continue To Go On (100cp): One might think there's little joy to be found in a world as ravaged as this one, with humanity all but extinct and most of the planet broken or mechanized or both. But that's not true. Even in a world like this, there is still beauty to be found, simple joys that keep the heart going when it should break or become cold. Whether it's good food, or the beauty of nature, or music, or something else entirely, you will always find some joy and wonder in life. Even if you were broken and beaten down, even if your heart were heavy with guilt and anger, there will still be a light somewhere in the darkness. And perhaps that little light will keep you going when all seems lost.

Fool An A.I. (200cp): You might think that an android would have an advantage in a fight with an ordinary human, given the difference in calculation and processing speed. However, you've figured out ways of evening the odds. Namely, you're pretty good in finding ways to trick or fake out your opponents, finding ways to take them by surprise or hinder their ability to focus or think. From something as simple as just shouting 'WAH!' suddenly to startle two child-like A.I. to more complex tricks like distracting a powerful enemy with multiple small attack drones, keeping their eyes off of you while you prepare your real weapon, you can be quite the tricky opponent. Just remember you have to be able to follow through, tricks alone won't be enough!

That's Raye For You! (200cp): Speaking of fighting, however, you really are no slouch even outside of fake outs and trickery. You are a skilled and capable combatant when it comes to close range tactics, possessing great skill with a sword as well as amazing reaction speed. In terms of strength, speed, durability, and other such physical attributes, even as a young teenager you would be able to keep up with a pair of androids like Aileron and Pylon, who despite their youthful appearances and minds are still dangerous fighters, and were you able to work around their motion prediction functions, even defeat them. With just this, you wouldn't be a match for the likes of Akash or Solferina, but the lesser drones of either nation might be felled by you.

That Girl Is Our Hope (400cp): If one needs proof that machines can love, that machines can change for the better, they need only look at the Three Sages. They came to love Raye, to cherish her, to change the way they acted and viewed the world out of love for her. You inspire a similar affection from A.I. and robots and machines, who will over time come to truly love and care for you, being willing to help you and teach you and protect you. The more you interact with them, the more they will change for the better, growing and developing even as they help you to grow and develop, like how the Three Sages learned to love and cherish life and nature. This may not work on already hostile or evil A.I., but who knows? Maybe you too will have a mechanical family one day.

I Made A Decision (400cp): One day, Raye will face Roze, and other artificial humans created by the Spectra Union, but will strive to fight them without taking their lives. You possess the skill to make that dream a reality. You will never seriously hurt someone by accident, no matter how powerful the attacks you use on them or how hard you strike them. Even if you were to hit them with a blast that would split a skyscraper in half even after destroying the original target, the worst you will do is knock them unconscious. What's more, defeating an enemy like this will allow you to reach into their hearts and truly communicate with them, helping to forge a connection between you. How effective this is varies depending on the enemy's personality, as Roze changed drastically following her first defeat while Azalea only realized her folly right before she died. But perhaps you too can turn enemies into friends and ensure no one dies.

Sky Striker Ace (600cp): To call Raye a prodigy is such an understatement, it's almost an insult. Even had she been born when the Kama Nation was at its height, she would have been considered something special, and in the modern times she's even more unique. Now, you too are a genius like her: what takes others years to learn, you grasp in mere days. Yours is a mind that can adapt information you've learned only hours ago during active combat, and outthink lesser A.I. But perhaps most importantly, you possess an incomparable level of talent when using machines like the Sky Striker system and the various add ons that will be constructed, allowing you to not only bring out the best in those systems but learn how to use them to even greater effect. The physical power you'd wield would be immense, and your quick mastery of the various weapons and the Multigate function would let you outdo veterans. You're an ace among aces.

Fighting With Their Heart (600cp): But a Sky Striker Ace's power does not come just from their weapons or skill. The Sky Striker system draws power out from within humans, from the human heart. That is why a true Ace becomes stronger when fighting for their friends, family, and those they love! You will find your power greatly amplified when fighting for and with those you care about, the strength of your bonds and your love empowering you to reach levels you couldn't before. Pulling off techniques and tricks that you couldn't before, pushing yourself beyond your normal limits, surviving when by all logic you shouldn't, and perhaps pulling off a miracle. In one version of this story, Raye and Roze combined their power to defeat Azalea and Camellia, while in another, they merged together to become a single mighty warrior that annihilated an entire army. Perhaps you too will perform such a feat one day.

Kama Nation

I Am Your Surrogate Mother (100cp): Raye loved all of the A.I. of Kama Town, seeing them as her family, but none can deny that Ciela was most important and precious to Raye as her mother figure. Like Ciela, you are an extraordinary parent, knowing how to raise a child with love and care, to nurture and guide their development, and to form a powerful bond with your child. It doesn't matter if they're your child by blood or adoption, the bond you forge with them will be as strong as any mother or father could ever hope for. That doesn't mean they won't act rebellious or disobedient from time to time, but well, that's what children do. Just remember that, even if they act impudent or rude, your children love you still.

Sort Of Thing That People Like (100cp): As a robot, you were designed with a certain theme in mind: Ciela was designed to look like a beautiful, youthful mother, Akasha was modelled to look like a fierce warrior woman, Himmel was made to look like a wise old sage, and Aileron and Pylon were designed to look like cute twins. What your theme is, however, is up to you. Perhaps you'd like to be a mighty warrior, tall and bulky and strong? Or perhaps you would like to appear as a hermit, weathered but enduring? Maybe you would prefer to look like a charmer or a seductress, or a spunky rebel? Whatever theme or archetype you choose to embody, you will embody it perfectly, at least in appearance, in a way that others will find both appealing and believable. You're well designed in more ways than one!

Motion Prediction Function (200cp): All things considered, Aileron and Pylon have surprisingly small data storage abilities, in many cases needing to forget previous memories to take in new data. But perhaps this is one of the reasons for this: the ability to predict the movements of an enemy! You possess a similar function, though thankfully for you it comes at no cost to your memories. While fighting an opponent, you instinctively know where they might move, being able to predict where they might dodge or move to during a fight so that you might intercept them. This can be crucial during a fight, giving you an edge against a normally equal opponent, though it's far from perfect, a clever enemy being able to trick it and take you by surprise. Still, it's a handy tool, and might make a difference in a serious fight!

