

Jump written by u/TheHyperDymond

MASSIVE SPOILER WARNING

IF YOU LIKE NONLINEAR MYSTERY MECH GAMES

THEN PLAY THE GAME BEFORE READING

In the year 2188, the last of humanity passes away, after the rest of it had been killed by a nanomachine plague. 20 million years later, on the planet RS13-α, there is a facility created by the interstellar development project (**Project Ark**) housing fifteen human clones immersed in a simulation. Within this simulated world, there are five

30 km diameter city zones filled with AI characters. Each zone separated out and themed around a different time period, 40 year gaps between them. In the 1985 Sector of the simulation, a school girl summons her giant robot, Sentinel number 15, in order to protect everything she loves from the invading kaiju.

This world is filled with mysteries over mysteries, the nature of their world and the origin of their fates. Now you will soon join them in their stories.

You get **+0 CP**… or perhaps not. You'll figure it out below.

START



Origins

This Jump has several kinds of starts which you can choose from. Normally, you'd roll for Age and Gender in this part but given the way these work, your age will be relatively set. You can choose your gender freely.

From Another Dimension [+1000 CP]

This option will give you the closest to a normal Jump's experience, starting you with a full thousand **CP** at the beginning of the **Final Loop**. You will be in a 16th gestation pod alongside the other human clones. Your pod specifically is designed by Jumpchan personally to transmit all of your abilities to the version of you in the simulation. This means all your Perks, Powers, and abilities will work within the simulation without issue. You can even access an exact digital duplicate of your Warehouse while you are in there, fiat-backing preserved. However you cannot use your abilities to affect outside the simulation such as your real body, your pod, or the simulation itself from the outside. Even time manipulation or dimensional abilities will work in there.

The only exception to not being able to affect things outside the sim is that you can use technopathy to affect **Universal Control** in a Sector if you take over all the terminals in that Sector like the **Deimos** do. This can allow you to affect the simulation however you please in that sector and even escape if you capture every single one

of them, but be warned that a lot of people here would probably have issues with that, including **Universal Control** itself and even the **Deimos**, which will begin their invasion early to stop you.

And of course, so that this is an actual challenge, the **Deimos** you face will be quite a bit more powerful. Unless this is your first Jump, these kaiju will have absorbed a copy of some of your power. For every three Jumps (rounded up) you have taken before this, the **Deimos** will gain access to one of your abilities from a previous Jump to incorporate into their designs (this caps at ten). These must be whatever combination of abilities that would be most dangerous for them to have access to (look back and really think about it). These can be Perks (superpowers, luck abilities, skill enhancers, etc), Items (better materials to use, insane weaponry/gadgets to incorporate, even better factories for production), and other stuff like that (other abilities/items you gain during a Jump rather than through fiat). If you haven't been to many/any combat or productivity Jumps, they can still gain abilities which make them (slightly) more dangerous (social Perks may produce a rare class of a dozen or so android **Deimos** to socially attack a city before the big **Deimos** destroy it properly, intelligence Perks can cause obvious problems with **Deimos** strategizing, sexual Perks could… uh…). See Notes for more detail on this.

To not Chain Fail, you must simply survive. Dying (enough to have exhausted all your 1-Ups) in the simulation will kill you in your pod,

causing Chain Failure. Technically, if you die in a Sector that has already been conquered by the **Deimos**, you'll be put in a coma-like state in your pod instead (unless you are currently registered to a Sentinel in which case you will be able to communicate to whoever is piloting that Sentinel from your pod, as well as get readouts from that Sentinel). That being said, if the **Final Loop** ends with the **Deimos** winning and therefore the facility resetting, you will also count as dying, so being put into a coma may reduce your chances of success. If you escape the simulation then the Jump will come to a close properly, allowing you to Move On, Go Home, or Stay (there's a Drawback later if you want to just stay for a little while after the simulation completes). If you keep away **Deimos** until 20 years pass without triggering **Operation Aegis** (which would be pretty tough considering they adapt to their enemies over time and you'd need to keep them away from at least one terminal for 4 years) then the simulation's timer will expire, causing the simulation to be ended properly and the Jump to be completed normally as well. If you do activate **Operation Aegis**, then the Jump will end in failure at the 20 year mark, forcing you to Move On or Go Home without anything you gained in this Jump.

Actually Save the World [+50 CP]

No way to just bum your way through this one Jumper, if **Operation Aegis** succeeds in full, the simulation will continue indefinitely with only the **Compatible** until they presumably die of old age and the facility lays bare forever… so you'll also

Chain Fail, meaning you must escape the simulation to succeed this Jump.

Loop One [+100 CP]
The facility had deteriorated enough that it would have to destroy and rebuild itself after the **Final Loop**, and the Mystery Files confirm that the facility has an expected lifespan of about 5000 years, as well as the fact that there have been over 300 Loops from the start of the simulations on RS13-α (which is consistent with the duration of Loops and the lifespan of the facility). And so, you are now on the very first one. Outside of the obvious consequences of none of the **Sector 0** folks being around (such as **Iori** and **Shu** being **Chihiro** and **Tetsuya**), this Jump assumes that there is some randomization involved in the NPCs that are spawned each Loop or else the only differences between each Loop would be through **Sector 0** (check Notes if you'd like to know my reasoning for this). This means that circumstances will be quite different and you will be lacking your Sentinel unless you decide to build it yourself. The **Deimos** triggering a Loop reset will still count as death for the purpose of Chain Failure. Applies to Companions if taken, and forces any imported Companions to take this Origin.

Why Is It Always Teenagers? [+100 CP/+200 CP/+400 CP]
The fate of the world always comes down to teenagers doesn't it? And since that fate likely falls on your shoulders, you've been

reduced to an appropriate form. You start this Jump as a teenager, 16 years old. This makes you the same age as **Chihiro Morimura** and **Tetsuya Ida**. At least you'd be an adult by the time things that matter happen. If you take this Drawback for +200 CP instead, you start the Jump five years later than the start date as a five year old. This will make you the same age as the Protagonists. For +400 CP instead, you will be forced into a similar situation as **Professor Morimura**. You will start the Jump many years late, a month before the first invasion, as a five year old. This will make you just a tad older than **Keitaro**'s little sister **Chihiro**. Unlike the **Professor** who faked side effects of such a body, you actually will have some side effects. You will occasionally act childish when relaxed, you'll get tired faster, and you will sometimes have difficulty recalling information (although your skills and technical knowledge are almost entirely intact). You cannot use any of your abilities to adjust your age or counteract any of the levels of this Drawback. Can be taken by Companions.

A Mystery Game [+200 CP/+400 CP]

One of your greatest advantages has been removed from you: you no longer have any idea what's going on. More seriously, your metaknowledge has been removed meaning you will know nothing about the Setting going in. Gives +400 CP instead if taken with **Loop One** since no one else will know what's going on either. Still, technically all you have to do is

defeat the Deimos for several years which is *maybe* doable with no metaknowledge? Or discover and decipher the underground UFO. Good luck either way. Applies to Companions if taken.

Sector J [+400 CP/+200 CP]
Your Warehouse now has a Gate in it accessible by other Gates in this world. This will be the only way to access your Warehouse so if you do not have access to the Gates in this world for whatever reason (such as being locked out by someone with higher access) then you will not have access to your Warehouse. Plus, whoever else has access to the Gates *will* have access to your Warehouse. Those from previous Loops will likely want to investigate since they will notice the new Gate destination and understand it as abnormal. This is worth only +200 CP if taken with **Loop One** since you have less danger of it being discovered by someone.

From A Lame Dimension [+400 CP/+600 CP]
Incompatible with Sector J
While you are from another dimension, it doesn't seem to have done you any good. All your Perks, Items, and everything else you've gained from previous Jumps is locked away. Don't worry, the kaiju will no longer be enhanced either, although this is still obviously going to be an issue for you. If you take **A Mystery Game** as well, this is instead worth +600 CP. Applies

to Companions **From Another Dimension** if taken, and grants them +400 CP.

A Relentless Nightmare [+200 CP]

…I wouldn't do this if I were you. Gain +200 CP, and then gain +100 CP for every three Jumps you have taken before this. By taking this Drawback, the Deimos will still gain your power from previous Jumps like they normally would, even now that you don't have them. If you've been to tamer Jumps before this, then it's probably going to be fine… but I sure wouldn't take this more than a couple Jumps in and certainly not after serious combat Jumps. Applies to Companions who are **From A Lame Dimension** if taken, granting them +100 CP and another +100 CP per three Jumps they've been on before this one (includes the Jump they were taken from). This doesn't give any CP to any of you if this is your first Jump.

14th Sentinel [+0 CP]

Well there were already more than 13 Sentinels but still. This option turns the Jump into a Gauntlet through the following changes: first and most obvious is that you don't get any starting CP. You are also lacking any of your previous Perks, Items, and abilities. You've lost all memories of the setting as well, so no spoilers. This all seems bad, but you do get a couple of things in exchange. Firstly, you get a Sentinel for Free as well as **800 Meta-Chips** (on top of the stipend

you'll already get in that section) which can be used to spend on the Sentinel (or on upgrading the **Aegis Terminal** Item).

You will start as a baby in the first Loop of the RS13-α simulation, lacking any of your memories. Your purchased Items will come to you over time (unless specified otherwise) until you are 13 years old, at which point the memories of your life before this Jump (minus knowledge of 13 Sentinels) will return. Any purchased Perks you have which are skills will also be learned in this time if it is reasonable for you to do so. Your Sentinel will only be created when the rest of them are and you will not obtain it instantly, instead just being guaranteed to claim it by the final battle of the **Final Loop** at the latest. It will only start out with **400 Meta-Chips** worth of the upgrades that you purchased, with any other upgrades you purchase for the Sentinel here (including the Enhancements you get for **Free** in that section but excluding the upgrades from the **Extra Benefits** section) being added via the **Meta-Chip System** during the Jump assuming that you get the modified code in your nanomachines (if not then you only get the **400 MC** version until the end of the Jump). You can decide not to take the Sentinel or **Meta-Chips** at all for **+800 CP**.

Instead of Chain Failing upon your likely failure at the hands of the **Deimos**, you will simply reincarnate in the next Loop like the other protagonists (although your pod won't actually kill you between each Loop like theirs will). You'll regain your memories again at 13

(although not with any memories of your previous Loops). You still lose the Jump and whatever you purchased here if the simulation permanently fails but you can simply continue afterwards rather than Chain Failing.

If you ever try to pull the **Sector 0** trick to survive the Loop reset then it will create a **Universal Control** copy of you in the next Loop. This version of you will not be the true you in a lot of ways: they won't count as you for Jump purposes, they won't have any Perks (although they will retain any things that are just skills or physical differences), they'll lose **Compatibility** (and therefore their nanomachines), and they'll be trapped within the simulation, unable to escape to the real world like you (except indirectly). Still, they can help lots in investigating and setting things up for the **Compatible**.

Finally, if you succeed in escaping the simulation, you will finish the Jump (able to Stay, Go Home, or Move On) and gain the **Aegis Rim** Perk for **Free**. You can optionally regain your memories of every Loop (including or excluding **Sector 0** copies, AI copies, clones, etc at your discretion) once you complete the Gauntlet but most of it will be… somewhat repetitive so you could instead remember a highlight reel of what you'd find most interesting of all your Loops. You could also just keep it to your memories of the last Loop as well of course.

Actually Survive [+100 CP]

Technically, even if you 'died' during a Loop where the others managed to escape (like **Tamao Kurabe** did), you'd still succeed in escaping yourself and win the Jump. This Drawback instead makes you fail the Jump in that situation, meaning your survival should be a little more prioritized (this will manifest as a subconscious aversion to fully sacrificing yourself to escape the simulation if taken with **Fully Immersive**). This is a softer Jump failure though since it's understandable that you wouldn't exactly be very in control of these things after you die. Specifically, this Jump can be attempted again with exactly the same build if you'd like, although memories of your previous attempt count as metaknowledge of the setting (and such removed by options that remove metaknowledge) outside of vague things like "I lost because I got cocky last time" and stuff like that.

> **Actually Die [+100 CP]**
>
> Replacing the previous effect with a more direct version, if you die in the simulation, you die in real life (the gestation pod). This applies to everyone involved, so no backseating from beyond the grave like **Okino** did either.

Loop -2 [+300 CP]

The stakes have been increased. Normally, you'd have hundreds of Loops to succeed this Jump, making it more like one of those Gauntlets where you can just keep trying until you win.

However, now you start out in the third to last Loop, the origin of **426** and Nurse **Chihiro Morimura**. None of the ones before that one seem to have affected it so no one will be able to notice that you've popped in as the 16th **Compatible**. The reason this is really a Drawback is that you now only have three Loops before the facility resets and you fail the Jump. Applies to Companions with this Origin if taken.

Jumper Shiba [+400 CP]

Your personality and memories have been overwritten with a personality and memories much different to yours (although nothing you'd hate).There is good news however, your real mind has been preserved within your nanomachines and will appear at age 13 rather than you just gaining your memories at that age. You can choose your digital form at will as well as your made-up relationship with your new self. You can also choose a way that you can give them your memories (such as dreams, fake movies, fake books, etc), although you can only grant snippets at a time or they may start rejecting it outright. You can also communicate to other **Compatible** within range of your nanomachines. You can't affect their minds in the same way you can to yourself but you can still appear in whatever form you want (doesn't even have to be humanoid…). Your skill-based Perks (such as the **22nd Century Expertise** Perk) are *either* assigned to you or your new self. Can be taken by Companions.

An Illusion [+0 CP]

This mode is similar to the last one in most ways, with some key differences. Firstly, you do not start in the first Loop, but instead the second-to-last Loop, inhabited by the previous Loop's **Juro Izumi** and **Chihiro Morimura** which just barely escaped disaster. As they try to piece together the nature of this world and fight back fruitlessly against the perceived threat of **Shikishima Industries**, the threat of the **Deimos** looms ever closer. Assuming things go close to how they did originally, **Izumi** will back up his data before killing several of the **Compatible** and being put down, while the other's partially escape to **Sector 0** and **Chihiro** sacrifices herself to save **Tetsuya Ida**.

Besides your starting date, your objective will also be changed. You must use **Sector 0** to persist to the next Loop in one way or another. You still won't have any fore-knowledge of the setting, but don't worry, you'll be guaranteed to discover the method of surviving before the end of the Loop. You cannot succeed in escaping the simulation before the next Loop. In the next Loop, you (as a copy created by **Universal Control**) will retain the title of Jumper over your new reincarnation (which you will also be made aware of as this Loop starts). You'll then have to survive the **Final Loop** which will most likely involve successfully aborting the simulation like in canon (although perhaps you can find another way?). You fail the Jump if you die but you do not fail your Chain.

Your reincarnation will obtain all the same Perks and Items as you (although possibly under different circumstances) but will *not* obtain memories of previous Jumps at 13 like you did in the first Loop. Also, you won't be getting the Sentinel you got at all. Instead, they will obtain your Sentinel. If you complete the Jump you will get an additional reward on top of the previous ones: the **Sector 0 Backup** Perk. If you buy the Perk during this Jump instead of waiting to receive it as a reward, your reward will be your choice of **400 MC** or one Perk/Item worth up to 200 CP to take instead.

Jumper (Two Loops Ago) [+100 CP]
Much like **Loop -2**, you have been placed instead into the Loop which **426** and **Chihiro Morimura** escaped from. You still must make it to the **Final Loop**, although you are allowed to do what **Chihiro** did where you survive into the second Loop and then just let that same **Sector 0** data be uploaded to the **Final Loop** (although this is probably not ideal). Can be taken by Companions.

The Future is Up to You [+200 CP]
Technically, nothing says your reincarnation has to stay alive by the end of the Jump, since you are the one that counts as Jumper. Not anymore, as this Drawback flips that part of your Jumper status. Good news, you no longer fail the Jump if you die! Bad news though, if your **Final Loop** incarnation dies (this includes disappearing / going into a coma due to **Universal**

Control) then you *will* fail. This means you'll have to protect them at all costs. Taking this allows you to take Drawbacks which are normally worth half as much if you are **An Illusion** at full price. Your reincarnation can also take the **Love at First Sight** (has to be a different target than you if you also took it), **The Sentinel Infection Incident**, and/or **Running Out of Time** Drawbacks for half their value, with the CP going to you of course. They also count as having the **Fully Immersive** Drawback for no CP so they can take the **Too Many Movies** Drawback as well.

> **But Maybe I Can Survive Too [+100 CP]**
> Not only do you fail if your mini-you dies but also if you die. That means you can't sacrifice yourself for… yourself.

Incomplete Transference [+300 CP]
Something went wrong when you tried to Shift to Sector 0 before the Final Loop. Whether or not your Shift was actually interrupted, only your memory and personality data have been sent to Sector 0. You'll have to rely on someone else on the other side to recover your data as an AI. Taking this Drawback guarantees that you will be recovered, but if you don't have a plan for it, it's highly likely you'll be recovered by someone who doesn't understand your importance, or worse, by someone who dislikes you. There are many ways you can be recovered in the next world. Downloaded onto a Sentinel (becoming its pilot), a Scout Unit (can fly, access Gates, and do

other tasks, although that has limited memory space), an android (optionally with human skin), or even onto someone's nanomachines (much like **Kyuta**). Being shut down, reset, or copied in this form will not count as dying for Jump failure purposes, only every copy of you being deleted at any point in time would count as dying. Hopefully you can still help from your… disadvantaged position. Can be taken by Companions.

Outside the World [+200 CP]

It seems you didn't Shift to **Sector 0** at all. Instead, when you would go into **Sector 0** before the **Final Loop**, you are Shifted to the satellite. If you took **Jumper (Two Loops Ago)** and just rely on previously backed up **Sector 0** data like **Chihiro Morimura** did, the **Sector 0** data will end up with its location data corrupted between the second and **Final Loop**, ending you up on the spaceship. From here, you have access to all the 2188 recordings from the source where they can be watched regardless of biometric ID. You can also access several functions of the simulation's technology such as interfacing with the terminals, disabling the load zone at the edge of a Sector, or communicating through one of the **Compatible**'s nanomachines. You can even insert yourself into the simulation's background lore (the rest of the world outside of the actually simulated Sectors) as long as it fits in (such as **Tomi Kisaragi** creating the **Miyuki Inaba** persona which made **Universal Control** produce live concerts,

articles, merch, etc of her in Sector 4). Still, you won't actually be able to live a life that way, it's just background lore, barely simulated. You'll be trapped in the spaceship and you won't even be able to watch for 14 hours at a time whenever the ship passes over the horizon in orbit. It'll likely be a lonely many years for you. Can be taken by Companions.

I Hate You [+200 CP]
Incompatible with Outside the World
It seems that whether or not you had set preparations for your arrival in the next world, you have been resurrected by someone who despises you. While AIs like yourself are too complicated for a human to reasonably read your memories or alter your personality, they will still be able to read your current emotional data, cause you pain, shut you down, copy you, reset you, etc. Keep in mind their system's defenses won't be fool-proof, they could be careless with giving you a body of some form, and you may even be rescued if you have allies who would know of you, so if you are clever you can escape. Still you may be unavailable for the first decade or so of the Final Loop, missing time and context for the events taking place. Can be taken by Companions.

Survival Instinct [+200 CP/+400 CP]

There seems to be an unfortunate trend among those who survive into the next Loop. There's an inherent and all-consuming need to survive. To persist in some form or another at all costs. Now don't worry, this isn't a personality-altering Drawback. Rather this simply makes you believe, for the duration of this Jump, that dying will result in Chain Failure and that Chain Failure results in your true and permanent death. This gives +400 CP instead if you also have the **Fully Immersive** Drawback, meaning that you will instead just have an intensely amplified fear of death. Can be taken by Companions (who will believe death will result in permanent death). You and Companions cannot remind each other how Chain Failure actually works because you all forget about this Drawback while in the Jump.