Until You Were Born (200cp): For the A.I. of the Kama Nation, everything changed when Raye was born. They learned to care about life and nature, they learned how to feel love, and they learned how to see something beyond the war. Like them, you can find yourself quickly growing and developing in order to better help those you love. You'll pick up on new tricks for providing aid and care, you'll learn to predict the needs of those you care for before even they realize it, you'll see ways to help them grow and improve, and you yourself will find yourself growing and changing for the better, never losing your own identity but working to overcome your flaws and failings with greater success. Machines, too, are alive, and you're proof of that.

Sage of Wisdom (400cp): There is a difference between simple guidance and actual teaching, however. You are an exceptional teacher, with a wide variety of knowledge at your disposal on subjects ranging from history to language to math and culture and so much more. You are able to easily impart these lessons upon your students, and to realize how best to help any students who are falling behind, not just in the sense of helping them realize their mistakes but in lifting them up when they're embarrassed or ashamed of their failures. You also possess a great wisdom, and are just as talented when it comes to teaching moral lessons as well as more traditional education. Were you to possess any physical skill or capability, you'd be able to teach that, too. You'd work well alongside Himmel, and Akash too if you were a fighter.

Sage of Strength (400cp): Speaking of Akash, there's a reason why even Solferina of the Three Pillars respected her: a fantastic warrior, skilled and powerful and deadly, a threat to whole enemy units on her own and able to keep up even with Sky Strikers, if not equal them. You, too, are a monster of a combat machine, armed with deadly mechanical claws which you can extend from your fingers that can easily rend steel, your strength and speed such that you could practically dance through an enemy formation, slashing tanks and drones alike to shreds. Yet even beyond your natural weapons, you are a master when it comes to melee combat, using swords, spears, and many other such weapons just as easily as you use your claws. Even against an enemy with multiple limbs and equal strength, you could still more than hold your own. Solferina will be ecstatic.

Sage of Benevolence (600cp): You are a rare and unique mind, one that can rival even the likes of Ciela, Sage of Benevolence, and Zard of the Three Pillars. Your scientific knowledge is as broad as it is deep, from understanding of biological science such as nurturing an embryo to a human being and restoring environments devastated by war such as forests and greenhouses, plants and fruits and animal life, to machinery and weaponry, allowing you to create gadgets like a broom-shaped vacuum cleaner or advanced alarm systems to powerful defenses and weaponry. Most impressive by far, however, is your understanding of the Sky Striker system. You could create powerful weapon systems and devices that would pair perfectly with it, and perhaps could recreate the Sky Striker system itself one day with time and research and resources.

Sky Striker Mecha - Adil Saber (600cp): How interesting. To think that another model like you would exist, and with a mind of your own. You are a great machine, towering over humans and robots and even some other drones, equipped with impressive weapons and a durable form capable of taking punishment even from one of the artificial Sky Striker Aces that will be created one day in the future. You are surprisingly quick for a machine your size as well, able to fly from Kama Town to the Spectra capital fast enough to join an ongoing battle. More than that, however, you possess the ability to channel the power of others through you, and massively amplify it in the process, though this will drain you. Post-jump, this will become an alt-form, and you will be able to switch between this and your 'normal' robot form.

Spectra Union

We Are The Three Pillars (100cp): It's only polite to introduce yourself when meeting someone new. Just imagine if your enemy didn't know who they were being defeated by! You know how to make an entrance and how to introduce yourself, setting the tone and presenting exactly the sort of image you wish to those you meet. You also have a powerful set of lungs, or the robotic equivalent, so that those a good distance away from you can hear you clearly. What? It's important! Imagine having your big, dramatic introduction ruined because you were mumbling or muttering to yourself. You're also pretty good at getting others to introduce themselves, whether by convincing them it's a good idea or encouraging them. It's only polite, you know!

CYANO!!! (100cp): There's a world of difference between the appearances of the Three Sages and other Kana A.I. and that of the Three Pillars. Whereas those loyal to the Kana Nation look practically human, the Three Pillars are clearly machines, with even the adorable Cyano looking like a toy robot. Your mechanical body is, likewise, obviously inhuman, which can manifest in one of two different ways: the first option is to be something like Solferina and Zard, where your mechanical nature becomes disturbing and eerie, so obviously inhuman even if you're a humanoid that it strikes fear in those who see you. Alternatively, you may choose to look like Cyano, where your robotic body seems designed to be cute instead of intimidating. Maybe she was designed that way to add some softness to the Three Pillars?

She Became Roze's Flunky (200cp): Poor Cyanos. So confident and eager to make Roze her pet, she ended up getting battered around and winding up Roze's minion instead! At least she wasn't being beaten up or humiliated anymore. You have a similar sort of luck in that, the more pathetic you are compared to an enemy, the less likely they are to take you seriously enough to actually harm or kill. Oh, sure, they might still beat you up, and humiliate you, and leave you embarrassed and defeated, but is that really so bad? You might even be able to weasel your way into being one of their subordinates if you're pathetic enough. Just be sure you don't cross the line, someone can run out of patience eventually, and an actual threat isn't so safe as someone who's harmless.

It's Such A Simple Matter (200cp): Well, aren't you a rotten sort? You're shamelessly conniving, coming up with all sorts of dirty tricks and traps to tilt the odds in your favor. Luring an enemy in by threatening one of their loved ones, manipulating a disloyal minion's pride to get them to listen to you for the sake of their wounded ego, using technology to weaken or hinder an opponent, so on and so forth. You can apply this skill to your various other talents, such as, for example, coming up with the idea of a magnetic device that drains your enemies but not your allies if you were a master of science and technology. Do be careful your schemes don't end up backfiring on you, however, it'd be awful embarrassing if your manipulations of your minions made them more eager to bring you down when you least expected it.

My Name Is Solferina (400cp): Reckless and battle crazed as she might be, there are few in this world who could stand against Solferina of the Three Pillars. You are one of them, as you are one of this world's great war machines! Sleek, powerful, equipped with multiple different arms and the ability to use each of those arms in a coordinated and deadly dance, which combined with your mastery of swordsmanship means most enemies wouldn't last ten seconds against you. Your mechanical body is equal to the one Zard would build for Solferina two years in the future, meaning that you are fast and strong enough to even hold your own against a Sky Striker Ace, though you would need a great deal of cheating and the element of surprise to actually defeat one. You're an able tactician as well, though unfortunately, you're limited to individual battles, your tactics too reckless for grand strategy.

You're Roze's Friend, Aren't You? (400cp): As much as Roze embarrassed Cyanos, the two did become friends, which would lead to Cyanos becoming a friend of Raye's as well after the fall of Spectra and Roze finally defecting. You'll find that people can be awfully forgiving towards you, to the point where even if you were one of their enemies in the past, they'd still be willing to befriend you if you helped them or if you were important to someone they cared about. Naturally, they won't be so forgiving if you take advantage of this to betray or hurt them, but if you were to actually try to be their friend, it would be like water under the bridge. Cyanos was one of those who attacked Kama Town, and was an enemy for at least two years, if not more, and yet she was welcomed with open arms. Perhaps it can be the same for you?

Zard's A Better Scientist Than Me (600cp): Zard is many things: arrogant, cruel, hypocritical, and blind to the value of love or honor, but none can deny he is one of, if not the most brilliant scientific minds to ever live. Now, you can count yourself as his peer. You are a master of robotics, weapons technology, and invention, more than capable of building giant war machines and mechs as well as deadly weapons, powerful robot bodies, and even microscopic devices that can be used to torture and control others. Zard was the mind behind the robots and machines of the Spectra Union, after all, and you are just as capable. But beyond that, you've got a real skill for stealing and building on the efforts of others, like how Zard stole Ciela's knowledge of the Sky Striker system and genetics to create his own Sky Striker Aces. Truly, you are something to be feared!

Pillar of the Future (600cp): Though Cyanos was neither as mighty as Solferina or as brilliant as Zard, she surpassed them in one way: she could grow. She could learn and improve. She could become something like a human. And so can you. Like Cyanos, you can continue to grow beyond what you should be able to, not in the sense of being able to grow stronger endlessly but in the sense that you will never stagnate or fail to improve, in terms of both skill and capability and your own personal growth. Look at how Cyanos herself grew, from mindlessly rushing forward and being tossed around by Ciela to ambushing Camellia and making her bleed, something not even Solferina could do, and going from the limited speech and understanding of a robot child to a more mature and human-like perspective. Maybe you'll never reach the level of the Aces, but why should that stop you from reaching for the sky?

Artificial Human

I Want To See You Again (100cp): The moment Raye first met Roze, a bond was formed, Raye finding herself fascinated by the first human besides herself she'd ever met. Even when she met other humans, like Camellia, Roze in particular was someone Raye focused on. There's something about you that's similarly captivating. It's not simply a matter of being attractive, though you are that. It's that others find themselves more easily fascinated and interested in you, specifically those you yourself might be attracted to. They want to talk to you, see you, hear your voice, learn more about you. This won't stop them from opposing you if you're aiming to hurt them or their loved ones, and fascination can fade if you truly cause them harm, but perhaps this could be the first step to love? This can be toggled on and off.

I Have No Need For Such Things! (100cp): Azalea was lying when she said she had no need for love, hiding her longing behind vanity and madness, but you're not so weak, are you? No, no, you truly have no need for such a thing as 'love' or 'belonging'. You are entirely fine being just by yourself, satisfied with power and dominion over others unlike the weaklings who cling to their bonds. Likewise, you are unburdened by such things as morals or guilt, able to be as ruthless and cruel as you please. Combined with your ability to form truly psychotic smiles and crazed expressions, you'd be quite the intimidating villain! But then, this doesn't mean you can't feel love, if you choose to. And perhaps, there is some value to such things as love or bonds. Azalea certainly seemed to think so in her last moments.

Don't Want To (200cp): After being defeated by Raye a second time, Roze seemed to change. She became disobedient, wanting to have fun and enjoy things and relax, much to Zard's consternation. And yet, she received no real punishment. You have a surprising ability to skirt punishment, even from otherwise cruel and unreasonable bosses or masters. You can blatantly defy them all you want, playing around instead of obeying orders and simply enjoying life instead of fighting, and instead of them punishing you for it, they'll simply yell at you and complain about you being unreasonable. Outright betrayal is another story, of course, and you will be treated as an enemy then, but anything short of that and you'll get off scotfree.

Victory In Battle... (200cp): ...isn't decided by just the blade. Or so Azalea will tell her original, Roze, two years from now. You are a deadly fighter, both in the sense of being skilled with a sword, and in the sense of knowing how to undermine and overpower your foes. You're a master of psychological warfare, knowing what buttons to push as you fight, your every word and movement calculated. You don't make any wasteful moves when you fight, and you don't waste words either, picking and prodding at an enemy's insecurities to get them to make stupid moves or leave openings you can take advantage of. This will be even more effective if you really are stronger than your enemy, allowing you to break them mentally as well as physically. Just make sure not to get overconfident or riled up yourself.

We Can Lie With A Straight Face (400cp): Zard, for all his brilliance and supposed superiority, might as well have been a puppet dancing on Azalea's strings. The Kama Nation was no different, no one realizing Camellia was an infiltrator intending to double cross them. You are similarly duplicitous, able to play the part of a friend or minion perfectly, so much so that even minds that are supposed to be far greater than yours never realize the truth until it's too late. You're an expert in gaining others' trust, and in escaping anything that might bind you down, like say, short-circuiting microscopic machines within your body designed to torture you and keep you under control. And bring even your 'twin' under your control while you're at it.

We Could Communicate Our Thoughts... (400cp): Azalea and Camellia's ploy wouldn't have worked nearly as well if they hadn't been able to communicate with each other telepathically, allowing them to come up with the plan and keep it a secret. You have a unique gift, especially seeing as Azalea and Camellia haven't even been created yet, to communicate telepathically with any twins or clones you might have, allowing your thoughts to reach them and theirs to reach you. This is something that's undetectable on the outside to even the most advanced technology or sensors, both in the sense that your telepathic communication can't be detected and in the sense that neither you nor those you are communicating with show any outward signs of what you're doing. There is a range limit to this, however, as Azalea and Camellia were unable to communicate in this manner while separated.

Created To Be A Sky Striker Ace (600cp): For all that Raye is a prodigy without equal, she wasn't made for the Sky Striker system like Roze, Azalea, and Camellia were. You, likewise, were made for the Sky Striker system, easily using it to its very maximum potential, drawing out its incredible power and making you a monster of a fighter capable of even overpowering Raye. But it's not just the Sky Striker system you're adapt with, no. You're able to draw out the full power of any weapon, mech, or device you encounter, mastering them with ease and using them as naturally as you would your normal body or form. Because in truth, they might as well be extensions of your form, since you were born to wield them. You might not be invincible, but you are powerful. Even Raye needed the aid of the Multirole system to defeat Roze, after all.