Drawbacks

Since we've already gone over several Origin-Specific Drawbacks, we may as well see the rest of them. No Drawback limit, all Drawbacks are removed at the end of the Jump.

Logs From 2188 [+0 CP]



In order to blend in, you now have a version of you which existed in 2188, worked on **Project Ark** (or was just there at the end by happenstance like **Megumi** or **Ei**) and recorded some data logs. It won't have any effect on the end results (everyone dying on the ship, **Professor Chihiro** being downloaded, the **D-Code** injection, etc), but perhaps you'd change up the social dynamics or be responsible for some of the effects yourself (such as being the one to inject the **D-Code** rather than **Ryoko** for whatever reason). Can be taken by Companions.

You're *Professor* Jumper [+100 CP/+50 CP]

It seems your 2188 self was a bit over-ambitious. They attempted the same thing that **Professor Chihiro** did: saving their personality and memory data to **Sector 0** and programming it to overwrite their future self's mind. (Un)fortunately, they similarly failed in that last step, leaving their personality and memory data saved uselessly on **Sector 0**.

That data is guaranteed by this Drawback to be used to revive them in some way at some point during your Jump. They may cause problems since they won't take kindly to their being two of you, but otherwise they have a similar personality to you (albeit with some differences due to growing up in different circumstances). They also have one purchase of **22nd Century Expertise** (on top of the one you have if you also purchased that), although this doesn't matter too much. Can be taken by Companions. Gives half as much **CP** for those **From Another Dimension.**



Infinite Possibilities [+0 CP]

While this won't change anything for you, this toggle adjusts your starting location and time significantly. You are now about 800 million parsecs from the planet RS13-α, in a different galaxy (specifically the one shown in the Infinite Possibilities Event in the post-game Event Archive). This won't change anything for you really, as you'll have all the same characters/events *in* the simulation and both RS13-α and this new planet will have been terraformed to be Earth-like by the time you get *out* of the simulation. Just an option in case you want to do that.

Extended Stay [+100 CP]
Once the simulation is escaped, you will now have to stay for ten years in the real world. You'll need to take responsibility for the real world now. As **An Illusion** the ten years starts from when the simulation is restored again unless you came with someone into the real world via their nanomachines. Applies to Companions if taken.

Mistaken Identity [+100 CP]
Incompatible with From Another Dimension and requires Logs From 2188
Instead of joining in as an addition to the cast, you will replace one of the **Compatible**. You will need to have the matching Location, Perks, Sentinel (if applicable), and Items to replace that character. You'll also get half **CP** for a number of relevant Drawbacks for the replaced character, which will manifest as fate nudging you towards those situations rather than being fiat-backed instantly-acting effects. You can still choose other Perks, Items, Sentinel upgrades, and Drawbacks of course. You can even take the Drawbacks which you got half **CP** from for full **CP** instead to make them fully powered again. See the Notes section for each character's requirements. Can be taken by Companions although they won't get Drawbacks which can't be taken by Companions.

"You're 426 Aren't You?" [+100 CP]

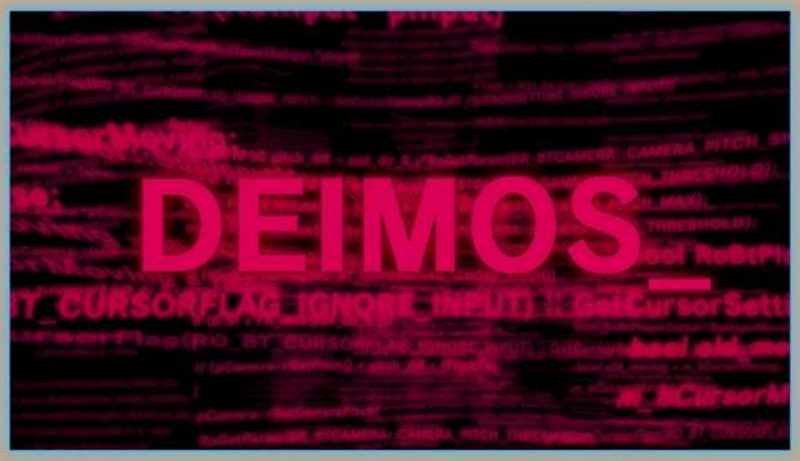


Unfortunately, it seems you'll be under a lot of scrutiny soon. Whether or not you are actually malevolent in any way, every main character will initially assume you are dangerous in some way at first. It's *only* first impressions mind you, so you can convince people to come around to you. This'll be a lot harder if you are secretive rather than forthcoming with information. Can be taken by Companions.

Inconvenient Activation [+100 CP]

Requires a Sentinel

Your activation switch is placed in an inconvenient spot. Whether it be embarrassing such as your butt, easy to accidentally swipe like your nose, or uncomfortable to reach such as your upper back, your switch is really annoying. If it gets moved by a nanomachine update injection then that will also be an inconvenient spot. It is only stuck in that spot while you are in this Jump, so you still get to choose where it will be in future Jumps. Can be taken by Companions.



A Commander Among Us [+100 CP/+50 CP]

It seems that the **D-Code**'s holder has been randomized. At the start of every Loop, a new user will be chosen randomly from all the **Compatible**. Not only does this make finding the **Deimos** Commander harder, it means that the order of Sector attacks can be different each Loop. If you are **From Another Dimension** then it cannot be you or your Companions and if you don't start on Loop one then this Drawback gives half as much **CP**. This roll is not affected by luck abilities.

Love at First Sight [+100 CP]

I know the **Compatible** are all teenagers but they are *really* down bad for each other. More of them pair off into undying love than those that don't. There are only three of fifteen who don't end up in love and one of them isn't even a protagonist! It seems you've been afflicted with the lovebug too. Choose a character. You now have a subconscious romantic attraction to them and they to you. If you are **From Another Dimension**, you can only choose a character who is

an adult (assuming that you are also). Don't worry about breaking up canon couples by the way. These folks are constantly reincarnated and almost all of them have different undying loves than their other incarnations so they'll be fine either way (you can even have a fiat-backed guarantee, if you feel that bad about it). Can be taken by Companions. Your chosen love in particular will cost half as much CP to take with you as a Companion (or Free if it would cost 50 CP). You can choose if the Drawback instilled love will continue after this Jump (although assuming the two of you are romantically compatible at all, surviving this Jump together will almost definitely cause you to actually love each other in absence of this Drawback's influence).

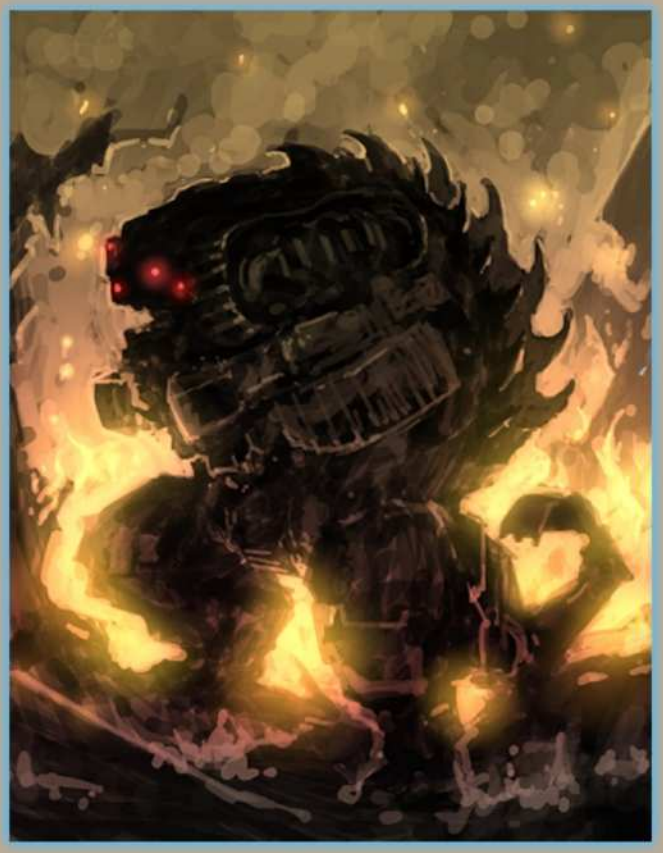
Quite The View… [+200 CP/+100 CP]

Worth taking in one last time. And I'm not talking about the skyline, I'm talking about you in that outfit. For some reason, you are prone to wearing… less than modest clothing which highlights your body. Even things which should be pretty concealing like a long lab coat will impossibly hug your body. Most people won't point it out at least. This Drawback doesn't apply until you are over 18. It only gives +100 CP if you took **14th Sentinel** since this will only apply to Sector 0 illusions of you, so it will only be second hand embarrassment. Can be taken by Companions.



Intense Difficulty [+200 CP/+100 CP]

This game's mech segments are really creative in how they do turn-based combat mixed with real-time combat. Still though, there is one complaint pretty consistently leveled at the combat in this game: it's just so easy! Even on the hardest difficulty setting, the game doesn't really give much of a challenge until the very last fight. The fights in this Jump will be similarly pretty easy by default. As long as you give it a good amount of effort, you're pretty darn unlikely to lose a Terminal or have one of your party die. That being said, this Drawback changes that. Now the Final Battle isn't just an endurance challenge but also an actual moment-to-moment challenge. Specifically, the **Deimos** will attack faster than before. Usually the stronger **Deimos** can deal a lot of damage to a Sentinel if they actually hit, but they also tend to take a second or two to actually fire off their first attacks, at which point the Sentinel has ground them into dust with a **Demolisher Blade** or something. Now they'll be able to actually be a threat to you faster. Their projectiles will also be much faster so taking down missiles will have to be even more of a priority. Gives **CP** to your Companions as



well if taken. If you are **An Illusion**, this gives half as much **CP** (**+100 CP**).

Actually Intense Difficulty [+400 CP/+200 CP]

Oh this will be truly intense… the **Deimos** will start sending their adapted designs much sooner than normal. In addition, there will be Gladiator Deimos of the other three Generations. They, similarly to the Gen 1-style Gladiators, will not be nearly as strong as your own Sentinels of the same Generation, but they will still be a threat. Finally, the quantity of **Deimos** will be increased by 15%. You and your team must fight very effectively and you should probably have either a significantly upgraded Sentinel or a Companion to even out the odds. Gives **CP** to your Companions as well if taken. If you are **An Illusion**, this gives half as much **CP** (**+200 CP**).





So, Do You Know How to Work This Time Travel Stuff or… [+200 CP]

Damn, it seems you're out of luck when it comes to this "time travel" stuff. The Gates will never activate for you, so the only way you'll be Shifting between Sectors is by going along with others. If you are **From Another Dimension**, any other teleportation abilities you have will also not function across Sectors. Can be taken by Companions.

Limited Defense [+200 CP]

In the game, they strategically split duties amongst the 13 Sentinels. Specifically, in each wave there are up to six Sentinels on the offense (the ones which you actually play as in the game), while everyone else who isn't on Brain Overload is defending the Terminal. Normally, you would likely do something similar during the Jump, but unlike the game, your defending Sentinels would not be limited

to only using one weak version of their Sentinel's weapon every once in a while. Instead, they could use any weapon they have equipped in order to help out. With this Drawback however, you are not only limited to less than half of your Sentinels at a time being on offense, but also everyone on the defense has been significantly nerfed. This means you'll have about as hard a time as they do in the game fighting off all the **Deimos**.

The Sentinel Infection Incident [+300 CP]
Requires a Sentinel, Incompatible with Jumper Shiba
DD-426 is a program which **Tetsuya Ida** created to sabotage the Sentinel program and cause a Loop, named after the criminal from a destroyed world, **426**. This program has unfortunately been placed into your Sentinel. Even if you have a setup in this Jump which stops you from remembering what DD-426 is, you will still be able to know instinctively that your Sentinel is dangerous to use. If you ever use it, you will be under the effects of the virus although the extent to which it affects you depends on a number of things. It'll be worse if you spent more time within your Sentinel or if you are trying to actively repress something (such as **Shinonome** trying to forget that she put the virus into the Sentinels to begin with). It'll be better if you rest and treat yourself using Oral NM: CO204 (or a similar nanomachine treatment). It won't delete your skills at least, only your memories.



If you have enough technical knowledge before it reaches its terminal level, you can also do a couple other things to try and reduce its effects. For example, you can copy your memories onto your nanomachines (although this is a long process that will likely require someone to help you with) so that they can spark old memories later on, eventually leading to near complete recovery after a couple years. Similarly, you can copy not only your memories but also your personality onto your nanomachines. Then as your brain finally loses all memory, your nanomachines will simulate your personality as an AI that will take control of your brain. **Okino** seems to feel alright about it but you may not trust that the experience would be seamless. You could use nanomachines to do something similar to **Kyuta Shiba** but honestly I don't know if that would be worth the effort. Your symptoms will progress until completion over the course of about a year assuming you stall it with your pills, less if you don't or

you are reckless. You cannot take this if you took the option which withholds your Sentinel for the duration of this Jump. Can be taken by Companions.

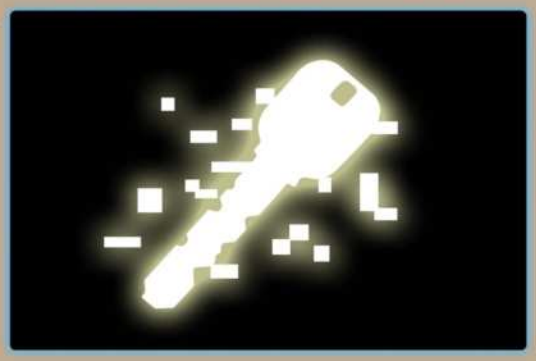
Fully Immersive [+400 CP/+200 CP]
Incompatible with Jumper Shiba
You have no memories of before this Jump, metaknowledge or otherwise. This means you'll be doing this blind, just living your life at your Starting Location and trying your best to survive. Worth half as much if taken with **A Mystery Game**. Can be taken by Companions.

> **Too Many Movies [+100 CP]**
> You watch way too many movies. Or perhaps way too much alien media. Or some other obsession which this Drawback has temporarily given you. Choose a theme somewhat related to the actual plot of what's happening (androids, simulations, kaiju, time travel, aliens, mecha, etc). You will enjoy media over your life that has to do with that theme to the point that your friends know it is one of your main interests. It may get you a little off track when these themes start popping up in your real life, quick to assume they match your favored stories. After all, your world doesn't work like the movies. Or… at least not quite like them. Can be taken by Companions.

Jumper, Deimos Commander [+400 CP]

Incompatible with A Commander Among Us

It seems that you've come into this world with an unfortunate change to your nanomachines. You are now the carrier of the **Deimos Code**. This means that you are the source of the **Deimos** invasions, sending commands to the automated factories in **Sector 1** to obtain blueprint data from the spaceship in orbit and create **Deimos**. The **Deimos** then shifts to the designated sector, slowly falling from the sky in order to drill to Terminals and allow the **D-Code** to hijack **Universal Control**. This will occur after 15 years, destroying each Sector with only a couple months between each attack. It'll start with the futuremost Sector and work backwards from there, skipping over the Sector that you are in until last. You will, as the source of this code, be the target of much ire for those who are knowledgeable enough to find out. You'll be the target of even more ire from those who are both knowledgeable enough to find out and ignorant enough to think that killing you will simply stop the invasion. If you are **An Illusion**, the reincarnation of you also has the **D-Code** since they have the actual nanomachines. You will lose the **D-Code** after passing into the next Loop as a consequence. Can be taken by Companion but only one of you can have it.



4th Area Sumire Ward [+200 CP/+100 CP]

The game has some nice post-game content to enjoy. Once you beat the game a new area of mech fighting levels unlocks for you. It's non-canon naturally, but now that you've taken this Drawback, you may find that that's changed. There are now an additional nine waves of enemies and an additional nine terminals for you to protect in the Final Battle before the Final Wave. Your endurance will be increased (and your need for food/water decreased) during the Final Battle proportionally to account for this but it will still be a lot of extra time and effort on your part. Still, perhaps you want more than a measly 200 CP. Well don't worry, because the post-game content doesn't just add nine waves… it adds almost ten *thousand*.



This Drawback can be taken up to four times. Each purchase will add another little 9 to the end of the amount of additional waves you'll have to face (so 9, 99, 999, 9999). The Terminals at the later amounts will be overlapping areas heavily (there's only so many 2 km areas), although you'll only have to defend one at a time. Your endurance

and need for sustenance will still be adjusted as you go up in amount, but only to a certain extent. After all, the mental toll of fighting for at least a month by the 9999th Wave may be too much for you. Gives **CP** to your Companions as well if taken. If you are **An Illusion**, this gives half as much **CP** per purchase (**+100 CP**). Gives an additional flat **+100 CP** if taken with **Intense Difficulty** and another **+100 CP** if taken with **Actually Intense Difficulty** (these bonuses are one time, not per purchase).

Running Out of Time [+600 CP]
Incompatible with Jumper Shiba and The Sentinel Infection Incident

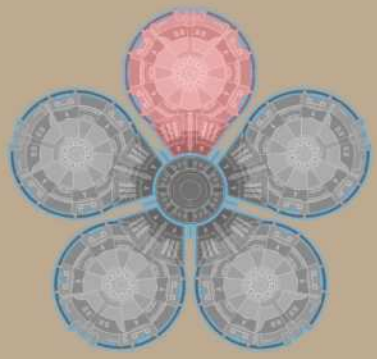


It seems that you weren't even given a chance. Rather than being installed into your Sentinel, DD-426 has been given to you directly. If you have the **14th Sentinel** Origin then it simply gives you the virus at age 15. If you are **From Another Dimension**, you just gain it upon entering the Jump, but it progresses about 16x slower so that it lasts the whole Jump (assuming you take Oral NM: CO204 or equivalent and don't accelerate it too much). **An Illusion** will also give you this slower acting version of DD-426 at the beginning of the **Final Loop**. Can be taken by Companions.

Location

This section establishes your location (and time period, kind of). Please remember that your actual start date is 11 years before the start of their listed decade (so instead of 1940 you would actually start in 1929). Choose one or gain **+100 CP** to roll your location on a d6 and check which number your roll corresponds to (no take backsies on the roll though).

[1] Sector 1 (2100s)



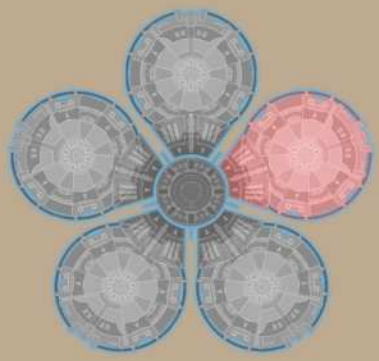


The furthest into the future date represented in the simulation. This Sector is home to the 2.4 kilometer tall Century Tower. It also has the most advanced AI, medicine, space exploration technology, and androids in all the Sectors. Finally, it is also where the automated factories reside. These factories create even huge machines automatically given blueprints. They are what is used to create the Sentinels and the **D-Code** hijacks them to generate the **Deimos**. This Sector is nuked by Japan's government when the kaiju's invade, and it is usually the first to be invaded. One of the only surviving

locations not made toxic by radiation is Shikishima Tech Lab #6 and its nearby Gate, since it is six floors underground.

Chihiro Morimura, **Juro Izumi**, and **Tsukasa Okino** were born in this era. Although all but one are relocated in the **Final Loop** (**Chihiro Morimura** to **Sector 4** to become **Iori Fuyusaka** and **Juro Izumi** to the same after the battle of 2025).

[2] **Sector 2 (2060s)**

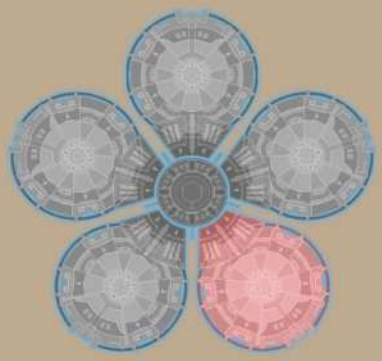




This era is filled with massive strides in robotics and AI technology. Being born into this era will probably give you a bit of an advantage when it comes to some of the futuristic technology of the setting, but it'll also make you second on the chopping block for kaiju invasions unless the D-Commander is in your Sector.

Ei Sekigahara, **Ryoko Shinonome**, and **Renya Gouto** were born in this era. It's also the location of the 2064 Sentinel Infection Incident.

[3] Sector 3 (2020s)

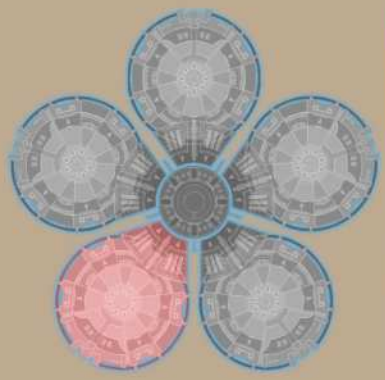




The internet age has truly taken hold by this point. You should be relatively familiar with this era assuming you aren't reading this from significantly into the future yourself (hi future!).

Megumi Yakushiji, **Tomi Kisaragi**, and **Tetsuya Ida** were born in this era. In the **Final Loop**, **Tetsuya Ida** is moved to **Sector 4** and is known as **Shu Amiguchi**.

[4] Sector 4 (1980s)

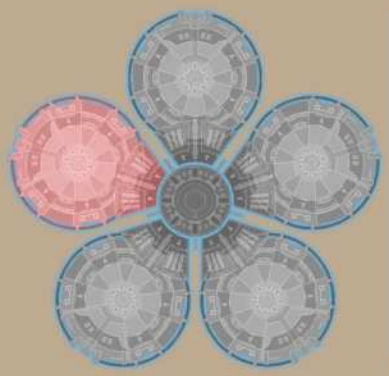




The 80's, an era of technological advancement, just before the digital age began, but after the conveniences of modern technology began to take hold in a post-war Japan. This is also where most of the actual game takes place.

Yuki Takamiya, **Natsuno Minami**, and **Nenji Ogata** were born in this era. In the **Final Loop**, it's a lot more crowded. **Chihiro** of that Loop had been relocated here, becoming **Iori Fuyusaka**. Similarly, **Tetsuya Ida** was adopted by a wealthy family and became **Shu Amiguchi**. If the 2064 and 2025 invasions go as they did, then **Juro Izumi** (who becomes **Juro Kurabe**), **Megumi Yakushiji**, and **Tomi Kisaragi** will also be relocated here. Most of the other time travel-capable characters tend to hang around there as well (like **Renya Gouto**), not to mention the SIU and affiliates.

[5] **Sector 5 (1940s)**





During the middle of the Pacific War (that is to say, World War II), Japan is protecting its nation to the best of its capabilities (and perhaps accepting help from the future). This is also when **Shikishima Industries** began to grow into the corporation it becomes in the future. It will always be either the last or second to last Sector to be invaded as well.

Keitaro Miura, **Takatoshi Hijiyama**, and **Tamao Kurabe** were born in this era. In the **Final Loop**, a clone of **Chihiro** is also adopted by the **Miura** household after a couple years due to **Chihiro Morimura** of two Loops ago's meddling.

[6] Free Choice

Lucky you, choose as you'd please and keep the **CP** for rolling.

Specialization

These Specializations function more like traditional Jumpchain Origins in that they give discounts on some related Perks.

Destruction

This tree is about mech combat, giving Perks which let you fight with one effectively against hordes of enemies. Gives **+300 Meta-Chips** for later in the Jump or just **+100 CP** instead.

Remembrance

This tree is about enhancing your connection to your allies as well as your strength of self. Gives **+150 CP** for the Companions section or **+100 CP** for the Perks section.

Analysis

This tree is about taking stock of the situation and understanding what's going on in this world. Gives **+200 CP** for the Items section.

Perks

If you have **Fully Immersive**, then you will only subconsciously know that you have these abilities. Perks of the same color as your Specialization are discounted.

Sector 0 Backup [300 CP]
Even before understanding the world to be a simulation, **Juro Izumi** and **Chihiro Morimura** understood the mechanics of **Sector 0** functioned more like a data backup than a location. **Juro** sets up his backup before going on his killing spree and it appears in the next world, while **Chihiro** never ends up making a new backup during that Loop which means that her 16 year old self from Two Loops ago arrives on Sumire Bridge in the **Final Loop** with no memory of the previous Loop. Not ideal but still allows one to persist.

By purchasing this, even if you don't Shift to Sector 0, you will have a backup made of you. For **From Another Dimension**, your backup is of you at the start of the Jump and will actually bring you back to life at your Starting Location (albeit without your memories of the Jump up until that point of course). For **14th Sentinel**, you will get a backup of your 13 year old self who will respawn in the next Loop at whatever location you were in on your 13th birthday (this will also only work every 5th Loop if you don't already have a backup that Loop, including the second to last one). For **An Illusion**, you will automatically be backed up at the end of the first Loop you survive to

the end, assuming you don't already have a backup that you would be more advantageous to use.

Post-Jump though, you will be able to open a menu (from any HUD Perks you already have if you already have some) which lets you sit still for five minutes to back yourself up exactly as you are. You also must specify a location. When you die next, you will be restored as your backup at your chosen location. This can be used once per Jump or five years, whichever comes first (you can save a backup as much as you want, only the coming back to life goes on cooldown). If the chosen location is occupied and/or inherently deadly to you (such as being highly irradiated, lacking in oxygen, or on fire), then you will spawn in at the nearest unoccupied and not inherently deadly location to that. If you are killed while being backed up then you will fail to respawn, unless you own a computer with enough space to contain your whole mind (so a lot of space). Your soul and mind will be transferred to that as an AI. When this Perk comes off cooldown it will automatically be used to return your physical body (assuming you haven't obtained it again some other way in the meantime).

Aegis Rim [600 CP]
Mechs are very cool, but I understand that as a Jumper, it will eventually become (or perhaps is *already*) more efficient for you to fight in combat directly. A few superpowers, some strength and/or training boosts, or any number of other superhuman boosts or

equipment and suddenly your Sentinel is a glorified decoration in any actual fight. This Perk should solve that issue by simply allowing the main stats (in this case, its strength/ATK, speed/SPD, and durability/HP) of any mech which you are piloting to scale to your own stats. Any mech you pilot will be at least half as strong, fast, and durable compared to you as the mech normally would be in comparison to a peak human. The speed measurement takes into account size proportionally so even though a mech can walk whole city blocks with each stride, if they were the size of a human, most mechs in fiction would actually be quite a bit slower (think about how slow those things punch). The strength boost will affect the potency of weapons and defenses of the Sentinel and the speed boost will affect projectile speeds and wait times. This is a minimum though remember, so you don't have to worry about being slowed down by this Perk. Plus if you upgrade your mech then this boost will be much higher as a result since it scales on both your own power *and* the power of the mech. If the exact way this scales confuses you, there's a more detailed explanation, some examples based on the Sentinels, and a plainly written formula in the Notes section.

Top-Down [100 CP]

At any given moment, you can see around you from a top-down perspective. This perspective also comes with some simple stats/info like health and enemy type. It gives more information on allies and yourself such as perhaps energy readouts, and cooldowns and such

information that is relevant immediately in combat. This only covers about 10 meters around you and doesn't go through walls or ceilings. That being said, in combat it expands to cover the entire current battlefield, no matter how large, and you can manipulate it as you please from there. If you don't have your Jumpchain memories then this ability manifests as a sixth sense which subconsciously gives you the same information for the duration of this Jump.

Tactical [200 CP]

Time will halt in combat if you'd like it too, allowing you time to assess the situation and decide your best course of action. You cannot do anything but think while time is halted this way. Best used as a commander in combination with the Top-Down Perk.

Civilian Casualties [Free for this Jump, 400 CP to keep]

Fighting in these huge mechs is very dramatic and cool, with the huge missiles and railguns and stuff. However, there is a small problem: you're trying to save the city, not destroy it! Even ignoring anyone in the buildings, you also have huge allies on the field that you presumably do not want to explode with your long-range missile volley. This Perk will help with that. From now on, your attacks will not harm structures that you don't want them to, meaning that the city's buildings (and miraculously, the people within them) are safe from any missiles, railguns, bullets, or chokeslams you aim in their direction. General surroundings such as the ground and trees and stuff count as structures for this purpose, as do other mechs and

robots. This also comes packaged with the general ability to toggle any of your Perks and tone them down on a slider (if applicable).

Like Some Kind of Possessed Demon [600 CP]

Juro Izumi (of the **Final Loop**) fought alone against the army of **Deimos** in the **Sector 3** invasion. Despite fighting on his own, he actually managed to fight for hours, pushing past not only his Brain Overload Limit but even fighting past the limit of the Sentinel itself, canceling the emergency ejection multiple times and fighting with one arm until it was physically impossible to go on. It seems this is not even particularly unique, as the protagonists fought together on-and-off in the Final Battle for about 12 hours. And not even morning to night but afternoon and then through the night into the morning. You now have a level of endurance that lets you last about four times as long and a level of determination that (if you have something to fight for) will let you survive and push past pain for many times longer than you reasonably should be able to. This determination will also work against things like hostile psychic powers in future Jumps.

Cute Guy [100 CP]

Your outside image now matches your ideal self (whether that's being a cute boy, a rugged man, a busty lady, or something else) more than it did before and as a result you are much more attractive to those who would be into you. This is a BodyMod upgrade and therefore persists during Gauntlets.

Special Jumper Unit [200 CP]

Even considering **Chihiro**, **426**, and **Ida**'s future technology and knowledge, it's pretty impressive how they managed to become so successful. **Ida** even became the unquestionable director of the Special Investigations Unit. You are now similarly skilled in leveraging your knowledge and skillset to get jobs easier as well as rise to higher positions in organizations than you normally would (as long as you actually do a good job worthy of your station).

Lives to Protect [400 CP]

Each pilot in the game has six special abilities which you unlock by leveling them up. They all give stat boosts in certain situations and most of them are in regards to their friends. Similarly, you are now about 10% more powerful in all your base stats (strength, speed, stamina, magical ability if you have that, etc) whenever you are protecting one of the six people you care most about (the list of six people updates automatically). This effect can stack if you are protecting multiple of them at once (up to 60%). This also affects your Sentinel (and other mechs in future Jumps). See Notes for what isn't affected by the 10% boost.

My Name… Is Juro Kurabe! [600 CP]

Despite all the memory wiping, mind hacking, and cloning going on, these characters seem to be pretty confident in their identities come the Final Battle. You similarly have a strong sense of self. This

increases your determination and gives you a resistance to personality-altering effects of any kind. In future Jumps, this determination will be even more increased (although not quite at the level of Green Lantern or anything by itself) and you will gain complete immunity to unwanted personality-altering effects *and* unwanted memory-altering effects.

Keep Your Cool [100 CP]

You're now able to keep a good poker face. You're much better at keeping your emotions on the inside. This doesn't mean you have to or that you are any worse at expressing yourself, but it will help when you need to think clearly. Plus, although this isn't an attractiveness Perk, many people are into that cool guy approach.

Event Archive [200 CP]

You now have the ability to pull up a mental list of your memories, sorted chronologically or by other metrics like who was involved. Memories will not leave this list with time even if they have faded from your immediate recollection (although they will go away if those memories have been erased). Each memory will have a summary and you can relive memories at will (no time will pass while you do this).

How Much Do You Have in That Notebook of Yours? [400 CP]
It seems **Renya Gouto** isn't the only one who will have so many answers in this story. You have a knack for investigation. This isn't just an increase to your skill in piecing things together and finding contradiction, but also a mild luck boost when it comes to finding clues like the data logs or just being in the right place at the right time to eavesdrop. When paired with **Event Archive**, you gain basically perfect memory.

22nd Century Expertise [600 CP/200 CP]
Most of the final 15 survivors of the nanomachine plague that devoured humanity were experts in various fields, working hard on **Project Ark**. While these talents in their fields didn't tend to be inherent, some of them definitely were, such as **Tsukasa Okino**, **Ei Sekigahara**, and arguably **Tamao Kurabe**. You have also become an expert on their level in your choice of two of the following fields: nanotechnology, design engineering, spacecraft engineering, genetic engineering, artificial intelligence, terraforming, or programming. While not quite the same sorts of skillsets, you can also get 2188-level military training, business/administrative skills, assassination experience, or an understanding of how to design real-world Sentinels (albeit without fiat-backed benefits like having the cockpit in your Warehouse or a pocket dimension for it to Shift away into). You can purchase additional fields of expertise for a discountable **200 CP** each.

Sentinel

A Sentinel is a massive mecha, roughly the size of a large building. They were created by hijacking the automated factories in **Sector 1** based loosely on the designs of the **Deimos**, and improving off of the earlier Type-98 Bipeds. They were designed without cockpits as they were initially meant to be piloted remotely or by AI. However, due to the efficacy of such strategies being interfered with by **Deimos Code**, they were later given human pilots among the **Compatible**.

You, like other **Compatible**, will receive an activation switch somewhere on your body. You can choose where on your body the switch is (although if you get a nanomachine injection during the Jump then your switch will move there until the end of the Jump). If you bring your hand over it, it will glow blue. By rubbing your hand across it, it will project a holographic **START** button over you and activate your Sentinel (in future Jumps, the switch will not glow or activate unless you mean to use it). The Sentinel itself does not have to be stored anywhere nearby as it is equipped with Shifting technology, allowing it to teleport. When activated, if the Sentinel is not already within a kilometer of you, then it will teleport to the nearest space in which it would fit within that area (will account for trees, cars, pedestrians, etc intelligently so that it teleports where you would find it best).



Once it has been summoned (or immediately if it is already nearby), you will be Shifted into its "cockpit". During this Jump, it will simply put you into the gestation pod like the other **Compatible**, which is not physically within the Sentinel. In future Jumps, your "gestation pod" will be held in a Warehouse-like pocket dimension and therefore, similarly cut off from the rest of the world. There are no controls or displays inside the cockpit (since it is not designed as a cockpit at all) so instead the Sentinel's vision (which is surprisingly high FOV), HUD, and real-time information is relayed directly to the pilots brain (through their nanomachines, although that it not the case for you post-Jump). When the Sentinel reads out information to the pilot (such as emergency warnings) it sounds like the pilot's own voice. The Sentinel is controlled mentally as an extension of the pilot's own body.

You can call other people who have nanomachines, projecting your image from the cockpit to their view. In future Jumps, you can use this to call any device capable of receiving calls. At any point, the pilot can dismount, teleporting out of the Sentinel to an unoccupied space of their choice within a kilometer. You can decide whether the Sentinel will stay where you parked it, or be Shifted away to its own Warehouse-like pocket dimension. Someone (including you, if you park it) can get into the maintenance hatch in the back. From the maintenance hatch they can set manual coordinates for the Shifter used to summon the Sentinel, which can then be confirmed by the pilot to Shift there.



While the Sentinel is unsummoned, its self-repair functions will activate, healing the Sentinel completely within 20 seconds. The average Sentinel has about 8000 HP and can withstand attacks which would level city blocks, although multiple such attacks may cause issues (if you're the type who likes exact numbers, each HP is about 50 million Joules of durability). On top of its self-repair functions, it also generates its own energy which it uses for various effects. The Sentinel has about 650 Energy Points (EP) and generates it at ~12 EP/s. It uses the EP to generate all of the ammo and other material used for its armaments. It generates much faster (~24 EP/s) if the Sentinel is resting. It will regenerate EP while unsummoned.



There is a limitation to the Sentinel however. Using it for extended periods puts stress on your brain (even if this wouldn't make sense for your superbiology as a Jumper). As you approach the Brain Overload Limit (BOL) of two hours of straight usage, pressure on your brain increases. Ideally, you would dismount after an hour of usage, but if necessary, you can get away with an hour and a half of usage at a time with only some headaches. While you are outside of your Sentinel, you can recover from Brain Overload quite quickly. It only requires a sixth of the time that you spent in the Sentinel to recover from (so ten minutes for an hour). If you actually hit your Brain Overload Limit then, although you can still pilot the Sentinel for a couple minutes after that, the effects will be unstoppable. Your memories will quickly separate from your mind and you will likely be put into a coma-like state for a couple days. Of course, as a Jumper, you likely have ways of recovering those memories, and coming out of that coma quicker than you should be able to, but even then, there will be dangers for you. If you exceed BOL for the third time (or more) in a year, you will die from the stress on your mind. This also happens if your Sentinel is completely destroyed while you are piloting it (although the Emergency Eject would save you in a majority of such cases). If you have 1-Ups it won't matter as much but still.

A Sentinel costs 600 CP and you can only purchase one (although each Companion is also allowed to purchase one each of course). You purchase upgrades for the Sentinel with **Meta-Chips (MC)** rather than CP. You get **400 MC** for purchasing the Sentinel and can also turn CP into additional **MC** at a 1:2 ratio. You cannot turn **MC** into CP.

You can postpone access to your Sentinel until Post-Jump (even if you build it yourself during the Jump) for an additional +300 CP.

Generation:

There are four core design types for the created Sentinels, created in batches for different reasons. These are called Generations. Along with different physical capabilities of each design, they are also better equipped for specific types of weaponry. You can purchase whatever equipment you want in these later sections, but the equipment made for your Generation of Sentinel will be Discounted for you. Choose the Generation of your Sentinel from the descriptions below:



1st Generation <Melee>

The first generation of Sentinels were created by **Tetsuya Ida**, who had been annoyed at the lack of close-range capability in the Type-98 Bipeds used one Loop ago. As a result, these beasts are made to destroy kaiju in the simplest and most direct way possible: big punchies. Not only are they one of the quicker Sentinels, they are also strong and tough. One of the most basic ones in terms of equipment however.

Almost all 1st Generation Gear is a variation on punching. They have very few weapons besides that and EMPs. Still, they are quite good at punching and the EMPs are able to ground enemy **Deimos** so that they are in range of attacks. Other than that, they have access to good Passives and the powerful **Demolisher Blade**.

Starting Stats

HP: 9300 **EP:** 600 **SPD:** 100



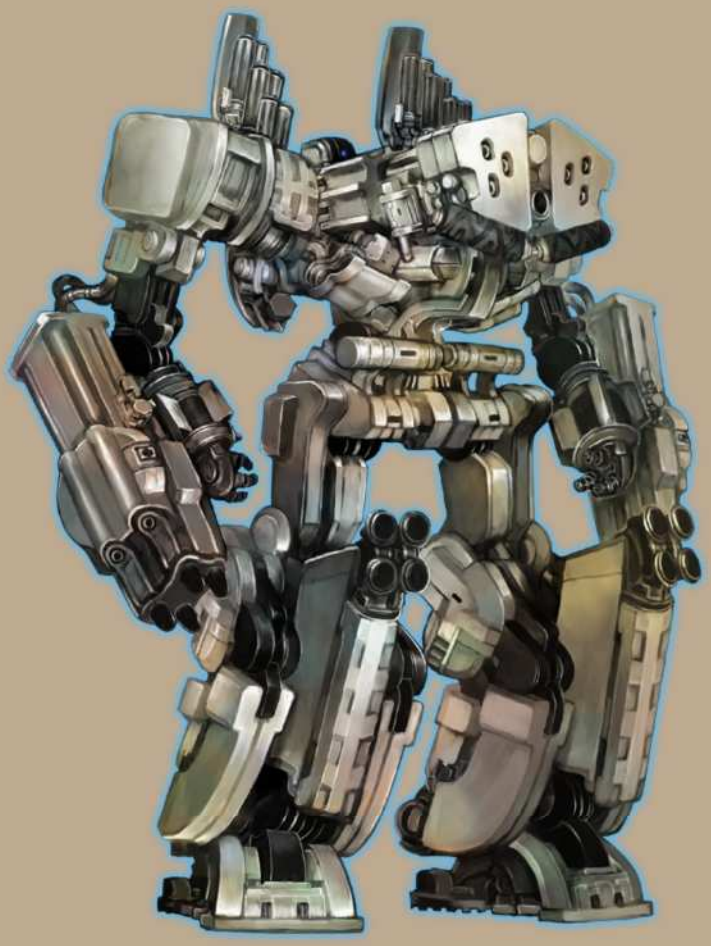
2nd Generation <All-Rounder>

The 2nd Generation of Sentinels were created with more influence by **Tsukasa Okino**. They were made as an all-rounder unit, a good mix of ranged and close combat, tough and agile, etc. If you don't want to deal with the downsides of any other Generations while still having discounts on good stuff then this is a good choice for you.