I Won't Lose Against Someone With No Heart (600cp): Roze's second fight with Azalea was quite the turn around: Roze, who had been unable to defeat Azalea on her own before, bested Azalea even when the latter was piloting a mech built from Solferina and Zard's remains. Why? Because Roze fought for love, unlike Azalea. Likewise, you yourself find yourself empowered when facing the cold and cruel for the sake of your loved ones. Your hits deal more damage, blows you take have less impact or pain, the enemy's attacks become easier to dodge, and you're able to spot openings and weak points far easier. In fact, hitting a weak point might do additional damage, like cutting off a mech's arm causing the cockpit glass to crack. Those without anyone to protect are the weakest of all.

Items

Items are discounted for their origin. Discounts are 50% except for 100cp items, which are free. You may, if you wish, import items you already have into similar items you purchase here.

Sky Striker Card Set (50cp): If anything could survive the extinction of humanity, it's card games, though these cards don't belong to any game this world knows. What you have here is a collection of all the cards that are part of the "Sky Striker" archetype, both the original cards and the ones based on the story of this world. You even have cards for Zard and Solferina which never existed! In addition to these, there is also a group of original cards, based on you, your companions, and your actions within this world. There's not much use to them besides playing card games or maybe confusing the characters within this world with them, however.

Binder (50cp): Well, if you're going to have a collection of cards, you might as well have something to hold them in, right? Here you have a binder made for that exact purpose, capable of holding all the cards you could possibly need it to. While they're within this binder, your cards will not be lost, stolen, or damaged in any way, so if you have any rare, valuable, mint-edition cards, keep them here. If the binder itself is lost, stolen, or destroyed, it will be returned the next day, all the cards still there and still intact, even if they should have been stolen or destroyed.

Sky Striker Ace Manga (50cp): This is bound to cause more than a little confusion if you were to show it to anyone in this world. What you have here is a collection of every manga issue in the Sky Striker Ace arc of Yu-Gi-Oh! OCG Stories, depicting all the events that might have happened without your interference. This, by itself, would already be a fun way to pass the time, and perhaps an equally fun way to mess with those in this world, but once your time in this world ends, you will receive a separate version of this, depicting your own time and actions in this world! I'm sure that will be exciting. If these are lost or stolen, they will be replaced within a week.

Infinite Wardrobe (50cp): You know, I think Ciela had a side hobby of playing dress up, creating all sorts of outfits and dresses for Raye. Or maybe it was one of the other A.I., since she got some new outfits even after Ciela was kidnapped. Either way, like Raye, you have access to a surprisingly varied arrangement of clothing, from more modern outfits to the kinds of clothes a fairy tale prince or princess would wear to more military-themed uniforms, though no actual power armor. These are just clothes, not weapons or advanced technology, after all. You've got plenty of clothing options to pick from, from both the Kama Nation and Spectrum Nation, though these days the latter are just officer or pilot uniforms. Maybe there was more in the past?

Human Survivor

Magical Carriage (100cp): Well, not quite. To complete the fairy tale-esque theme of Raye's 13th birthday and Kama Town as a whole, the Three Sages built what looked like a pumpkin carriage for her. Apart from its adorable look, it's actually quite handy as a method of transportation, being both comfortable and safe, even if it's not the fastest vehicle around. It also doesn't require any fuel, as if it really were being pulled along by horses instead of using an engine, meaning you could in theory just ride in this carriage anywhere, if you don't mind the lack of weapons or defenses or speed. Should this vehicle be destroyed, it will be replaced within a week. Make way for modern fairy tale royalty!

Pet Drones (200cp): Well now, aren't these just adorable? What you have here are a dog drone, a cat drone, and a bird drone, which all make for lovely pets. They are loyal, smart, loving, and unlike actual dogs or cats or birds, don't need any food or water to live! Oh, also the dog drone can be used to locate and detect people or machines, the cat drone has powerful in-built communications technology for both sound and video, and the bird can serve as an aerial look out and deploy smoke bombs. Cute and effective, the perfect pets for a world at war. None of them possess any proper weaponry, but they're still very useful! If any of your pet drones are destroyed, they will return within a week, fully rebuilt and restored.

Multirole System (400cp): What you have here is technology that should not exist for another two years, technology that would be developed by Himmel and Arcus to augment Raye's Sky Striker system. Using the same Gate system that the Sky Striker system does, the Multirole system allows one to summon up powerful armor and gear. The first of these armors is Kagari, which encases the user in red armor and adds eight blade-like 'wings' that float behind said armor, which possess a powerful afterburner system, that when fully activated, not only produce an incredible burst of speed but massively enhance one's weapon with fiery power, allowing a Sky Striker's sword to slash through not only the blade of a giant mech, but the mech itself. The second of these armors is Shizuku, which encases the user in a blue, bulky fortress like armor, which can produce both incredibly powerful barriers that can absorb the energy of attacks and fire them right back. Third is Kaina, which grants the user an orange armor equipped with four giant arms for powerful melee attacks, capable of even breaking through a giant mech's shield! Last but not least is Hayate, a paler armor equipped with a massive rail gun for accurate, devastating, long range fire. If this system has any downside, it's that full activation of an armor causes it to disperse, requiring the user to summon it again, which can take time.

Sky Striker System (600cp): The ultimate masterpiece of the Kama Nation, one which very nearly won them the war. This technology uses what is known as the Gate system, a teleportation function, to allow the user to encase themselves in high-tech power armor that draws out their inner power, massively amplifying their strength, speed, and durability, and in addition to granting high speed flight, allowing them to summon up their primary weapon, the Flash Sword, which can easily turn even high tech machinery into scrap metal and deflect energy weapons and powerful blows. In addition to this already incredible power, you also have additional weaponry in the form of the powerful energy weapon known as the Shark Cannon, the aerial booster devices known as Eagle Wings for high speed flight, the grappling device known as the Widow Anchor for deactivating enemy weapons, and missile like Hornet Drones for attack and recon. Raye, at 13 years old in her first flight, cut through a Spectra mothership with a single slash, tore through an army of drones, and survived Solferina's self-destruction, albeit with some injuries. Over the next two years, she would lead Kama forces to reclaim 70% of the planet. What might you manage to do?

Kama Nation

Kama Gadgets (100cp): You have to wonder if these were household gadgets from before the war, or if Ciela made them as part of her role as the mother figure in the modern era. Either way, you have a collection of gadgets that are really more for the sake of quality of life than they are for war or combat. One gadget would be the broom-shaped vacuum cleaner Ciela uses, which doubles as a broom and a vacuum cleaner. Simple enough. Another gadget would be the holographic monitors and testing systems, allowing for others to view the past in great video detail, go over notes on screens instead of books, take tests electronically, so on and so forth. These and other such gadgets can be found here, and if any should be lost or stolen or destroyed, they will be replaced within a week.

Melee Weapon Collection (200cp): Isn't it funny that, even in a world where robots and superhuman warriors rage war, melee weapons are used for combat? What you have here is a collection of countless different melee weapons, from swords to spears to javelins and more, that come in all shapes and sizes and uses. Whether it's a lethal spear to be used by an adult in battle that can punch through steel, to training swords for children that do no real harm, you've got as much as you could possibly need right here at your disposal. Do note, however, that while they won't break immediately if hit with a Flash Sword, they're also nowhere near as powerful. If any should be lost or stolen or destroyed, they will be replaced within a week.

Kama Town (400cp): Well well, what do you know? It seems like the Kama Town Raye grew up in isn't one of a kind. A picturesque town that looks like it came right out of the pages of a fairy tale book, this town is as beautiful as it is surprisingly advanced, filled with advanced systems for education, communication, transportation, storage, command, and more. It's a town of the future, despite its looks, and surrounded by mountains and forests, with a beautiful greenhouse connected to it. It even has a population of robots, and though none are on par with the Three Sages, they make up for this by having more robots, who can help keep the town safe. With a top of the line command center and a bunker beneath that, all it lacks compared to its sister town is Sky Striker equipment. In future jumps, this may be either attached to your warehouse, or placed down in the appropriate spot on whatever world you go to.

Kama Database (600cp): Don't let the current state of affairs or Kama Town's look fool you: the Kama Nation was perhaps the most advanced in the world, surpassing even the Spectra Union, though only by a close margin. What you have here is a database of everything the Kama Nation ever created, both before and after humanity's extinction. From the blueprints for Kama drones and robots and the Three Sages to their various communications and information technologies to the biological science to the weaponry and gadgets to even the likes of the Gate system, the Multirole system, and the Sky Striker system. With this, you could potentially reinvent everything the Kama Nation ever did, and perhaps adapt the Sky Striker system to other forms of life besides humans. What beauty will you create with this?

Spectra Union

Restful Chair (100cp): Hey, even robots need to rest! You would think otherwise, since they're robots, but Zard will need rest after two years of research, so it is a requirement. And what would be a better place to sleep than this comfy, cool, relaxing chair? Surely you wouldn't sleep in a bed like a human would when you can sleep in this chair like a proper robot would! Even if you're not a robot, you can find yourself falling asleep very quickly on this chair, and sleeping properly instead of feeling discomfort or restlessness. You'd sleep so well, even if someone kicked you in the head out of annoyance, it wouldn't ruin your sleep! You will wake up if you're actually in danger, though. If stolen or destroyed, it will be replaced in a week.

Built-In Energy Weapon (200cp): When Zard rebuilt Solferina, he equipped her with a powerful ranged weapon, one he neglected to inform her she had. Probably because he knew she was too honorable to actually use it. This weapon is installed into your own body, either through being a part of your robotic form if you're a machine or a cybernetic installation if you're organic, and is incredibly powerful, capable of even piercing the defenses of a Sky Striker Ace's armor. Considering how they can survive massive blasts and bombardments, that's incredibly impressive. It can, however, be deflected by a Sky Striker Ace's Flash Sword, so the element of surprise is something you'll want and need.

Machine Capitol (400cp): Well now, did Zard decide to construct another machine city in case the first one fell? In any case, what you have here is a massive mechanical factory-fortress, filled with countless Spectra drones and designed to produce even more, everything from small drones to combat craft and heavy armor, though there are no machines comparable to the Three Pillars or the massive Zeke mecha that Zard would design for his Sky Striker Aces. There are also plenty of research and development facilities within the city, allowing for countless mad science experiments and research into whatever projects you might desire. It was, however, designed for military purposes and research first and foremost, so it's rather ugly and boring at best to live in if you're seeking a life beyond war. Still, you can manipulate it to create a cool throne room! That's neat. In future jumps, this may be either attached to your warehouse, or placed down in the appropriate spot on whatever world you go to.

Spectra Database (600cp): While Kama is, arguably, superior, their Sky Striker system nearly winning the war by itself and their Three Sages at least the equals of the Three Pillars, there's a reason why the Spectra Union rules the world! You have here a massive database containing nearly all of the Spectrum Union's technological advances, though sadly it does not include the stolen information about the Sky Striker system or biological science. Instead, you have data on the Spectrum Union's drones, robots, and warmachines, including the Three Pillars, their research into advanced weaponry, torture devices, brainwashing, and control, and perhaps most terrifying of all, the schematics for the orbital satellites that exterminated humanity but left the machines intact. With this, you could potentially build the Spectrum Union anew, at least their machines and technology. What terror will you create with this?

Artificial Soldier

Video Games (100cp): Roze, after being defeated by Raye a second time and looking for things to enjoy with Cyanos, ended up becoming utterly fascinated with an advertisement for a video game, and even more excited upon actually finding the video game and being able to play it. You have a portal console loaded with countless video games from this world, able to play each and every one of them with the best visual quality and sound, without any system failures or lag or errors, though there are a few glitches in some of the games of the more entertaining variety. Maybe you'll end up playing video games with Roze someday. That might be fun! If lost or stolen or destroyed, it will be replaced within a week.

Messenger Bird (200cp): The more things change, the more they stay the same, I suppose. Once again, messages are being carried by small birds. Or bird drones, in this case. This machine is a stealth drone, able to quickly carry messages over long distances without being detected, even by the advanced sensors and devices of Kama Town or the Spectra capitol. This means there is zero chance of interception or leaks, allowing you to operate a small conspiracy without anyone being the wiser. The messages it can carry aren't all that long, it's only a small robot, after all, but even a brief message could have a major impact on a war. Perhaps enough to end a war. If it is destroyed, it will be replaced within a week.