While the 3rd Generation has the most long-range missiles, this Generation has access to a good variety of high power missiles from their shoulder launchers. They have access to serviceable melee Gear (and **Plasma Arc Fusion Cutter**, one of the most powerful melee armaments in the game). On top of that, they have specialty support equipment, including the **Sentry Gun** and **Guardian Avenger**. A huge variety of Gear options are available, in exchange for not particularly excelling physically.

Starting Stats

HP: 10400 **EP:** 600 **SPD:** 75



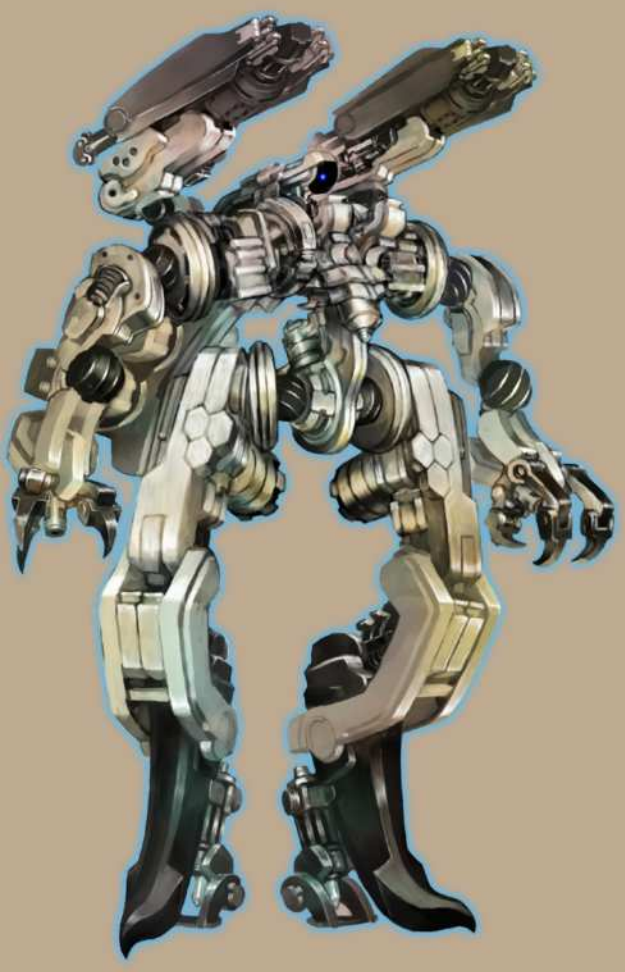
3rd Generation <Long-Ranged>

The inverse of the 1st Generation's design principles, with one of the more striking designs among the Sentinels. This Sentinel trades its close-combat abilities for exceptional ranged weaponry. From long-distance precision weaponry to huge wide-range attacks, this Generation is able to control the battlefield, and is probably tied with the 2nd Generation when it comes to being able to deal with hordes.

Most of their weaponry falls into one of three categories: railgun, long-range missiles, or EMP. They don't have much variety in their Gear but what they lack in variety they make up for in consistent efficiency. They're also the slowest Sentinels, although considering their equipment, it doesn't matter much.

Starting Stats

HP: 7500 **EP:** 800 **SPD:** 50



4th Generation <Flight Support>

This Sentinel was only created after the 2064 invasion, by **Okino** copy-pasting a bunch of design elements from various **Deimos**. Most notably, the huge rotors atop the Sentinel which allow it to fly around and maneuver through the air. These are both the fastest and most fragile of the Sentinels. As a result they can move around the battlefield over the terrain, moving to wherever they need to be, although they can be easily struck down if they aren't able to take out the surrounding opponents before they get good hits in. And their armaments are pretty good too, with a focus on supporting fire.

As a result of their flight, melee attacks performed by this Sentinel can hit airborne targets (although Anti-Ground ranged attacks are still Anti-Ground). They are also the only Sentinels which have laser weaponry (although you can equip whatever you'd like to yours). They also have a pretty good variety of Gear.

Starting Stats

HP: 6500 **EP:** 675 **SPD:** 200

Gear:

These are the weapons and other devices actually equipped to your Sentinel. There are six slots your Sentinel has for Gear. You can purchase more than six Gear but only six can be equipped at a time. Passives still take up a Gear slot. You can swap them out at-will while your Sentinel is unsummoned.

Power is measured in the same way that HP is. Wait Time (WT) is a combination of how long the attack takes and how long the cooldown is, with the specific ratios depending on the weapon (a **Main Battery Heavy Railgun** is probably three seconds charge time, one second firing, one second cooldown while **Hurricane Rush** is probably a full four seconds of attacking). If one of the stats is not specified then the stat is 0. EMP effects are more effective on targets which are less resilient than **Deimos** in future Jumps.

Almost all Gear can be Enhanced up to eight times increasing 1-3 statistics about it. Your first eight Enhancements across your Gear are **Free**. Some Gear unlocks an additional unique bit of Gear after being Enhanced four times. This Gear is **Free** to take although it still takes a Gear slot to equip. It does not replace the original and can also be Enhanced itself. If there are two unique armaments that unlock from the same Gear, you can only choose one for **Free**. If you want the other one you must pay **100 MC**. Some Gear also has a special upgrade called a **Hyper Condenser**. This will upgrade the Gear in a unique way but only while it is equipped and it does still take a Gear slot to equip. Enhancements and **Hyper Condensers** are not Discounted. Discounted **50 MC** Gear is **Free** and discounted **100 MC** Gear is **50 MC**.

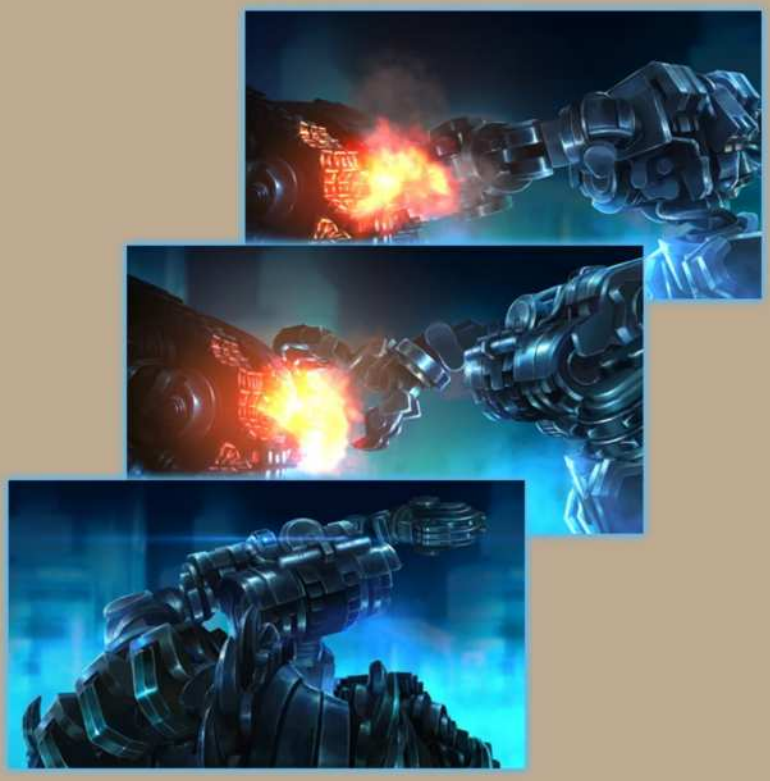
Rush Attack [50 MC]

1st Generation

Pow: 800x4 WT: 3s

Destroys kaiju by hammering them with rapid punches. This utilizes the first-generation's characteristic dexterity, their punches made even more powerful via a twisting function built into the waist of the mech.

> **Enhance [50 MC]:** +1 Number of Attacks on first, fourth, and seventh Enhancement. +25 Power on each Enhancement which does not increase Number of Attack.



Hurricane Rush

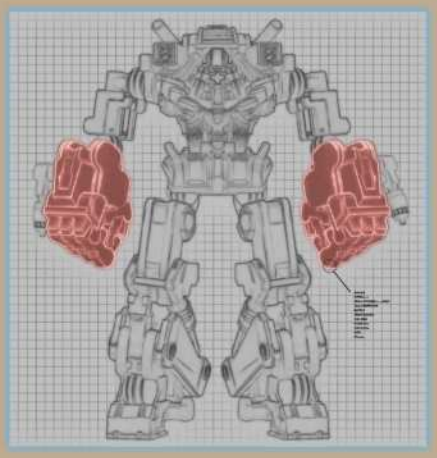
EP: 100 Pow: 220x18 WT: 4s

Unleashes an eighteen punch flurry of attacks to any and all enemy targets within range around you.

> **Enhance [50 MC]:** +18 Power. +1 Number of Attacks.

Heavy Knuckles [50 MC]

2nd Generation



Pow: 1700x2 WT: 5s

Attacks kaiju by launching heavy impact-arms towards them. The arms were originally built to break down massive pillars for high-rise buildings.

Enhance [50 MC]: +130 Power. -0.1s WT. Fourth and last Enhancements are -0.2s WT instead of -0.1s.

Arm-Mounted Machine Cannons [50 MC]

2nd Generation



Pow: 40x33 WT: 7s

Showers kaiju in front of the Sentinel with a hail of bullets from the machine guns mounted on both arms. The giant 6-barrel gatling guns fire bullets at a rate of 4,500 rounds per minute. The initial firing speed of the bullets can reach 1,100 m per second.

Enhance [50 MC]: +2 Number Fired. +4 Power.

Arm-Mounted Piercing Cannons

EP: 150 Pow: 30x23 WT: 8s Armor Piercing

Standard (although weaker) arm-mounted cannons, fired over a larger area and enhanced with armor piercing capabilities.

Enhance [50 MC]: +1 Number Fired. +2 Power.

6 Multi-Launching Rapid Cannons [50 MC]



3rd Generation

Pow: 115x12 WT: 6s

Rapidly fires off large-caliber rounds at incredible range. More technically, they're known as 22 caliber 46 cm 6-barrel cannons. Has a maximum firing rate of 85 rounds per minute. Each shell weighs 1.5 tons, and the initial launch speed can go up to 1,050 m per second.

Enhance [50 MC]: +1 Numbers Fired. +7 Power.

Precision Machine Cannons

EP: 100 Pow: 80x35 WT: 3.3s Armor Piercing

By focusing the stream of bullets into a much narrower cone, and increasing their armor piercing capability, the damage significantly increases, albeit able to affect a much smaller range of enemies at a time.

Enhance [50 MC]: +1 Number Fired. +7 Power.

Arm-Mounted Pulse Lasers [50 MC]

4th Generation



Pow: 50x16 WT: 5s Armor Piercing

Shoots laser beams from both arms intermittently. To make the intervals between each burst shorter, it sacrifices some precision, but since it can fire

many lasers in a wide area it is often used to keep enemy forces in check.

Enhance [50 MC]: +1 Number Fired. +4 Power.

High-Energy Pulse Laser

EP: 100 Pow: 135x35 WT: 4.2s Armor Piercing

Significantly increases the energy output of the pulse lasers. This causes them to fly wildly into a larger cone but if firing at a big enough crowd or at a short enough range, the damage output can really shine, even over other powerful armaments like the Railgun.

Enhance [50 MC]: +1 Number Fired. +4 Power.

Leap Attack [100 MC]

1st Generation

EP: 50 Pow: 450 WT: 3s

Using rocket engines and giant pistons on both legs, the Sentinel leaps high into the air. The massive shockwave upon landing is powerful enough to topple kaiju.



Enhance [50 MC]: +8% Area of Effect. +6% Range.

Optimized Actuator

Passive

Increases the SPD stat by 30% (explained in the **Sentinel Upgrades** section later, but basically it's faster).



Demolisher Blade [100 MC]

1st Generation

EP: 150 Pow: 80x36 WT: 4s Armor Piercing

With steel-blade cutters spinning at high speed, it can cut through hard bedrock like soft cheese. However, cutting through kaiju armor produces friction heat over 1500°C, so it requires the usage of liquid-metal coolant.

Enhance [50 MC]: +2 Number of Attacks. +3 Power.

Hyper Condenser [200 MC]: +24% Range. +8 Number of Attacks. +150 EP cost.

Anti-Air Demolisher Blade

EP: 200 Pow: 80x36 WT: 4s Armor Piercing

With a small leap and some advanced targeting/reaching systems, this **Demolisher Blade** can attack airborne targets.

Enhance [50 MC]: +2 Number of Attacks. +3 Power.

Anti-Air Defensive Flares [100 MC]



1st Generation

EP: 200 Pow: 10 WT: 4s Lasts 20s

Spreads numerous superheated flares in a quarter circle above and in front of you, destroying aerial kaiju and missiles by overheating them.

Enhance [50 MC]: +1 Number Fired.

Tackle [100 MC]



1st Generation

EP: 100 Pow: 500

Tackles kaiju along its path at a speed of Mach 1.47. It utilizes the same propulsion power typically reserved for its Leap Attack, so a trajectory parallel to the ground results in explosive speeds.

Enhance [50 MC]: +60% Duration. +40 Power.



Multi Rocket Launchers [100 MC]

2nd Generation

EP: 100 Pow: 150x8 WT: 7s

Fires off 8 consecutive rockets from the shoulder-mounted missile pods, dealing extreme damage to the target. The missiles are 3.6 m in length, 0.4 m in diameter, and weigh around 300 kg.

Enhance [50 MC]: +6% Area of Effect. +4% Range.

Cyberattack Missiles

EP: 200 Pow: 10 WT: 6s Effect: 20s

These missiles will disperse many tiny drones over a wide area which can hack any enemy robots within range (as long as their cyber security isn't too much more advanced than the Deimos). These robots will attack your enemies (including each other) while affected by this attack.

Enhance [50 MC]: +3% Area of Effect. +2% Range.

Multi Rocket Distance Launchers

EP: 150 Pow: 180x8 WT: 7s

These modified **Multi Rocket Launchers** have more Range than normal and deal more damage as well.

Enhance [50 MC]: +6% Area of Effect. +4% Range.



Sentry Gun [100 MC]

2nd Generation

EP: 250 HP: 3000 Pow: 600x12 WT: 8s

Automatically targets kaiju and attacks them. It cannot move itself, but uses its 4 legs to plant itself firmly in position when placed. This increases its stability to the point that it can easily absorb the recoil from the triple railgun.

Enhance [50 MC]: +6% Lock-on Distance (range of Sentry's attacks). +50 Power.

Hyper Condenser [200 MC]: Places two Sentry Guns next to each other per use. +150 EP Cost.



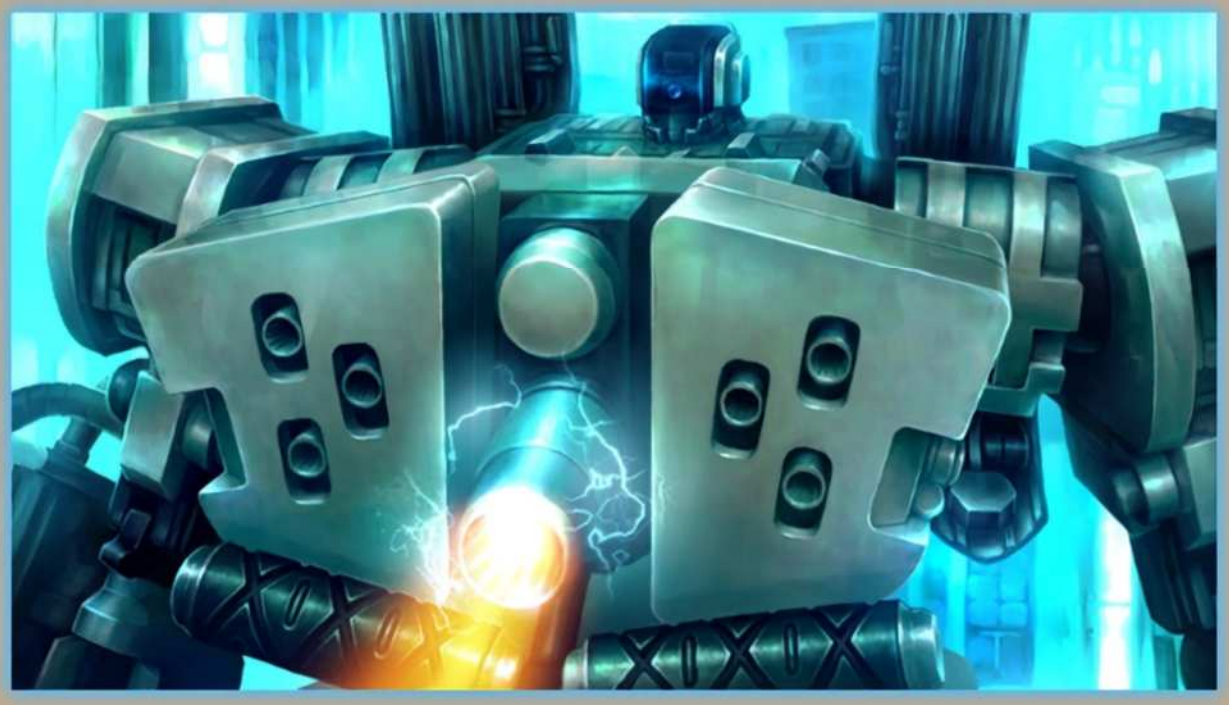
Guardian [100 MC]

2nd Generation

EP: 100 HP: 2000 WT: 7s

Attracts kaiju by sending out decoy signals to enemies around it, tricking them into thinking it's the Terminal to draw their attention. In future Jumps, tricks any other automatic targeting into being recognised as a threat as well.

Enhance [50 MC]: +6% Area of Effect (distraction range). +250 HP.



Main Battery Heavy Railgun [100 MC]

3rd Generation

EP: 150 Pow: 1750 WT: 6s

Fires a round at high speed through powerful electromagnetic induction. By focusing this model's plentiful electrical energy into the rails, a tremendous amount of Lorentz force is created in the direction of the barrel and the round is propelled with incredible acceleration.

> **Enhance [50 MC]:** +50 Power. -0.1s WT. Fourth and last Enhancements are -0.2s WT instead of -0.1s.
>
> **Wide-Range Railgun**
>
> **EP: 250 Pow: 1250 WT: 7.5**
>
> Fires a large round directly forward in a wide area at high speed, able to affect many more enemies at once.
>
> > **Enhance [50 MC]:** +50 Power. -0.2s WT. Fourth and last Enhancements are -0.3s WT instead of -0.2s.

Long-Range Missiles [100 MC]



3rd Generation

EP: 100 Pow: 110x6 WT: 6s

The missiles use inertial guidance (flight path calculations through an accelerometer and position control through a gyro) to fly towards their target, then activates laser homing (where the missile fires a laser at the target to guide itself) to accurately hit the kaiju.

Enhance [50 MC]: +4% Range. +10% Area of Effect.

Super Long-Range Missiles

EP: 200 Pow: 110x12 WT: 6

Not only does this have much longer range than standard **Long-Range Missiles** but it fires off twice as many missiles.

Enhance [50 MC]: +4% Range. +10% Area of Effect.

Shield Matrix [100 MC]

4th Generation



EP: 150 WT: 6s Effect: 6s

Medium-sized drones envelop the Sentinel (or ally of similar size) in an electromagnetic shield and protect it from kaiju attacks. Developed so that the Sentinels could use the APSOS's Active Protective System. These shields do not nullify all damage like the ones in the game but they are 100,000x

more durable than the shielded target making them essentially invulnerable in this Jump. Weak to electromagnetic pulses and can be nullified by them.