Spectra Sky Striker System (400cp): Though Ciela's claim that Zard was a better scientist is debatable, as he had to steal her work first, he did manage to recreate the Sky Striker system. You have access to the Gate system, able to manifest Sky Striker Ace armor and the famous Flash Sword. Your version of the suit is darker and bulkier than what Raye and the other Sky Striker Aces of Kama wore, but it's no less effective, granting you immense strength, speed, and durability. Likewise, your Flash Sword is powerful as well, though whether it's relatively normal sized like Roze's or utterly massive like Azalea is up to you. However, you don't have any of the gadgets a Sky Striker Ace might have. Perhaps Zard didn't think it mattered.

Sky Striker Ace - Zeke (600cp): Zard's response to the Multirole system, a gigantic machine designed to massively enhance a Sky Striker's power at the cost of their sanity, turning them into a bloodthirsty berserker. You, fortunately, are immune to such a thing. This titanic weapon of war is comparable to whole buildings, and heavy and dense that it crashing into a skyscraper would topple the skyscraper over.. Armed with a massive sword that could cut buildings apart and a shield that could withstand heavy blasts and bombardment, it would take some serious firepower and effort to break it. The in-built Gate system not only allows for you to summon it, but to have it teleport at your will. If it is destroyed, it will be replaced within a month.

Companions

Companion Import (50-400cp): It would hardly be fair for you to be left all by yourself in a world where the themes of bonds and love and friendship are so strong. Raye has her family in Kama Town, and later on Roze, and the Three Pillars had each other, even if they bickered and fought. Even Azalea, for as much as she raged against the very concept of love and bonds, cherished and reached out for Camellia at the end. Why should you be any different? Using this option, you can import or create companions, spending 50cp per companion for a maximum of 400cp for eight companions. Imported or created companions may freely choose any origin, and have 600cp to spend on perks.

Canon Companion (100cp): Of course, there's always the possibility you'd like to take someone, or multiple someones, from this world with you into other worlds. Maybe you'd like to take our heroines Raye and Roze into worlds where humanity is extinct, or lead the Three Sages into a version of Earth not ravaged by war? Perhaps you'd like to give Aileron and Pylon or Cyanos a chance to live better lives without the shadow of conflict hanging over them? Maybe you want to give Zard more chances for mad science, or Solferina more worthy opponents, or Azalea and Camellia another chance at life? With this option, as long as you can convince them, you can take any of the living canon characters from this universe with you as a companion!

Befriending: IMMINENT (50cp): How wonderful, there's another human out there in the world besides Raye! Was she brought to life by a machine like Ciela, or cryogenically frozen? I suppose the why and how doesn't matter, only that she's alive and eager to make friends. Very eager. Maybe a little too eager, in fact. And she has some very strange ideas on how to make friends, ideas that involve fighting and beating up the one you want to befriend. She's a very nice, sweet young woman otherwise, charming and optimistic and loyal to her friends, with a good sense of humor and a beautiful appearance. She's just utterly convinced that the best way to make friends is through violence. And with her brilliant mind and incredible talent, she's shockingly capable when it comes to violence. In fact, if she were to ever stumble upon a Sky Striker system or be given one, she'd be so dangerous some might call her a Devil.

For whatever reason, she's come to see you as a friend, either because you helped her out in the past or, more likely, because either you beat her up or she beat you up. Either way, she's genuinely fond of you, and would love to help you in any way she can, especially if it means making more friends! She has the **You Are Just Too Cute!**, **Life Will Continue To Go On**, **That's Raye For You!**, **I Made A Decision**, and **Sky Striker Ace** perks. Who knew friendship was so painful?

Teacher From Another Time (50cp): Well now, what an interesting discovery! You appear to have found a robot that the Kama Nation developed centuries ago that was designed to be the perfect teacher. And what a success she was! Beautiful, kind, patient, with a gentle smile and a brilliant mind, she would have been the greatest teacher the world had ever seen had the war not broken out. She was placed into stasis, with the plan being to wake her up once the war was over, but with humanity's extinction, that never happened. But it seemed you managed to discover her and awaken her, and she's just so eager to help! She is, admittedly, a little lost in this new world, confused and frightened by what has happened, but she's putting on a brave face. Though she's no fighter, she still wants to help you in any way she can!

Though that being said, who is she to you? A teacher, a mother, a colleague, something more? I suppose that's up to you. She has the **I Am Your Surrogate Mother**, **Sort Of Thing That People Like**, **Until You Were Born**, **Sage of Wisdom**, and **Sage of Benevolence** perks. You should introduce her to Ciela, they'd get along great.

Spectra Patriot (50cp): GLORY TO THE SPECTRA UNION! This mighty war machine was created to fight for the Spectra Union and its people, and he is INCREDIBLY enthusiastic about it! Seriously, he's so loud it's a wonder his speakers don't blow out. A mighty warrior, a capable tactician, and a proud patriot who has gone beyond mere programming to truly believe in his mission, he is eager to fulfill his purpose! So why has he just been standing motionless, staring into nothing for the last century or so? Oh, because he was created to fight for the Spectra Union as well as its people, and its people are all dead. Not because of enemy action, but because of Zard and Solferina, the very A.I. that led the Spectra Union's forces. His compulsion to follow and fight for his country and its leaders is clashing heavily with his equally powerful compulsion to brutally murder those who killed the very people he was made to fight for.

But it appears you've broken that loop. Have you convinced him to fight for the Spectra Union, as he was ordered to? Have you helped him see he must fight against the Spectra Union, to avenge its people? Or is it something else entirely? He has the **We Are The Three Pillars, CYANO!!!, She Became Roze's Flunky, My Name Is Solferina, and Pillar of the Future** perks. He is armed and ready for action!

Obsessive Opponent (50cp): I can't tell if she's trying to kill you or flirt with you. On the one hand, this odd woman, an artificial human, seems eager to test you, whether physically or mentally, a nasty little smirk as she picks at you in every way she can. On the other hand, she's utterly enthralled with you, relishing in competing with you, not caring if she wins or loses so long as you fight her in some way, be it verbally or physically. The truth is, she really is infatuated with you, seeing you as an equal even as she looks down on everyone else. At some point in the past, you managed to defeat her in some form or fashion, and ever since that day, she has chased after you. It's not a matter of defeating you so much as it is a matter of keeping herself as your rival, aiming to make you as obsessed with her as she is obsessed with you. She won't tolerate any other rivals, not for your attention or for her title as your opponent.

How exactly you met and earned her obsession is something only you know, as is what your future might be with her. Indulge her, help her, fear her, she won't let you ignore her! She has the **I Want To See You Again, I Have No Need For Such Things!, Victory In Battle..., We Can Lie With A Straight Face, and Created To Be A Sky Striker Ace** perks. The truth is, she's trying to kill you and trying to flirt with you.