Enhance [50 MC]: +3% Range. -0.1s WT. Fourth and last Enhancements are -0.2s WT instead of -0.1s.

Active Cooling Device

EP: 150 WT: 7.5s

Using massive missiles delivering fast-acting coolant, this armament cools down allied robots/mechs within an area in range, allowing them to move faster and exert themselves more (i.e. halves their Wait Time) for a short time.

Enhance [50 MC]: +3% Area of Effect. +2% Range.

Flare Torpedo [100 MC]

4th Generation



EP: 150 Pow: 50 WT: 6s Lasts 10s Effect: 5s

Fires a proximal mine that floats and stays in place, heating up the area when a kaiju moves near it. It differentiates between Sentinel and kaiju, which prevents attacking the wrong target.

Enhance [50 MC]: +2% Range and Area of Effect.

Multi-Lock Missiles [100 MC]



4th Generation

EP: 100 Pow: 45x35 WT: 4s

Fires multiple homing missiles that automatically target kaiju legs and wings. Each missile targets a hostile automatically, so they may not necessarily hit the intended kaiju.

Enhance [50 MC]: +3 Number Fired. +2 Power.

Point-Lock Missiles

EP: 150 Pow: 45x40 WT: 5s Effect: 6s

These missiles are more numerous than standard Multi-Lock Missiles, but they also use precision targeting to slow movement of enemy kaiju (or other robotic targets) by about 25% temporarily. Additionally, they are launched to an area of the pilot's choosing rather than around the Sentinel.

Enhance [50 MC]: +3 Number Fired. +2 Power.

Piercing Multi-Lock Missiles

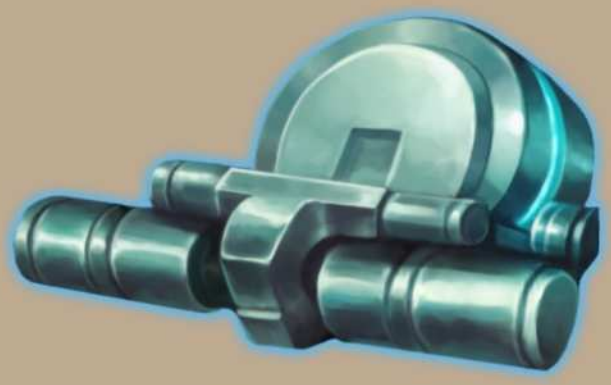
EP: 150 Pow: 32x60 WT: 4.7s Effect: 6s Armor Piercing

This is essentially a more powerful version of **Point-Lock Missiles**, except it fires around the Sentinel like the normal **Multi-Lock Missiles**.

Enhance [50 MC]: +3 Number Fired. +2 Power.

EMP Attractor [200 MC]

1st Generation



EP: 150 Pow: 110 WT: 3s

Effect: 10s

Unleashes a forward-aimed electromagnetic pulse and paralyzes the enemies' electrical equipment. This draws enemy attention, which can be useful for distracting them from high-priority targets. It can also stop the rotor blades of flying enemies, bringing them crashing to the ground.

Enhance [50 MC]: +10% Range.

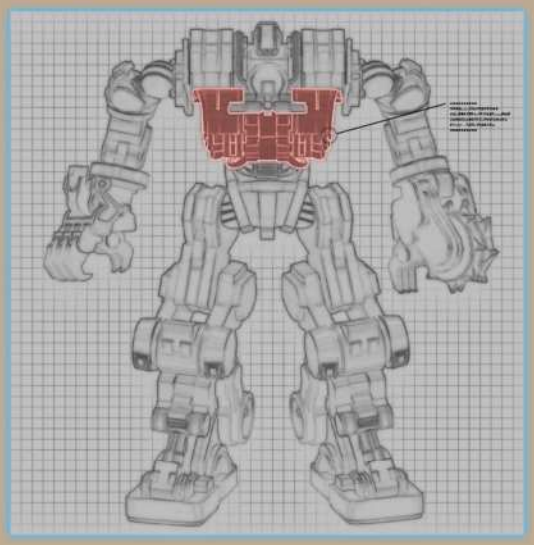
High-Performance Charger

Passive

Multiplies the rate that EP comes back while the Sentinel is resting by 2.5x. That means (assuming no other differences) that instead of ~24 EP/s, you will recover at ~60 EP/s.

Defense Mode [200 MC]

1st Generation



EP: 100 Effect: 20s

Utilizes the Sentinel's movement energy to create electromagnetic armor. The Sentinel's move speed gets reduced (to 33%), but its defensive power increases significantly (4x).

Limiter Removal [200 MC]

1st Generation



EP: 300 Effect: 15s

When the Sentinel's joints or drive systems are under stress, temporary restrictions are placed on their movement to make sure those areas don't break. By removing these safe operating limits (reducing durability to 33%), however, the Sentinel can move at 3x its normal speed (and gains 3x its attack power). Long periods in this state will cause the Sentinel to break down, so it is considered best to avoid extensive use.

Jammer Rocket Launchers [200 MC]



2nd Generation

EP: 100 Pow: 100x2 WT: 6s Effect: 15s

Fires off rockets that shoot nanomachines into kaiju, temporarily decreasing their defensive and mobility functions (halves durability and reduces speed by 25%).

Enhance [50 MC]: +6% Area of Effect. +4% Range.

Anti-Ground Piercing Rocket Launchers [200 MC]

2nd Generation

EP: 150 Pow: 300x4 WT: 6s Armor Piercing

The missile heads are made of a highly durable nickel chromium molybdenum steel alloy. Once the tip pierces through the thick kaiju armor, the explosives in the body of the missile detonate and explode. The thicker the armor of its target, the more destructive its power is.

Enhance [50 MC]: +6% Area of Effect. +4% Range.



Anti-Ground Salvo

EP: 150 Pow: 85x48 WT: 6s Armor Piercing

The Sentinel fires off a volley of armor piercing anti-ground missiles while spinning 360 degrees, decimating a full circle around it.

Enhance [50 MC]: +3 Number Fired. +2 Power.

Guardian Avenger [200 MC]

2nd Generation



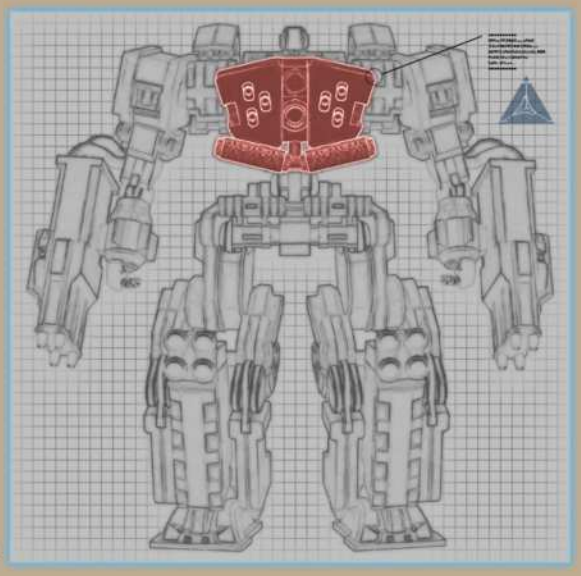
EP: 250 HP: 1500 Pow: 3000 WT: 7s

Taking advantage of its kaiju-attracting capabilities, this Guardian has a self-destruct function. It uses the same technology as the Drum Mine.

Enhance [50 MC]: +6% Area of Effect. +130 Power.

Main Battery Mega Railgun [200 MC]

3rd Generation



EP: 250 Pow: 3700 WT: 6s

Enhanced version of the heavy railgun. Modified to greatly increase the amount of electricity input, limit the Joule heat generation, and reduce friction.

Enhance [50 MC]: +100 Power. -0.1s WT. Fourth and last Enhancements are -0.2s WT instead of -0.1s.

Anti-Air Bombardment [200 MC]

3rd Generation



EP: 100 Pow: 120x12 WT: 4s

Attacks aerial kaiju with multiple anti-air missiles. As this weapon was developed as a close-quarter aerial defense system, it has a short range but a fast response time. The missiles are 2.82 m in length and have a diameter of 14.61 cm.

Enhance [50 MC]: +4% Area of Effect. +35 Power.

Wide-Range Bombardment

EP: 200 Pow: 90x12 WT: 4s

Unlike **Anti-Air Bombardment**, this will damage all kaiju in front of you instead of just aerial kaiju.

Enhance [50 MC]: +2% Area of Effect. +17 Power.



Shield Repair [200 MC]

4th Generation

EP: 150 WT: 6s Effect: 6s

Modified version of the **Shield Matrix**. Medium-sized drones envelop the Sentinel in an electromagnetic shield while smaller drones are dispersed to repair 30% of the HP of a Sentinel (or other robotic ally).

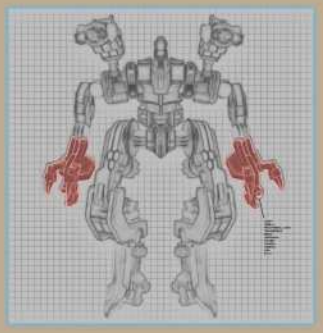
> **Enhance [50 MC]:** +6% Area of Effect. -0.1s WT. Fourth and last Enhancements are -0.2s WT instead of -0.1s.

Optimized Generator

Passive

Uses the Sentinel's energy less efficiently in exchange for range and power, this upgrade is quite powerful. All armaments cost 50 EP more in exchange for gaining 25% more Power and Range.

Arm-Mounted Convergent Lasers [200 MC]



4th Generation

EP: 100 Pow: 260x4 WT: 6s Armor Piercing

Shoots convergent laser beams from both arms. Its power is equivalent to a few shots of the normal pulse laser, but easily pierces through armor due to being focused in one direction.

Enhance [50 MC]: +25 Power. -0.1s WT. Fourth and last Enhancements are -0.2s WT instead of -0.1s.

Anti-Ground Multi-Lock Missiles [300 MC]



1st Generation

EP: 150 Pow: 220x12 WT: 6s

Launches several auto-homing missiles at ground-based kaiju. Deprioritizing anti-air capabilities has made these missiles lighter while still preserving the Sentinel's mobility.

Enhance [50 MC]: +20 Power. +3% Range.

Wide-Range Suppression Rockets

EP: 200 Pow: 150x48 WT: 7.5s Effect: 6s

By sacrificing the precision and damage of the homing missiles, these anti-ground rockets are able to fire out over a humongous cone spanning about a kilometer. Great for dealing with crowds of enemies.

Enhance [50 MC]: +20 Power. +3% Range.

Anti-Ground Missile Barrage

EP: 300 Pow: 220x48 WT: 6.7s

Unlike **Wide-Range Suppression Rockets** which sacrifices precision and damage for area of effect, this sacrifices precision for pure damage, eviscerating ground targets in range.

Enhance [50 MC]: +10 Power. +3% Range.



EMP Surrounding [300 MC]

1st Generation

EP: 150 Pow: 400 WT: 3s Effect: 10s

Unleashes a powerful electromagnetic pulse around the Sentinel to stop enemy movement and draw their attacks. Aerial kaiju will crash into the ground, as this pulse briefly cuts their power. While much shorter range than the **EMP Stunner**, it does significantly more damage.

Enhance [50 MC]: +20 Power. +6% Range.

Repair Emitter [300 MC]

2nd Generation



EP: 150 HP: 2000 WT: 7s Lasts 8s

Once placed, this giant device shoots off numerous tiny drones, repairing the damaged portions of nearby Sentinels (and other robotic allies) up to 40% of their HP per Emitter.

Enhance [50 MC]: +8% Area of Effect.



Shield Emitter [300 MC]

2nd Generation

EP: 200 HP: 2000 WT: 7s Lasts 8s

Once placed, this giant device shoots off numerous tiny drones, shielding nearby Sentinels (and other allies) with an electromagnetic barrier (similar to **Shield Matrix**) once per Emitter per ally.

Enhance [50 MC]: +8% Area of Effect.



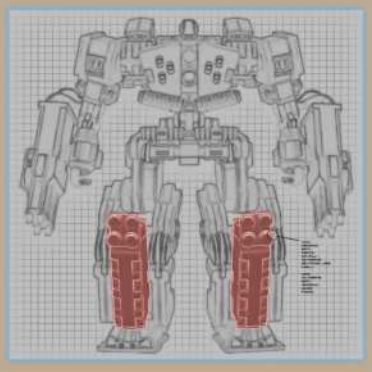
Stun Knuckles [300 MC]

3rd Generation

EP: 100 Pow: 800 WT: 3s Effect: 10s

Attacks with the giant stun guns on each arm, stopping all kaiju movement. Thanks to learning from the flaws of the Type-98's design—namely, being useless at close-range—even the long-range attacker has a melee armament equipped.

Enhance [50 MC]: +5% Knockback. +25 Power.



EMP Stunner [300 MC]

3rd Generation

EP: 200 Pow: 5 WT: 8s Effect: 6s

Unleashes an electromagnetic pulse around the Sentinel, stopping all kaiju movement. Unlike the linear EMP Attractor of the first-generation, this weapon affects all kaiju in a roughly one square kilometer area by expending a plentiful amount of electricity.

Enhance [50 MC]: +10% Range.

Long-Range EMP Missiles

EP: 100 Pow: 60 WT: 6s Effect: 10s

Fires some long-range missiles focused on stunning targets with EMP tech.

Enhance [50 MC]: +4% Range. +10% Area of Effect.

Homing Missile [300 MC]



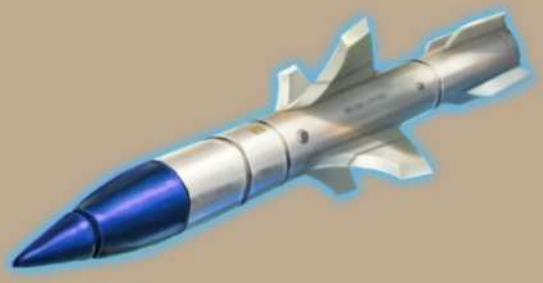
3rd Generation

EP: 150 Pow: 2000 WT: 6s

Launches high-powered homing missiles at the kaiju it locks on to. The missile itself does an image analysis of the target, and finds the most efficient route to fly in and attack. Because of this, no matter what sort of evasive maneuver the target makes, the missile is essentially guaranteed to hit.

Enhance [50 MC]: +4% Area of Effect and Range. +90 Power.

Gravity Missiles [300 MC]



4th Generation

EP: 150 WT: 6s Lasts 6s

Based on a mechanic of the simulation game, **Deimos**. The kaiju (and any other enemies in range) are drawn toward the point of explosion through gravitational force. In **Deimos**, this appears as an equippable weapon called "Black Hole."

Enhance [50 MC]: +2% Range. -0.1s WT. Fourth and last Enhancements are -0.2s WT instead of -0.1s.

Teleportation Field

EP: 100 WT: 6s

This modified Shifting technology allows the Sentinel to instantly teleport designated allies within a large area in range to this Sentinel. Great for repositioning, regrouping, and saving allies from harm, especially if this Sentinel has good mobility.

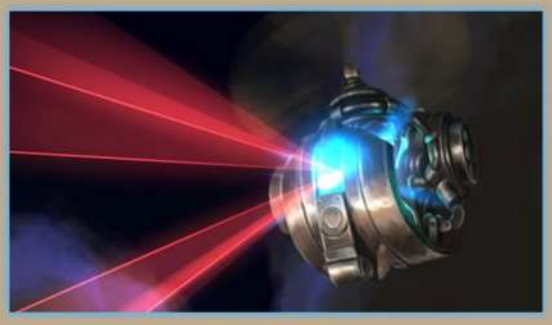
Enhance [50 MC]: +2% Range. -0.1s WT. Fourth and last Enhancements are -0.2s WT instead of -0.1s.

Floating Mine [300 MC]

4th Generation

EP: 150 Pow: 250x3 WT: 5s Effect: 7s

This device releases a number of mines behind the Sentinel while on the move. When kaiju get near them, they explode, overheating their armor and damaging them.

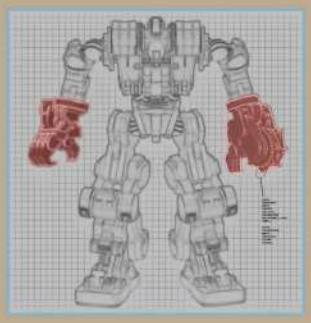


Enhance [50 MC]: +5% Area of Effect. +1 Number Fired on the first, fourth, and seventh enhancements.

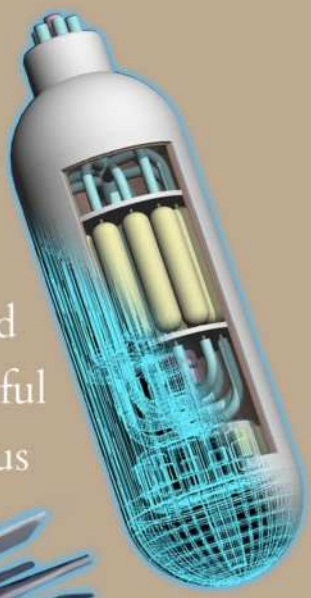
Counter [400 MC]

1st/4th Generation

Pow: 400 Passive



When the Sentinel is attacked, it will immediately gain a temporary significant boost in speed and then counterattack. This relies on the battle senses of the pilot as much as the automated systems of the Sentinel, so you can decide not to counterattack if you wanted to.



Forced Cooling Device [400 MC]

1st/3rd/4th Generation

Passive

Device that was developed to prevent system overheating and structure distortion from repeated use of weaponry. A powerful cooling device that utilizes liquid metal to remove tremendous amounts of heat. Decreases WT for all Gear by 30%.



Anti-Ground Hunter Missile [400 MC]

3rd Generation

EP: 300 Pow: 2800 WT: 8s Armor Piercing

Launches high penetration anti-ground missiles at a long distance, attacking ground kaiju in their weak spots. More technically known as Armor-Piercing Fin-Stabilized Discarding Sabot Rounds. The penetrator is stick-like and made of tungsten alloy. When the missile

strikes the target at a high speed of 1,800 m per second, the penetrator melts along with the kaiju's armor and punctures them.

Enhance [50 MC]: +8% Area of Effect. +1.6% Range.

High-Performance Charger

Passive

Multiplies the rate that EP comes back while the Sentinel is resting by 2.5x. That means (assuming no other differences) that instead of ~24 EP/s, you will recover at ~60 EP/s.

Interceptors [400 MC]

4th Generation





EP: 250 4 Units HP: 100 Pow: 25x16 WT: 7s

Releases 4 high-mobility attack drones that automatically target and attack kaiju (or other enemies). After the Hunters' high speed assault against the terminals proved so effective, **Tsukasa Okino** built these weapons after thoroughly analyzing their flight mechanism.



Enhance [50 MC]: +1 Units on every odd numbered Enhancement, -0.5 WT on every even numbered Enhancement.

Hyper Condenser [200 MC]: +4 Units. +150 EP Cost.



Leg Spike [400 MC]

4th Generation



EP: 150 Pow: 900x2 WT: 4s Effect: 6s

Armor Piercing

Punctures the kaiju's armor and unleashes an electric attack directly within them. By conducting a high-voltage surge of electricity, it destroys the electrical equipment of the kaiju through intense, violent vibrations in the metal molecules. Overheats the target temporarily.

Enhance [50 MC]: +165 Power.

Quad Leg Spike

EP: 200 Pow: 900x4 WT: 4s Effect: 6s Armor Piercing

What's better than two high-powered kicks to a target? Four of them. Simple as that.

Enhance [50 MC]: +100 Power.