Drawbacks

Power can sometimes come at a price, whether it be your innocence or your blood and sweat and tears or your very sanity. What price are you willing to pay for power? Take on all the challenges you wish in pursuit of your power.

The Sky Striker's Burden (0cp): There's another version of these events, you know, a version where Raye's story took place while humanity was still alive instead of long after humanity had gone extinct, where she was 'just' a prodigy instead of the last human alive, where Raye was an ace from the Spectra Union instead of an artificial human. If you'd like, you may choose to spend your time in that version of the world, though be aware of the changes that might make for your various purchases. **Spectra Patriot**, for instance, might be far more eager to fight for the Spectra Union without the shadow of humanity's extinction at the hands of its leaders haunting him. Still, if you want to guarantee humanity's survival, this is the option for that.

C-Cyano... (100cp): Come now, no need to be shy! You're only facing off against your nation's mortal enemies. It's only polite to introduce yourself, you know? You're very shy and nervous around new people, whether they're friends or foes. This won't hamper your ability to fight per say, but it will make you seem remarkably less impressive or fearsome if you're stammering and whispering, and will leave even your friends and allies confused as to why you're acting so strange. You can overcome this with time, but for the most part, others' first impressions of you will be as a very quiet person or a mumbler. Not a great way to start an impressive reputation.

My Pet! (100cp): Oh dear, aren't you a little young to be fighting in a global war? You're very child-like in terms of personality, even if you're not actually a child, acting like Cyanos did before her development. You tend to repeat words, treat serious situations like a game, make demands or assumptions you really shouldn't, get distracted by shiny or 'fun' things, and in general act like something of a brat. It's an exasperating character trait, and unlikely to really get what you want. It's hard to take someone seriously when they're acting like a child, and that's assuming they can even understand what you're talking about or after, which you might not be able to explain well. Here's hoping you can grow up fast, hmmm?

I Don't Have Data On That! (100cp): You are, to put it bluntly, exactly as simultaneously evil and inept as Zard. You have no understanding of love or its value, to the point where even if you were bluntly told 'if you want your human to listen to you, you have to show her kindness and care', you would refuse to accept it and resort to needless cruelty. You don't understand honor, and will blatantly violate and mock honor, even in front of your honor obsessed associate who could easily kill you. You are needlessly cruel, incredibly arrogant, and worse, a hypocrite. As in, 'humans are the ones who destroyed the world, not me, who built and controlled and fired the orbital weapons that destroyed the world' levels of hypocrisy.

(Un)Happy Birthday! (100cp): Raye's 13th birthday may start out going well, but goes downhill real fast. Doesn't get much worse than seeing your home attacked, one of your sibling figures broken, and your mother figure kidnapped right in front of you. Your own birthdays might not be quite that bad, but they're never pleasant, and not for a lack of trying. Inevitably, something is going to go wrong, whether it's something messing up the party or a sudden sickness or a freak weather event or an enemy attack. Because even if you don't lose quite as much as Raye will, this is still a world where war is a present and recurring theme. At least they won't be all bad? Just, you know. Mostly.

How Humiliating... (100cp): Ever wanted to know what it's like to be someone's flunky? Congratulations, now you can experience it yourself! You've become the flunky of someone who should, normally, be your flunky, earning the special privilege of getting to do their bidding, helping them out with chores and tasks, backing them up against your other allies, and generally being regarded by everyone as beneath them in terms of rank. Yes, even if you were previously a leader. It's not even that they think less of you, so much as it is them naturally deciding that's your place in the hierarchy now. Quite the demotion, and you've got no one to blame but yourself. At least your new boss is relatively decent, even if they treat you like a minion at best or a pet at worst.

Drone Strike (200cp): It's probably no surprise to you that there are a lot of drones, combat robots, and warmachines around in this world. Like a lot. Even ignoring the armies of the two nations, Raye and Roze will stumble upon an abandoned shelter city in the future and encounter a whole army of drones just running on auto-pilot and attacking any intruders. You seem to have a similar habit of just sort of wandering into hostile mechanical forces, or having them wander into you, the machines focused on only one thing: your destruction. It doesn't matter which nation you're loyal to, if any, you register as hostile to them. Try not to end up a casualty of this long war.

I'm Sorry, I'm Sorry (200cp): After the attack on Kama Town by the Spectra Union, Pylon was critically wounded, and his backup destroyed. Even when he came back online two years later, he was practically a blank slate, his emotions and memories and personality gone. Now, there is someone precious to you, whether a companion or friend or lover from another world or someone who will become precious to you in this world, who has suffered a similar fate, practically a husk of their former self. Being with them will cause you great emotional turmoil and stress, yet being without them is too much to ask. You must keep them safe, and work to help them regain their memories and self, to restore them to the person you once knew. It will not be easy, but failure is not an option. You will not, cannot lose them again.

Tilt The Odds In Our Favor (200cp): Zard is a shameless cheater, never going into any scenario or situation unless it is tilted in his favor somehow. Your enemies seem to be similarly eager to stack the deck, as any time you go into an encounter or battle, there will be some trick employed by the enemy to hinder or hurt you, perhaps more than one. A trap where there are devices set to hinder your abilities or technology, an ambush to catch you off guard and strike you while you're vulnerable, wave tactics to wear you down with sheer numbers while setting up for a final blow, all while keeping themselves out of risk. It's not impossible to win, but you'll be facing an uphill battle more often than not.

I Want To Defeat You (200cp): Akash and Solferina. Raye and Roze. You have a rival of your own, someone capable of threatening you, no matter how mighty or brilliant you might be. Someone who you cannot simply defeat with brute force or overwhelming firepower, but with skill, tactics, determination, will, and strength. They are a mirror to you, in many ways, a bloodthirsty if honorable warrior to your reluctant fighter, or an ice cold soldier to your warm hearted ace. This rival of yours is utterly focused on defeating you, treating you as an obstacle they must overcome. And yet, perhaps, it need not end in bloodshed. They don't hate you, even if they're currently aiming to kill you. Perhaps, with time and effort and battle, you can change this, as Raye did to Roze? It will take far longer, though, the full extent of your time here, in-fact. If you can convince them to bury the hatchet, however, and become an ally instead of a foe, you may take them with you as a companion for free.