EMP Spikes

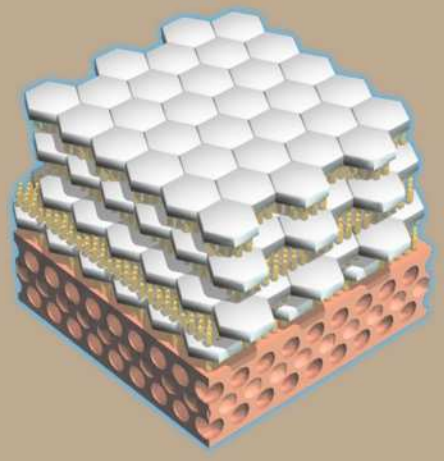
EP: 150 Pow: 100 WT: 4s Effect: 10s Armor Piercing

Unlike the normal Leg Spike which focuses its electrical charge on increasing the damage dealt and overheating the target, this attack blasts the inside of a target with an electromagnetic pulse which stuns the target and nearby enemies rather than doing much permanent damage.

Enhance [50 MC]: +100 Power.

Composite Ceramic Armor [500 MC]

1st/4th Generation

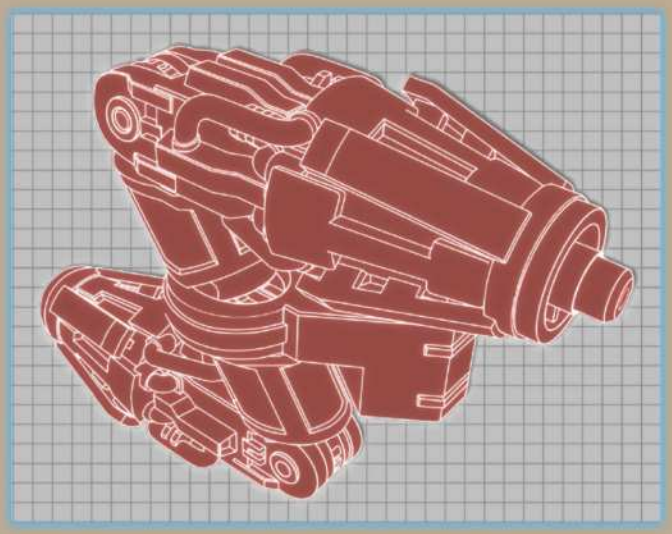


Passive

A high defensive effect is achieved through the many layers of special ceramic armor. Has an overwhelming defensive capability compared to regular armor, especially against lasers and directional energy weapons, piercing rounds, and even explosive energy rounds. Specifically, it completely nullifies the damage of any attacks which do less than 500 damage to the Sentinel (although it does not nullify effects such as EMP attacks or other more esoteric effects in future Jumps like disintegration magic).

Plasma Arc Fusion Cutter [500 MC]

2nd Generation



EP: 350 Pow: 220x50 WT: 8s

Effect: 15s Armor Piercing

The ultimate weapon of the second-generation. This large fusion cutter creates superhot plasma from an arc discharge and cuts through kaiju armor. Though it uses an enormous amount of energy, it can melt through almost any kind of armor and slow the movement of enemy kaiju (and other robotic enemies) by 25%.

Enhance [50 MC]: +5 Power. -0.1s WT. Fourth and last Enhancements are -0.2s WT instead of -0.1s.

Elite Plasma Arc Fusion Cutter

EP: 500 Pow: 160x100 WT: 13.3s Effect: 15s Armor Piercing

Possibly the most self-explanatory bonus armament outside of "**Quad Leg Spike**". It's just better, dealing less damage per second but over a longer period of time.

Enhance [50 MC]: +2.5 Power. -0.4s WT. Last Enhancement is -0.5s WT instead.

Plasma Wrecker

EP: 250 Pow: 60x60 WT: 8s Effect: 15s Armor Piercing

Launches a huge blast of superheated plasma at ground targets within an area in front of the Sentinel. Ignores armor and slows movement of robotic targets by 25%.

Enhance [50 MC]: +3 Power. -0.2 WT. Last Enhancement is -0.3 WT instead.

Missile Rain [500 MC]

3rd Generation



EP: 350 Pow: 18x150 WT: 6s

Rapidly launches multiple clusters of missiles. There are 10 smaller missiles inside of each cluster, and the missiles disperse mid-flight, raining down on a wide area.

Enhance [50 MC]: +3 Number Fired. +1 Power.

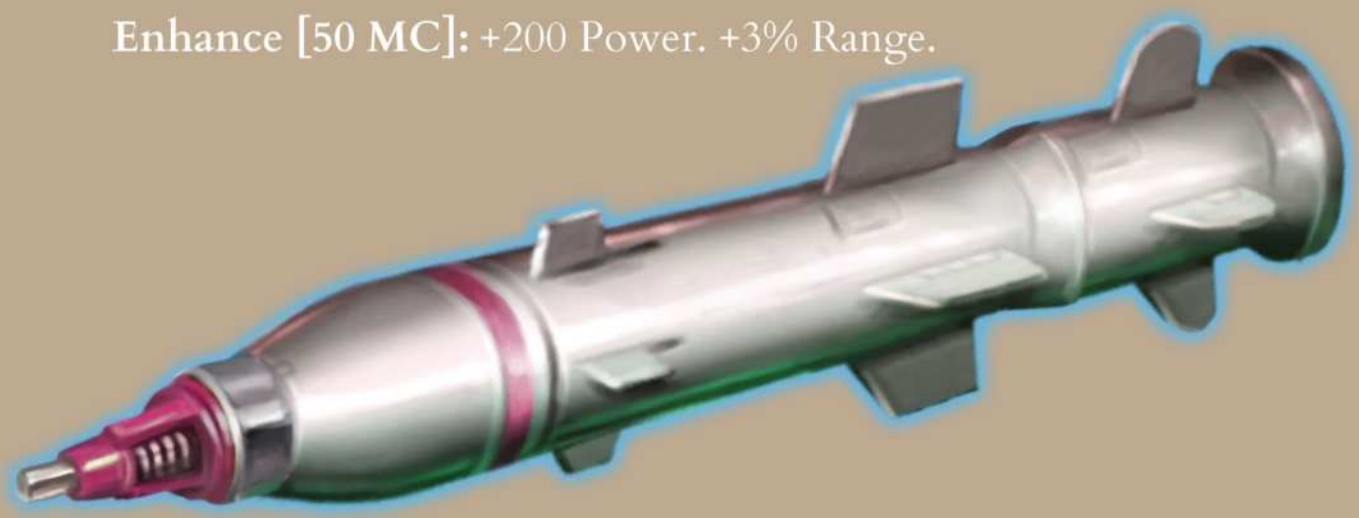
Super Large Missile [500 MC]

3rd Generation

EP: 750 Pow: 5800 WT: 12s

The most energy intensive Gear available to Sentinels. Fires a powerful missile that can decimate a large area. The giant missile is 9.1 m long and weighs 1 ton. Utilizing electromagnetic barriers, TNT, and aluminum dust, this weapon creates a wide-ranging dust explosion.

Enhance [50 MC]: +200 Power. +3% Range.



Sentinel Upgrades:

In case you want to use your **Meta-Chips** to Enhance your Sentinels directly, you can increase its stats through the following options which can each be purchased multiple times for **50 MC** each. ATK multiplies the damage of all attacks performed by the Sentinel (starts at 100 which equals 100% attack power aka 1x damage so it does nothing without being upgraded). DEF is the same but for reducing incoming damage. ACC increases the Sentinel's accuracy, both in the self-targeting attacks, and in the Sentinel's aim assist. Also increases the vision of the Sentinel, with 200 ACC doubling the Sentinel's visual clarity. SPD is speed (which is self explanatory) and, unlike the other stats, depends on your Sentinel's Generation starting stats.



Armor

Increases HP by 160 and DEF by 2

Upgrading this means that one in ten of all attacks which would only damage 5% or less of your Sentinel's health will do no damage at all. Each additional **Armor** upgrade increases the chance to negate the damage by 2% (starting from 10%). If you get up to 100% negation chance, each additional upgrade will increase the threshold for damage to be nullified by 1% (starting from 5%) to a maximum of 50%.

Generator

Increases EP by 50 and ATK by 2

Each purchase of this upgrade also increases EP recovery speed by 1 EP/s. If you have **Infinite Generation** active, each purchase of this upgrade instead gives +6 to both SPD and ATK.

Fire Control Equipment

Increases ATK by 2 and ACC by 2

Upgrading this means that each attack will have a one in ten chance to do 5% more damage than it should. Each additional purchase increases this critical damage by 5%, with no maximum.

Actuator
Increases SPD by 10 and DEF by 2

Neurolink
Increases ACC by 2 and SPD by 2
This upgrade makes it easier to control the Sentinel, so more purchases of this mean you will master your Sentinel faster. Also, increases the amount of time you can stay in the Sentinel before Brain Overload by five minutes per purchase. If you have **Reduced Brain Overload** from the **Extra Benefits** section below, then it gives fifteen minutes per purchase instead. If you have the **No Brain Overload** then it instead increases ACC and SPD by an extra 4 (so a total of 6 each per purchase).

Defects:

It seems there are some issues with your Sentinel. The bright side is you'll be compensated for every defect you take with additional **Meta-Chips**. You can apply any defect temporarily (during this Jump only) or Post-Jump (so only in future Jumps). You can instead take it twice (gaining the appropriately doubled amount of **Meta-Chips**) to apply it permanently, aka applying both now and in future Jumps.

Where Did My Clothes Go?! [+50 MC]

That's one way to start a game… anyways because the cockpits of the Sentinels are actually the gestation pods, all the pilots (including you during the Jump even if you don't take this) end up having to use the Sentinels while fully nude (aside from some accessories like glasses for some reason). This defect makes this a permanent feature of your Sentinel despite this being completely unnecessary in future Jumps. Just be careful not to flash anyone that you call from your Sentinel and it should work out okay. Can only be taken once to apply Post-Jump, since it already applies during the Jump no matter what.

Unshiftable [+100 MC]

Your Sentinel is incapable of Shifting freely. It can still be summoned from across Sectors and unsummoned like normal. You just can't make it Shift to a specific place.

Unsummonable [+400 MC]
Your Sentinel is now incapable of being summoned at all. You must be within a kilometer of the Sentinel to mount it and you can dismount it to anywhere within a kilometer. You cannot send it to its special pocket dimension nor can you summon it to your location. Its self-repair will still activate while not piloted or being watched for more than a minute.

Reduced Gear Slots [+150 MC]
As if the Pokemon-like limits on what you can have equipped weren't annoying enough, you are now limited to even fewer Gear slots. For each time you take this defect, you have one fewer available Gear slot. You can only take this a maximum of five times (gotta be able to equip *something*). Each time you take this defect you can decide separately whether you want it to apply now, Post-Jump, or both (so you can have your Gear slots reduced to one this Jump but only reduced to three Post-Jump or some other combination).

Limited Repair [+200 MC]
It seems the self-repair capabilities of your Sentinel have been limited. They will repair about three times slower than normal. Not only that, but major damage which removes material from the Sentinel (such as losing a limb) will take twice as long to repair (stacks with the three times).

No Repair [+500 MC]
I hope you have ways of repairing your Sentinel manually in the future, because your Sentinel now has no self-repair function whatsoever.

No Emergency Eject [+300 MC]
If your Sentinel takes critical damage, it will automatically start the emergency eject function starting the dismount sequence after a couple moments unless cancelled. In the case of complete destruction, it would activate regardless of your consent, although it'll still take a moment. Not *your* Sentinel though, which has no emergency eject function whatsoever. If your Sentinel is damaged quickly and extremely enough, you may not be able to manually dismount before the damage of the Sentinel destroys your mind.

Limited Energy [+400 MC]
Your max EP is only 60% of what it should be (applies after Generator Sentinel Upgrades). This does not limit your ability to regenerate EP but you do lack the ability to do many high EP attacks in a row. You are also likely unable to use **Super Large Missile** at all.

Slow Energy Recovery [+400 MC]
Your EP regenerates half as fast (applies after Generator Sentinel Upgrades). This doesn't limit your ability to do high EP attacks but it does limit your long-term viability.

Increased Brain Overload [+400 MC]
Your Brain Overload Limit is a lot more limited than your peers. Your BOL is reached four times faster than normal. That means you can easily do 15 minutes at a time, struggle a bit with 23 minutes, and should be careful pushing yourself to 30 minutes. Still only takes a sixth of the time to recover from being in the Sentinel (so 5 minutes for 30 minutes).

Extreme Brain Overload [+400 MC]
Your Brain Overload Limit is reached ten times faster than normal. That means you can easily do six minutes at a time, struggle a bit with nine minutes, and should be careful pushing yourself to twelve minutes. Also it takes about a third the time to recover from time in the Sentinel (so four minutes for twelve minutes). Still, won't be too bad outside of this Jump where battles will hopefully not last that long.

Real Cockpit [+500 MC]

Unlike other Sentinels which simply lack any attempt at a cockpit in favor of the **Compatible** operating from their gestation pod, your Sentinel will actually have a cockpit included into the design. You'll still teleport into it and it will be exactly the same as your Gestation pod but it will physically exist within your Sentinel in the simulation. It is placed within the head of the Sentinel (the part with the blue light that acts like a light). You being physically in there will not lead to you being injured or killed by all the jumping around and smashing things at high speeds that you'll be doing but it can cause some discomfort/motion sickness if you are prone to that. More importantly, your Sentinel now has a weak spot for enemies to aim for. This does not give **MC** when applied Post-Jump as it can actually be an upside in future if you have abilities which you'd like to use on your Sentinel while riding it (such as merging with it or something).

Extra Benefits:

Jumpchan seems to have jailbroken your Sentinel, accessing things you probably shouldn't have access to and allowing for modifications you probably shouldn't be able to do. These benefits are not active until Post-Jump (except for **Redesign** and **Generation 5**) unless you are **From Another Dimension**, in which case you can choose to lock these benefits anyways for **+200 MC**. A benefit also won't be active while a defect it is incompatible with is also active (so there's no reason to take it if the defect is permanent obviously).

Redesign [Free]

All the mech suit designs (as seen back in the Generation section above) visibly have all of their equippable Gear but if you've added a Railgun to your Gen 4, it might look a little stupid without some redesigning. This lets you redesign your Sentinel to include your particular customizations and personal taste. It's not an overhaul or anything though, so it should still end up looking recognizable as a mech of its Generation.

Generation 5 [50 MC]

Your ability to redesign your Sentinel is no longer limited in scope to being recognizable. Outside of not gaining any non-aesthetic benefits and being roughly the same size, you can have it look however you'd like!

Emergency Shift [50 MC]

In case of an emergency, you can activate an emergency Shift from your cockpit, teleporting the Sentinel to a random safe location by using up all your EP and then beginning a mandatory dismount sequence. This is not ideal but it can be helpful to escape a dangerous situation quickly.

> **Emergency Shift Glitch [+100 MC]**
>
> Your **Emergency Shift** sequence has a glitch which will make it trigger by itself sometimes when you feel like you are in danger and at a disadvantage in the Sentinel. This will get you out of danger but obviously you won't always want to end up stranded in some random place any time a battle goes sideways. Still, it is only a small chance to trigger when in these scenarios. This applies whenever you have the **Emergency Shift** benefit active, and it's not a defect so you can't take it temporarily or multiple times or anything like that.

AI Import [100 MC]

If you've got an artificial intelligence from previous Jumps, you can install it into your Sentinel. Not only will it replace the voice in your head, but it will also allow you to let the AI pilot the Sentinel for you once it's summoned. Depending on the complexity of the AI (from simple to sentient), it will operate at something between 30 and 90% efficiency compared to you piloting it. And, of course, it won't benefit from your **Aegis**

Rim Perk unless you're in the cockpit while the autopilot is active. In case this AI is a buddy of yours, can't already be in multiple places at once, and you don't want to only chat with them in your mech, you can have them sync up with the mech wirelessly while it is summoned instead of just being downloaded to the mech.

Biometric ID [150 MC]
In this Jump, you won't have to worry about anyone hijacking your Sentinel, but in future Jumps there are sci-fi hackers and technopaths of all kinds which might have nefarious intentions for your giant robot. With this, your Sentinel is completely unhackable in any way. It will only ever answer to you or other people you designate as its user.

Reduced Brain Overload [200 MC]
Incompatible with Increased Brain Overload
This whole Brain Overload thing kinda sucks doesn't it? Your limit is now three times as high, meaning that you can fight for three hours without issue, four and a half hours with some struggle, and should be careful pushing up to six. The amount of time you need to recover is still one sixth though so getting up to your limit will leave you out of the Sentinel rotation for a full hour (assuming you want to fully recover). As long as you're careful with when you take breaks though, you won't have to worry about hitting BOL again.

No Brain Overload [200 MC]

You will never have to worry about Brain Overload again, allowing you to pilot your Sentinel as much as you'd like. This doesn't stop you from dying in the case of complete destruction however.

Extra Gear Slots [200 MC]

Incompatible with Reduced Gear Slots

This option gives you an additional Gear slot for your Sentinel. This is great especially as an option for more Passives or **Hyper Condensers**. Can be bought up to four times at which point your Gear Slots become unlimited.

Personal Shifting [200 MC]

Incompatible with Unshiftable and Emergency Shift

This upgrade gives you direct controls for the Shifting system in your Sentinel. Just mentally type in coordinates in a different Sector and confirm to Shift. This takes 500 EP. In future Jumps, this allows for teleportation to any coordinates either relative to your current location or synced to a positioning system you have access to.

Sector Shifting [200 MC]

Now, you won't just be capable of teleportation across space but also… well not time (what a headache that'd be) but dimensions. You can input a value into the Shifting coordinates to represent which dimension you'll be

Shifting to, with their designations defaulting to just numbers in order, although these can be changed to whatever you'd like.

Non-Magnetic [200 MC]
You know what's annoying about technology? No matter how awesome it is, if it's made of metal, magnets will probably cause it issues. This is definitely true of giant robots against giant magnets, EMPs, or worse, magnetic superpowers. By buying this, all metal and electrical systems in your Sentinel are completely unaffected by unwanted magnetic forces.

Meta-C(hi)P System [300 MC]
There are several helpful Import options for your Sentinel in this Jump. Unfortunately, this only lets you import things you already have (obviously). But in future Jumps, you may obtain some *more* really cool stuff! And so, you can buy this. Much like the **Meta-Chip System** that the protagonists use to grow their Sentinels as they fight, your Sentinel can upgrade itself in the future as well. In future Jumps, when you obtain something which would be valid as an import for your Sentinel, you may pay CP from that Jump to import it. You can only use this on things that you obtain in that Jump with the CP you have in that Jump. You can use it on Scenario Rewards before you complete them (your Sentinel will only be granted the imported Reward when you succeed the Scenario) but know that you'll

be committing that CP at the start of the Jump and it will be wasted if you don't end up succeeding the Scenario. The **AI Import** costs 50 CP, the **Gear Import** costs 150 CP/300 CP (with you being able to **Enhance** it in the Jump it's imported from with 50 CP per two Enhancements), and the **Mecha Import** costs 200 CP.

Gear Import [300 MC/600 MC]
Import a large weapon or other object of suitable mech size (although they can be adjusted up or down in size by 2x in either direction) to be integrated into the Sentinel. Weapons which take ammo or some other supply will have their ammo generated by EP like other Sentinel Gear (unless it has limited uses normally, see Notes). It will still take up a Gear slot. Something like an energy shield or an antimatter cannon or something integrates pretty obviously but you can be creative by implementing reactors (of suitable size) to increase energy regen or a magical artifact (at least big enough to be jewelry-sized for the Sentinel) to grant it some magical effect. The gear to be imported can be *not* of suitable size for 600 MC, and its size and effectiveness will be scaled up (or down) appropriately to be proportional to the Sentinel.