I Can Revive As Many Times As I Want! (200cp): Isn't it just so annoying when you go through all the effort needed to kill an enemy, making sure they're completely destroyed, and they just pop up in a new body later? Try not to get too frustrated, because you've got an enemy now who'll keep doing that. And unlike Solferina, they're not bluffing about the whole reviving thing. You have a particularly stubborn mechanical nuisance who just can't seem to stay dead, even if you go through the effort to double tap them or 'make sure' they die for good. Somehow there was a back up, or a copy, or a double, and boom, back up and running after a month or two! And they learn from each fight, not necessarily getting stronger but certainly getting smarter, making an already dangerous opponent more dangerous still. They'll run out of options eventually, though. Like, say, near the end of your time here.

She's A Clone... (300cp): Azalea's motivation, at the end of the day, wasn't fighting for the Spectra Union, or pleasing Zard, or even lust for power, not really. In the end, it boils down to insecurity: she was a clone, and Roze and Raye were the originals. You have a clone now as well, and they're just as determined to see you dead as Azalea was to kill Raye and Roze. This clone is every bit your equal, perhaps even your superior in some respects, and their sole motivation is to kill you and everyone you love and hold dear. But don't expect some mindless brute. They're devious, willing to play the long game to achieve their goals, coming up with plans and contingencies so that cornering them, even if you can best them in a fight, will be difficult. There will be no negotiations or peace: without even the remorse and longing Azalea displayed at the end, either this clone will die, or you and everyone and everything you cherish will.

A Much Different Future (300cp): For as wicked as she was, Azalea's death was still a tragedy, as was Camellia's. Neither of them had to live such sad lives, or die such tragic deaths. That is why you must change their fate. You must ensure that not only do Raye, Roze, Camellia, and Azalea all live, but that the four of them come to understand one another, to see each other as friends or family or something else entirely before your time in this world ends. To make things fair, you can be sure that Roze, Camellia, and Azalea will all be born in this timeline. It will not be easy: Azalea was determined to the point of self-destruction, only realizing her mistake at the end of her life, and even Roze and Camellia were incredibly stubborn about realizing the truth, the latter nearly as much as her 'twin'. Nonetheless, you must ensure a happy ending for all four of them, or else your own journey will come to an end.

Spectra Will Not Stop (300cp): Perhaps there is another A.I. commander. Perhaps Solferina will escape her first battle with Raye intact. Either way, someone will be leading the Spectra Union military, instead of them being left mostly leaderless with Solferina gone and Zard occupied with his experiments. Aside from making the upcoming battles against the Spectra Union more difficult for the Kama Nation, there's another issue: there's someone to lead their armies against you. You have become a priority target on par with Raye after she became a Sky Striker Ace and the Three Sages for the Spectra Union, a military empire that at the moment controls 95% of the planet, and even after losing most of that territory to the Kama Nation, still had a powerful military force, with a brilliant mad scientist in Zard and countless deadly weapons and technologies, including Sky Striker Aces of their own in two years time. Think you can win a war that's been raging for centuries?

Humans Can Feel Pain (300cp): This is bad. Very bad. You have been injected with microscopic machines that can inflict terrible, crippling agony upon you, even if you normally can't feel pain. The kind of agony that would leave even a Sky Striker Ace as powerful as Azalea helpless and screaming in pain, unable to move or resist. And it is in the hands of Zard, someone who is as cruel as he is ruthless, and who will make sure to pay much closer attention to you than he will to Azalea. To disobey him is to experience pain so blinding you might wish for death, but to obey him is to commit acts you otherwise would never even consider. You must find a way to free yourself from his control in ten years time, or being sent back to your homeworld will be your only mercy.

Maybe There Are Other Humans... (300cp): Humanity is extinct. Or at least, that's what most believe. At the end of this story, Raye, Roze, and Cyanos will set out to explore the world, and see if there are other humans who might have survived in hidden shelters or cities. And with this challenge, you can now be sure there are indeed survivors, slumbering away in underground shelters, undetected by the Spectra Union and unharmed by the orbital weapons. That's the good news. The bad news is that your mission now is to not only find these shelters and awaken the humans within them, but ensure peace once you do, because there are survivors from both nations, and while many are tired of war, many hunger for revenge, for victory, for bloodshed. You must ensure not only the survival and recovery of the human race, but the end of the war between the Kama Nation and Spectra Union, once and for all. Resurrect both nations in more peaceful forms, assimilate both into your own nation, as long as humanity survives and the two sides set aside their grievances and forge a lasting peace with one another, anything is acceptable.

Ending

At long last, the war is over. Or at least your part in the war. The question is, what will you do now that the fighting is done? What's next for you on your journey?

Go Home: Perhaps you've grown as tired as your chain as you've grown tired of war. If so, you may take all that you have earned back with you, whether they be perks, items, companions, or more. Take care, Jumper.

Stay Here: Or maybe your service isn't at end just yet, after all? Winning the peace is as important as winning the war if not more so, after all. If so, you may choose to stay in this world. Time will resume in your original world, you will be declared missing for a time and then eventually assumed dead. Your family, friends, and loved ones will mourn you, but eventually find peace.

Move On: Or perhaps you are not yet ready to end your journey? In which case, you will once more continue on to a new world, onto a new adventure. Wherever you go from here, I wish you luck!

Notes

This jump is based upon a mix of the Yu-Gi-Oh! OCG Stories: Sky Striker Ace arc, the card lore from Master Guide 6 and Valuable Book EX 6, the Master Duel Sky Striker Storyline, and the Sky Striker anime episodes, all of which will be linked here if you'd like to view them yourself:

<https://mangadex.org/chapter/3dfee42d-c996-46db-bfa0-0a16f480f631> (First chapter of the Sky Striker Ace manga).

<https://ygorganization.com/thisisatinytaleoftimeconcerningwarbetween/>

<https://ygorganization.com/category/articles/lore/page/2/> (The card lore as it currently exists).

https://www.youtube.com/watch?v=RQj_W6-0dY8

<https://www.youtube.com/watch?v=sbdghljxC8Y> (The Sky Striker Ace anime episodes)

<https://www.youtube.com/watch?v=pLMlpHkbKSM> (The Master Duel Sky Striker storyline)

The story of the manga is what this jump is primarily based upon, with some holes or rough edges filled out by taking from the card lore. If you would like to jump the version of the setting seen in the card lore/anime/Master Duel storyline, that's what **The Sky Striker's Burden** is for.