Enhance [50 MC]
If it's a weapon you imported, then you can use **Meta-Chips** to Enhance it up to eight times like the other weapons! Choose up to two numerically measurable

statistics about your imported weapon. Each purchase of this Enhance will increase the efficacy of those statistics by 10%, stacking additively. You can distribute the scaling-per-level in whatever way you please among the two statistics (12% and 8%, 16% and 4%, etc) but both need to be whole percentages per level (so no 19.5% and 0.5%). If the statistic is Power or would increase damage indirectly (such as Number Fired) then only improve it by half as much (this counts after the previous step so you can do 19% and 1% which becomes 19% and 0.5%). If you can only think of one statistic that could reasonably be Enhanced by this you can instead Enhance just that one statistic by 20% with each purchase or 10% for damaging statistics.

Mecha Import [400 MC]

Import one of your mechs into this one to gain the capabilities of both. Can be purchased multiple times to import multiple mechs. You can choose what size the resulting Sentinel is, anywhere between the sizes of the largest one in the mix and the smallest (although keep in mind that weapons and attacks which would reasonably scale with size will do so).

Gundam-Flight [400 MC/200 MC]

Ever seen one of those fun gundam animes? I haven't, but I'm pretty sure they fly around in space all fast and cool and stuff. And now, you can too! Similar to the rockets attached to Gen 1s which allow for the **Tackle** attack, your Sentinel has six powerful but relatively small boosters on it which allow for full flight capabilities and maneuverability at their running speed. While the Sentinels are already safe to pilot in space (even with the **Real Cockpit** defect), they aren't really able to maneuver without this. Gen 4s pay **200 MC** instead of **400** for this since they only gain the space benefits.

Shift Into Hyperspeed [200 MC]

Flying in space at mech running speed may be really cool and helpful but most things in space are actually quite far away from each other. You could just use a spaceship for travel purposes, teleport your Sentinel outside of it for a fight, and then dismount teleport back onto the ship to keep traveling. Orrr… you could get this upgrade, which burns all a Sentinel's EP at once to shoot it into Hyperspeed (10,000 c). It stops automatically about 200 meters from any matter. This means it can't be used in atmosphere and also that it will stop you before you arrive at any ships or anything. You can also increase that number from 200 meters up to 100,000 km in case you want to stay out a little farther. Getting this upgrade also allows your HUD to target distant objects while in a

vacuum so that you can more easily aim towards them for use of this ability.

Infinite Generation [600 MC]
Incompatible with Limited Energy and Slow Energy Recovery
Your Sentinel seems to have a ridiculously enhanced generator. You no longer have to worry about EP costs less than your maximum for any of your Gear as your Sentinel will generate it all instantly.

Items

You can choose one Item to discount. 50 and 100 CP Items are discounted to Free. Unless specified otherwise, Items respawn after a month. Items will not merge with other Items they've been imported into until Post-Jump unless the owner is **From Another Dimension**.



Yakisoba Pan [50 CP]

Or perhaps some lovely hemborger. This food is your favorite kind in the whole world. You get it out of a bento box-like case once a day. It is weirdly aesthetically pleasing, as though it's out of an anime.

Deimos (VS4) [50 CP]

You obtain a VS4 as well as the famous VR kaiju game released in 2154 to celebrate the 200th anniversary of "Mighty Kaiju Deimos."

The AI in this game is famously really impressive! Players become residents of a major city five days before the kaiju appear, and get to experience the fateful day of their invasion in this simulation survival game (implied to also be a mech fighting game I think?).



Nano-Injector Gun [100 CP]



This magical gun can seal away witc- er, wait no that's not right. This device is capable of injecting someone with nanomachines at range. You'll get three shots of it which replenish one per month. Not only is it quite precise, it will pierce most clothes, and leaves only a small mark behind. Of course, you'll need some technical knowledge to program the nanomachines to do what you want, but as long as you have that, you can do basically anything that nanomachines have done in the game (delaying the effects of DD-426, slowly creating a new personality, injecting memories, enabling **Meta-Chip Systems**, command the **D-Code** to create things from automatic factories, etc), although these shots are much less than what you'd get from the **Innerlocitors** Item later on so you won't be able to use them for more computationally intensive tasks and they'll be slower at the more complex things that they can do on their own (such as personality simulation). If you do have the **Innerlocitors** Item, then

it can be loaded directly into this device if you wanted. You can toggle the extra effect of temporarily muddling the short term memory of the target which will pretty reliably let you get away with shooting someone since they won't remember the event. If you have a sample of nanomachines with specific programming that aren't actively being used (such as the various Oral NM pills), you can copy their programming without any technical knowledge necessary (although make sure you know what you're copying…). It's so easy, a magical talking cat can do it (or a nanomachine AI copy of a copy from several rooms away)!



Scout Unit [100 CP]

Is this, perhaps, an alien exosuit?! No, it's a scout robot, but I can see your confusion. This small box, compact enough to fit in a P.E. bag, unfurls into a WALL-E-like drone. It has two arms which work relatively well to manipulate objects, although it's much better at interacting with devices such as Gates. It can interact with almost any technology successfully and has Gate privileges. It can also flip into drone mode to fly about, although pretty slowly. It has eyes which can detect lifesigns using infrared sensors which work over a long-range. Yours has a simple AI which follows simple commands, its hardware is just enough to hold a more complicated AI if you wanted to install one. That being said, its data storage isn't *that* large, so it can't hold much more than that. Can be granted Follower status

if given a particularly sentient AI, and then can be imported into future Jumps as full a Companion if you'd like from there.



Shikishima SXR-NR [100 CP]
This motorcycle was made by **Shikishima Industries** in **Sector 2**. Along with looking cool, this electric motorcycle has a powerful bearingless motor which reaches a top speed of 450 km/h (280 mph). Its safety features have been improved, and it can stand on its own while stopped or at low speed, preventing skidding with a jet that shoots compressed air. It also has a holographic display with all the amenities of modern vehicle displays (music playing, calling, GPS, etc) as well as the ability to record logs and respond to commands with a simple voice assistant (although the hardware can support more powerful AI if you were to install it). It has authentication similar to the **22nd Century Phaser**'s, where it will not respond or function for those who aren't its valid users. As a result, its key doesn't really function as a key at all. Instead it's just got a button which causes the motorcycle to automatically drive itself to your location if possible. Your motorcycle in particular has no need to ever recharge as well. Feel free to import a motorcycle to gain its properties of infinite fuel, holographic conveniences, authentication, and summoning key.

Your Average Supercomputer [100 CP]

This is a relatively simple Sector 1 laptop. It has an exabyte of storage space and is many many times better than modern 20XX computers. Its screen is also 1080K. Can be imported into another computer you own for a simple hardware upgrade.

22nd Century Phaser [200 CP]



This Phaser gun has thirty rounds in it, which recharge once per minute. Its power can be adjusted up to ten levels. Level one only inflicts sharp pain, level two harmlessly (although not painlessly) knocks out a normal human for a couple minutes, level three will KO for about an hour, level five can take out androids for a while (and is lethal to humans), and level ten can kill an elephant in one shot. Each level takes as many rounds from the gun at a time to fire (level three takes three rounds at a time). You have no idea how useful it is to have a gun to rely on in this world. It cannot be fired at its registered owner (which is you by default but you can add other valid users as you'd like). You can import a gun into this to gain the properties of regenerating ammo (unless it has limited uses normally, see Notes), levels of damage (triples max ammo, using one ammo does one third damage, using more than three, if there is more, does proportionally more damage), and safety against its registered user.



Okino's Headgear [300 CP]

This device can be placed on someone's head to scan their brain and output that data to a computer. This can be simple as outputting emotional data but if you know what you are doing, you can also output memory data (although this is exceedingly difficult and you'll need a video player to interpret the data for you), or put them in a simulation (not unlike the simulation you reside in, although much smaller, less in your control, and slower to run). If the gear is forcibly removed mid-operation (rather than being shut down first), it may cause a minor concussion to the target depending on the duration of use. The other function of this device which does not require technical knowledge is running a full brain scan of the target. This goes faster if you have a better computer and if your target is a willing participant who can do some simple brain exercises to calibrate the device more effectively. It goes many times slower if they are unwilling or unconscious. The range between those two extremes is about an hour to about 48 hours. The brain scan can then

be accessed for the same information as the headgear outputs from a live subject although the brain will be inactive/paused. You can run the mind as an AI if you'd like, although I would suggest making backups and triple checking that the security on your device is tight or else you may run into issues. A brain scan will be a couple petabytes of data so make sure you have space for it on whatever device you are using in conjunction with this one.

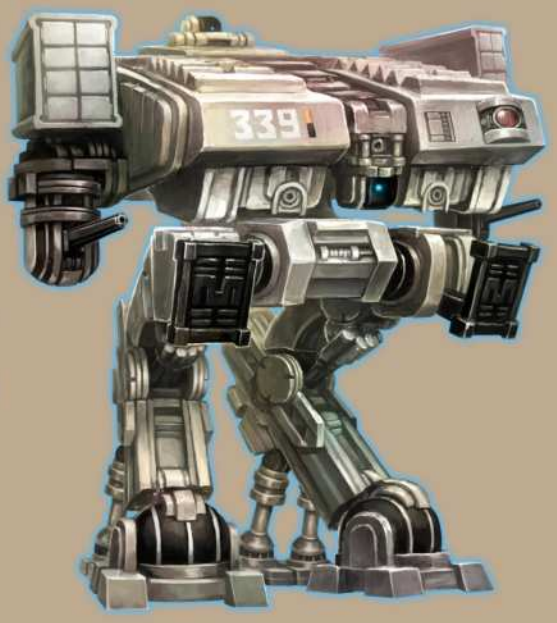
Gate [300 CP]

The Gates are access points to the UFO under each sector and, by extension, **Universal Control**. Choose a location in one of the five Sectors. During this Jump, there is now a Gate in that location when there was not one before. It will register you as having executive user permissions over it specifically. If you are **An Illusion** or the **14th Sentinel**, then you will discover it before anyone else and figure out the basics of how to use it at some point before you regain your memories at 13.



In future Jumps, you can place a Gate at any location you are at. You can have up to five Gates active at any point in time. You can set who is allowed to activate it and (separately if you'd like) who is allowed to use it to traverse to another of the Gates. If you have the **Aegis Terminal** Item, you can choose to have a sixth Gate: the primary Shifter machine within the UFO. Unlike the other Gates, this one is a large machine and cannot be placed just anywhere.

Type-98 Bipeds [300 CP]



The precursor to the Sentinels, these bipedal mechs were used to fight off the kaiju in the Loop before the Final Loop. They are smaller than a Sentinel but they can be manually piloted from their cockpit if you get in them or remotely controlled from afar using an interface. They can also manually Shift like a Sentinel can, although it takes longer to make it work. They have two gatling guns and eight rocket launchers on each shoulder. They're equipped with a limited version of a Sentinel's generator which is used to restock ammo for its weaponry. They don't have any hands though and are pretty terrible in close range. Still better than any normal military technology, even for Sector 1.

Innerlocitors [300 CP]

Nanomachines, although not the usual kind in fiction. These innerlocitors were invented by Newman Inc. in March of 2188, and huge advancements were made with this technology when the company was acquired by **Shikishima Industries**. The nanomachines interface with the target's brain and have a ton of uses due to this. The user can then affect technology around them mentally if the tech is programmed to respond to those signals. The nanomachines can also be programmed to affect the user instead, allowing them to install various applications of their choice which use the nanomachine's impressive computing power and ability to affect the user's senses for any number of AR applications. You'll have to program those yourself but they are pretty easy to work with. They also have many exabytes of data storage. You can choose to store your memories on them, set up an AI, download an AI, perhaps even upgrade it with the ability to remotely hack things, the possibilities are pretty open. You will get these nanomachines in a vial (for easy ingestion, editing, and reproduction) after escaping the simulation, since you've already got it in you while you are in the simulation. It will refill after a week if used. You can import other kinds of nanomachines into this to give them the properties of impressive computing power, exemplary neural connectivity, and wireless communication capabilities.



DD-426 [200 CP]

A separate vial of nanomachines, identical to the first in… most ways. For one, it's clearly labelled. Two, this one refills every week if emptied. Three and more importantly, its programming is *completely* non-alterable. This is because there is exactly one program that these innerlocitors are meant to run: DD-426. This program will ravage the memories of the target until they are nothing but a husk. A poison which will take hold over the course of approximately half a year depending on how the target exerts themselves and how impressive their constitution may be. I would recommend you be very careful with this… it's unclear how much one would be able to recover from its effects.

Android [300 CP/400 CP]



A humanoid robotic body made of reinforced titanium carbon nanotubes. It is quite durable, requiring multiple gunshots to put down (or one gunshot from a powerful enough gun) and even then, it can survive a while longer if it doesn't have the default AI which will shutdown automatically at certain damage levels for safety. It has the ability to speak with any voice of its choosing and move with a full human range of motion, while also being strong enough to pull doors off hinges, bend metal objects, and destroy cement walls. There are several of them in the Shikishima Underground Lab, and you seem to have come into possession of a blank one. If you have the technology to

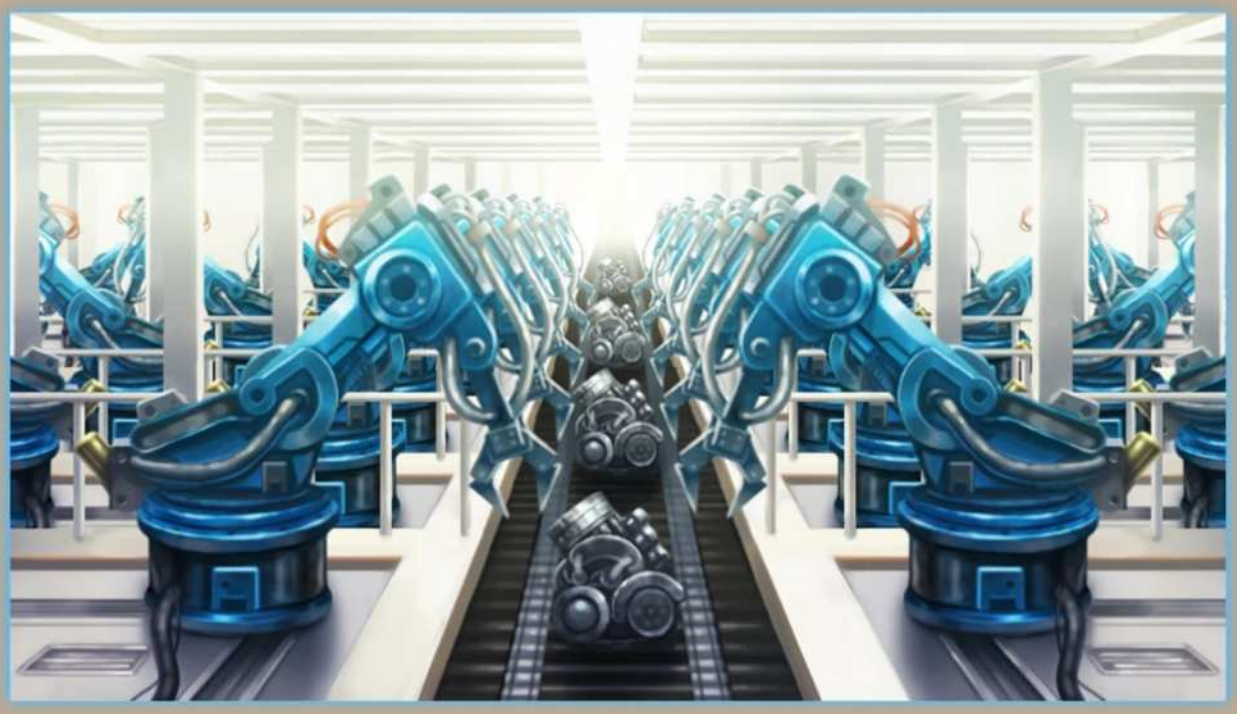




create it (or pay an additional **100 CP** for one), you can also wrap it in a high-quality silicone skin disguise which will make them outwardly indistinguishable from humans (comes with clothes). You can give it whatever AI you want if you don't like the default obedient drone. Although you ought to be careful, they are capable of transferring their AIs to other devices using the electrical signals from their hands (wouldn't want to get possessed…).

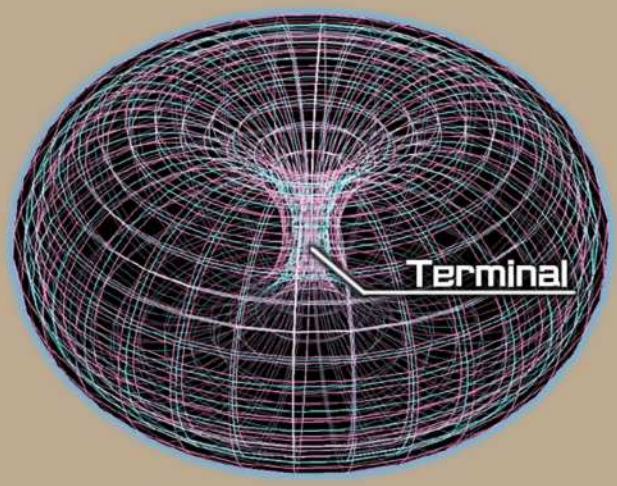
Automated Factory [800 CP]

In the 2100s, there was a new industrial revolution. Almost all produced goods could now be created with fully automated processes in automated factories. These factories have massive storehouses where material for them can be stored. When given blueprints and commands, it will rush to life. The automated factories have drones, specialized androids, nanomachines, and other larger industrial devices which it uses in tandem to create things from materials at specified amounts. It even uses its various tools to edit itself to be better optimized for its given tasks. In this Jump, you will be given access privileges to one such factory, outside the 30km range of the simulation in **Sector 1**. It has essentially infinite material. Perhaps if you get access to **Deimos** blueprints, you could design some Sentinels or something. You'll need to make sure all your blueprints include a Shifter of some kind though so they can teleport to you from outside the map, unless you just want them to travel manually but that'll take a while and leave them stuck in **Sector 1** as well.



After you escape the simulation, you will be able to have the automatic factory as a property or a Warehouse extension (you can choose which at the start of each Jump). You'll need to actually supply it materials (I would suggest placing any of your infinitely respawning materials in there) but now you can use it for whatever you'd like! It can even reproduce more esoteric building processes (such as magical enchantments or non-euclidean engineering) if such a thing could hypothetically be done by a non-living person with the materials provided. You can queue up blueprints to be created for a certain quantity, amount of time, or indefinitely while materials are available. This factory doesn't just rely on fiat-backing to work either, so it's possible to reproduce as well, assuming you have the skill to reverse engineer it.

Aegis Terminal [600 CP]



These terminals are places where one can access the UFO under each Sector and take control of **Universal Control** systems. During this Jump, purchasing this Item gives you access to one such Terminal, able to activate its Aegis System early (one less wave for you to deal with, so less time for the **Deimos** to adapt to you and less time you need to push your endurance for).

Once you've escaped the simulation, you may from then on place down a "Terminal" spot once per Jump or once per year, whichever comes first (placing it down again just moves it to the new location if it is already placed down and hasn't been destroyed or anything, you can't place multiple from one). The Terminal will be an underground room identical to the one inside the UFO (although its shifter won't be usable by itself unless you have the **Gate** Item). The room can be placed above ground but it's more secure if it's down low. If the Terminal room is hacked or (especially if you have anti-hacking countermeasures) destroyed, then it will cease to function and you'll have to place it down again once that's off cooldown. This Terminal will cover a two kilometer radius (in roughly the torus shape pictured). You can activate the Terminal at will to use one of its Meta-Skills (which recover at a rate of one Meta-Skill Use per two minutes). You can also lock it down with Aegis which (after two

minutes of charge up time) instantly destroys anything you know as an enemy within its range (as long as it's non-sentient). It will continue this effect while the Aegis System is active, which will last exactly 24 hours. The Aegis System cannot be activated again until a year has passed or until the start of the next Jump, whichever comes first. The Terminal's Meta-Skills are also unusable while Aegis is active.

You can use **Meta-Chips** to purchase upgrades for your Terminal (remember that you can convert **CP** to twice as much **MC**). These upgrades will automatically be available for your team from the start (any further Terminal upgrades you do with the **Meta-Chip System** during this Jump will not persist afterwards but it'll still be helpful during the Final Battle). They will also persist in the future Jumps.

Meta-Skill Uses [50 MC]

Increases the max amount of Meta-Skill Uses you can store up (default one) by one. Each Use is still restored every two minutes, one at a time (so if you use three at once, it will recover two minutes at a time for six minutes). Can be purchased multiple times. Unlike the game, there is no cap on how many times you can purchase this.

Terminal Recovery [100 MC]

If the Terminal is ever destroyed or hacked, and still has a Meta-Skill Use, it will automatically use this to purge the hacker

and/or instantly repair itself. This takes a Use of course so you can't do this indefinitely.

Heal Team HP [100 MC]
All allies within range are healed by 30% of their vitality. This prioritizes more immediately pressing damage (open wounds, heart failure, etc) but then it can also cause people to recover lost limbs and organ damage etc assuming that the target wants those things healed. Can't recover from cancers or disease but can heal the body from the damage they cause (although cancer cells and diseases do count as non-sentient enemies enough for the Aegis System to eradicate it so that's fun). This also works on allied robots and mechs of course.

Heal Team EP [100 MC]
All power storage in range is refilled by 30%. This obviously helps the Sentinels, although it's helpful for other reasons too.

Instant Team Cooldown [100/400 MC]
Hard to translate this ability into a situation where Sentinels don't stop time, do their moves, and then sit there for several seconds. Still, it's one of the best Meta-Skills in the game so here: have two interpretations of this Skill which can be bought (you can get one or both of them).

For **100 MC**, this Meta-Skill instantly refreshes the cooldown of every cooldown less than a year in duration within range (besides the Terminal itself). This is basically only helpful for Jumper and Companions, although it may also be helpful for future Jumps when in a society where people have magic powers that can go on cooldown. It also cools down all overheating electronics in range which will help your Sentinels and similar devices.

For **400 MC**, time stops for everything except allies in range for 10 seconds. This is obviously helpful.

Team Barrier [100 MC]
Raises shields identical to those produced by the **Shield Matrix** Gear on all allies in range for 10 seconds. Shields let through non-dangerous things like air and also fold smartly around your movements so you can grab things and do stuff without it getting in the way.

Team Accelerate [200 MC]
Doubles the speed of all allies' in range for 15 seconds. Time will seem to be moving twice as slow from their perspectives.

Power Boost [200 MC]
Doubles the strength of all allies and their attacks in range for 15 seconds.

Durability Boost [200 MC]
Halves damage to all allies in range for 30 seconds.

Gravity [100 MC]
Plants a powerful gravity field at a target area for 8 seconds, pulling only enemies toward it.

Deploy Type-98 [100 MC]
Summons up to four Type-98 Bipeds which will assist as best they can until destroyed. This cannot be used again while there are already sixteen operable Bipeds summoned. As long as less than sixteen are operable and you have a Use left, it can be used again to summon up to four more (max 16).

Additional Terminals [200 MC]
Increases the max amount of Terminals you can place down (default one) by one. Each Terminal has its own separate cooldowns for placing it, using its Aegis System, and recharging Meta-Skills (that means you can place two down at once, use both of their Meta-Skills, and only wait two minutes for them both to be recharged). Can be purchased multiple times.

Companions

Companions can choose a different Origin than you, but if they do, then any of you that chose **14th Sentinel** must also choose **Loop -2**. Also the simulation cannot be successfully escaped until the Final Loop unless all of you choose **14th Sentinel**. You also can't successfully escape before people who chose higher levels of **Why Is It Always Teenagers?** arrive in the Jump.

Import [50 CP/200 CP]

Import a Companion who gains an Origin, can choose Drawbacks which can be taken by Companions (they do not gain CP from Drawbacks which "applies to Companions if taken" unless specified otherwise, they just get the effects), can choose Starting Location (or roll for CP), then pick a Specialization and spend their CP on anything but Companions. They only get +800 CP from **From Another Dimension** and only 500 extra **MC** for their Sentinel from the other two Origins (if they forgo the Sentinel they get +600 instead +800 CP). Companions who take **From Another Dimension** will have their abilities copied by the Deimos in the same way they copy yours. Can be purchased multiple times or you can pay 200 CP to import up to all your Companions this way.

Export/Create NPC [50 CP]

There are many characters created by Universal Control in the simulation. Perhaps, for whatever reason, you want to take one with

you, either one of the characters from the plot or one which you made up from this world. If you have robotic bodies for them to inhabit, you can export them as an AI. If you don't want to do that, you can export them as a full human being. They gain 600 CP worth of the Perks at the end of the Jump. Despite technically being the same kind of being as these NPCs, Compatible from previous Loops recreated by Sector 0 cannot be exported this way.

Export Compatible [100 CP/50 CP]
For 100 CP, take one of the 15 Compatible with you into future Jumps. They have the Perks, Sentinel (plus 1200 MC worth of Gear of their Generation, Enhancements, and Sentinel Upgrades), and Items listed in their Note for the **Mistaken Identity** Drawback even if you change what they do in the Jump significantly (the exception being if they pilot a different Sentinel, they can have that instead). Their Sentinel also comes with the **Meta-C(hi)P System** upgrade. You can decide to take a specific version of that character if you'd like, and you could also have them gain their memories from other Loops in the same way you can (although only the ones that they would consent to remembering, so Shu will probably not want any of Tetsuya's memories and vice versa). You can take them for only 50 CP instead if you accept the limitation that even if they end up piloting a Sentinel in the Jump, they will not keep it in future Jumps. If you take specifically a Sector 0 copy of the Compatible (like 426), they get the Perks/Items/etc of their Compatible selves. Anyone taken with this option also has the **Aegis Rim** Perk.

The Other Jumper [300 CP/200 CP]
Incompatible with From Another Dimension
There are many **Chihiro Morimura**'s throughout the story: **Chihiro** (2188), **Chihiro** (Two Loops Ago), **Chihiro** (One Loop Ago), **Chihiro** (Two Loops Ago) but in One Loop Ago, **Chihiro** (Clone in 1940s), **Chihiro** (Two Loops Ago) but in the Final Loop, and **Iori Fuyusaka**. Like her, it's very possible that you will have another version (or versions) of yourself which is created during this Jump. By purchasing this for 300 CP, you can take any one alternate version of you who would want to come with you as a Companion whether or not they are alive by the end; although you have to have at least interacted with them as separate from you, so you can't just take one of your previous Loop selves, it has to be a **Sector 0** copy or AI copy or clone or something that you met in a Loop at some point. At the end of this Jump, they will gain a copy of ALL of the Perks, Items, and Powers you have which you'd want them to have as well. They won't have their own Warehouse so they won't get any of your Items which are Warehouse extensions. They also won't get copies of any of your properties (like Home or Factory Items) or vehicles. From this point on, they'll have to obtain their own Perks, Items, etc rather than getting yours of course but this allows for some great plays. After all, who could you trust more than yourself? Actually, considering the **Morimura**s' consistent mind hacking plans… perhaps it isn't foolproof, but still.

You can also, for 200 CP, choose a Companion. Any one version of that Companion (which you or a Companion had interacted with, dead or alive) who would want to go with you on your Chain can be exported as another Companion with the same copied Perks/Items situation as the Jumper export but for the chosen Companion (who gets to choose what of their Perks/Items are passed on).

If you buy either one of these but don't end up interacting with any yous or thems that you want to take with you, you can have the CP refunded to you at the end of the Jump as the equivalent amount of **MC** (if you don't have a Sentinel for some reason then you can spend up to 100 CP on one Perk or Item to take instead).

Import Deimos [+200 CP/+400 CP/+600 CP/+800 CP]
Why would you…? Oh dear, if you really need the CP I suppose. Choose a Companion whether or not you've imported them normally. Instead of being your ally or peer in this crazy world, they will be your enemy. The Deimos (VS4) game from which the code was taken for **Project Ark** will be given a main antagonist, the evil Dark Commander (or other suitably edgy title) of the **Deimos**, plotting destruction of all existence: a robotic alien version of your Companion. Of course, this is just a game character, but when the **Ryoko Shinonome** of 2188 enables the **Deimos Code**, this character will similarly be brought into the simulation. This is just a copy of course, not the real deal (hence why it doesn't matter

whether or not you've imported them already) but they'll be quite recognizable.

While they are primarily a strategist (which, to be clear, is quite helpful to the Deimos on its own), they won't have much inherent combat ability themselves (besides being an Android on par with others in this setting). They will have the ability of flight as well as the ability to cloak themselves from long-range technological detection, meaning they'll be able to float high above battlefields while they wirelessly dictate orders across the D-Code in relative safety. They will still come down and interfere/gather intelligence if they think they can get away with it and if they think it'd be helpful, it depends on their personality. They won't have any metaknowledge though, nor direct knowledge of you, so they'll likely underestimate humanity.

If you have more Companions, you can import two instead for +400 CP, four (or three if you don't have four) for +600 CP, or just take all of them (must have five or more Companions) for +800 CP. Gives an additional flat +50 CP if taken with **Intense Difficulty**, +50 CP if taken with **Actually Intense Difficulty**, and another +100 CP if taken with **4th Area Sumire Ward**.

League of Darkness [+200 CP/+100 CP]

Requires From Another Dimension

It seems these copies have gained the abilities (including the Perks, Powers, and Items) of the Companion they're based on.

Gain +200 CP for each enemy "Companion" you give this ability to, or only +100 CP if also you have imported that Companion as **From Another Dimension.** Gives no CP if this is your first Jump or if the Companion lacks any combat-applicable abilities and has no social manipulation abilities significant enough to warrant a difficulty spike.

Interstellar Development Project

Requires at least four imported Companions (not as Deimos), Created NPCs, and/or exported Compatible. All Companions and yourself must be using the 14th Sentinel Origin and have the Logs From 2188 Drawback. Incompatible with the Love at First Sight and Mistaken Identity Drawbacks.

This is this Jump's only official "Scenario" (although arguably two of the Origins could count as such). As long as you meet the prerequisites above, you may opt-in to this challenge. Firstly, created NPCs will no longer have to wait until the end of the Jump to get 600 CP worth of Perks, instead they will get 800 CP, be Compatible, and get treated like imported Companions (can get Drawbacks which can be taken by Companions, a Starting Location, a Specialization, and then spend their CP on anything but Companions as well as getting access to the Origin rewards imported Companions get). More importantly, instead of including yourself in the story of the fifteen humans of 13 Sentinels, you will be entering the simulated world of five Sectors… alone. You and your Companions will be the only Compatible, with all 15 other human characters being absent from Project Ark's facility. This means that the only people you will have and be able to rely on are yourself and your friends (new and/or old). This is pretty bad news since you won't have the assistance of any of the normal protagonists. You will

also be required to have as even an amount of you in each Sector as possible. So if there are five of you, then there must be one of you in each Sector. If there are ten, then there should be two in each Sector. If there are six then there should be one in four Sectors and two in the remaining one. Randomized Starting Locations go first and are rerolled if they can't be there (so you can't have your Companions choose the other Sectors and then "roll" your Location to be the remaining Sector since you have to roll first then the others can choose). This means you'll be split up quite a bit until a Loop where you find out about the Gates.

There is some good news though. The amount of **Deimos** spawned by the **D-Code** scales to amount of **Compatible**. So at the minimum **Compatible** amount of five, since that is a third of fifteen, a third of the **Deimos** will spawn. Also the 2188 logs, if your group ever comes into contact with them, will open to anyone regardless of "biometric ID." The fate of humanity is down to you. **Fully Immersive** Drawback recommended but not required.

Assuming you succeed in this Jump, you will get a Scenario Reward: the ultimate result of **Shikishima Industries**, and the base of **Project Ark**, the **Interstellar Development Project**. Specifically, you get one Probe and a launching apparatus which is capable of shooting the former into space safely. The Probe has several

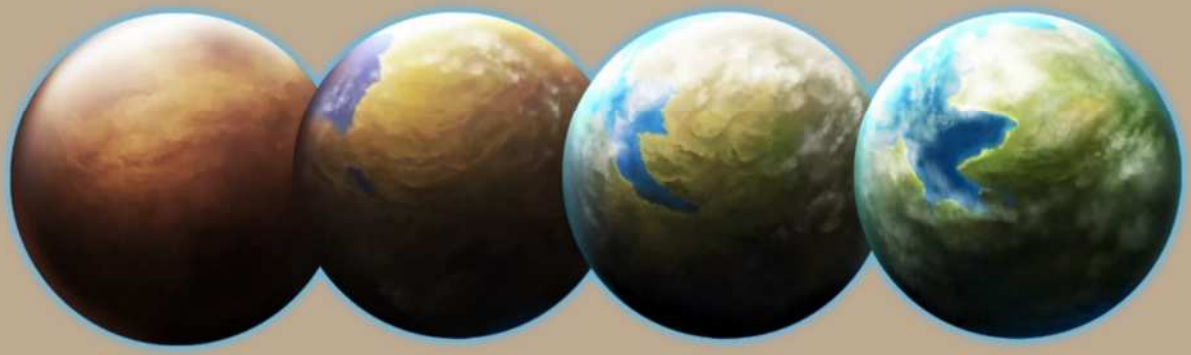


electrical thrusters, nanomachines specialized for construction, especially efficient solar panels, and all the data on the Interstellar Development Project. You can give it DNA samples for the people which will be created in the final phase. If you have the know-how, you can edit the parameters of **Universal Control**'s code for the final phase in any way you want (such as something simple like removing the Gates or something complicated like adding magic). For some reason, there is also a preset which enables the **D-Code** in the simulation (although why you would toggle that on rather than let the simulation run as intended is a mystery to me). When you are ready to, you can fire the Probe in whatever direction you'd like. It will slowly accelerate itself to about 18 kilometers per second (although nothing's stopping you from upgrading it if you have more advanced sci-fi technology which can run indefinitely) in whatever direction of your choice. It will salvage materials from asteroids and other things in space in order to self-replicate. These new Probes will shoot out in different directions and spread out to self-replicate further. Each Probe will continue like this until they either break (at a failure rate much lower than its reproductive rate) or find a suitable planet in the goldilocks zone which has not yet been claimed by another Probe (by default, it won't go to a planet which is already inhabited by sentient life either). Your Probe can be programmed before launching to try to go towards a specific planet or to not go to specific areas etc. Once it reaches a planet, it gets to its second phase.





In the second phase, the Probe uses materials to turn itself into a command ship. It also sends robots down to the ground which mine materials from the planet to create an automated factory. This factory produces construction and terraforming resources which produce more factories etc until the planet has been entirely terraformed. The planet will resemble Earth in climate by the end of this phase (although if you are perhaps using a non-human DNA sample, you can also program the Probe to terraform planets differently to adjust). It will then also create a Facility at an ideal place on the planet's surface which will be used for the final phase.



The final phase involves the facility on the planet containing the gestation pods from which the story of 13 Sentinels take place. The clones will live out simulated lives until they reach maturity (20 years for human-like species). You can record logs for them if you'd like, especially one for when the simulation ends. Afterwards, they will have access to various facilities which can help them understand agriculture, cloning (no incest will be required), shelter, etc as well as various advanced technologies which will assist in making sure they are okay and able to start society. You can, of course, add some more stuff for this part if you find the systems lacking in any way.

Anyways this whole process will take a long time so it may not be something you can experience the effects of without time travel or living for a really long time (presumably after your Chain is over so you can stay the many years required). Even so, it will have effects out there in the future, perhaps throughout the whole universe. Even if you don't have some creative use of this project, you can also salvage any individual technology used in the project for your own purposes with some relevant knowledge on the technology. All the data on the whole project is contained on the Probe after all.

And if you don't actually want or need any of that, you can instead have **+800 CP** to spend only at the end of the Jump (can be used to buy **Meta-Chips** too), and your Companions would get **+600 CP** to do the same.

End

And so, this Jump is over. All Drawbacks are removed and rewards are granted. Now you can choose what happens to you next:

Go Home

Return to your home world with everything you've gathered on your journey. Maybe enjoy some non-simulated strawberry crepes now that you're back.



Stay

Staying here? I suppose it wouldn't be too bad to be some of the last people alive. Plus you'll likely be able to be in charge of the planet here. Gain all your abilities from previous Jump's if you didn't have them back already and prepare to enjoy your long stay at the start of a new humanity.

Move On

On to the next Jump with all you've taken here. Humanity's future is in your hands. Perhaps, even more than that…

Notes

-Notes about the abilities gained by Deimos when you are **From Another Dimension**:

-Things gained during previous Jumps that aren't technically Perks or Items formally can still be granted to the Deimos (for example, unsheathing Excalibur from the stone, stealing some special reactor, or absorbing some ancient power source) although that means you'll have to be the judge of what counts as 'one' ability from 'one' source item/power. Try to be fair about it.

-If you really have no combat abilities to be copied, it will indeed stoop to other Perks and Items. Please do try to get creative with these yourself, they don't have to be particularly strong (in fact they ought to be at least a little weak compared to any actual combat ability copies) but they should provide some advantage, and you do still have to choose whichever would be worst for you. Here are some examples based on some Perks and Items from this Jump which obviously wouldn't normally be eligible:

- Cute Guy: The Deimos look more like their video game counterparts and less like construction equipment, increasing their intimidation.
- My Name… Is Juro Kurabe!: The Deimos are immune to your attempts to hack them (like with **Cyberattack Missiles**) or confuse them (like with the **Guardians**).
- How Much Do You Have in That Notebook of Yours?: The Deimos will strategize based on your abilities more effectively, memorizing your tactics.

-My reasoning for why I think there is some randomization between Loops is because two Loops ago, Okino and friends discover and utilize Sector 0, and from Chihiro's example, we know Sector 0 data doesn't go away by itself. Unless we

assume that that Loop almost exactly happens during the first Loop and then adventures continued between the first couple Loops until, for some reason, all Sector 0 data gets deleted (assuming that's even possible) so that the first Loop happens again until the Final Loop which is affected by the fact they discover its the last one. It can be explained by the fact each clone in the real world will inevitably be different from previous and successive iterations due to the imperfections of biology but I think it'd probably not be enough by itself.

-**Mistaken Identity** Notes:

Juro Izumi/Kurabe

Drawbacks: **Jumper (Two Loops Ago) [+100 CP]** if **An Illusion, The Sentinel Infection Incident [+300 CP], Too Many Movies [+100 CP]**
Starting Sector: 1
Perks: **Like Some Kind of Possessed Demon, Cute Guy, My Name… Is Juro Kurabe!, Keep Your Cool**
Sentinel
Generation: 2
Gear: **Arm-Mounted Piercing Cannons, Elite Plasma Arc Fusion Cutter**

Chihiro Morimura/Iori Fuyusaka

Drawbacks: **Jumper (Two Loops Ago) [+100 CP]** and **Survival Instinct [+200 CP/+400 CP]** if **An Illusion, You're *Professor* Jumper [+100 CP], Inconvenient Activation [+100 CP], Quite The View… [+200 CP/+100 CP]**
Starting Sector: 1
Perks: **Cute Guy, Special Jumper Unit, 22nd Century Expertise** (Nanotechnology)

Sentinel
Generation: 2
Gear: **Multi Rocket Distance Launchers, Plasma Wrecker**
Items: **Gate**

Megumi Yakushiji

Drawbacks: **So, Do You Know How to Work This Time Travel Stuff or… [+200 CP], Too Many Movies [+100 CP]**
Starting Sector: 3
Perks: **Keep Your Cool**
Sentinel
Generation: 4
Gear: **High-Energy Pulse Laser, Piercing Multi-Lock Missiles**
Items: **Nano-Injector Gun**

Ei Sekigahara

Drawbacks: **"You're 426 Aren't You?" [+100 CP], The Sentinel Infection Incident [+300 CP]**
Starting Sector: 2
Perks: **Cute Guy, Keep Your Cool, 22nd Century Expertise** (2188-level assassination experience)
Sentinel
Generation: 1
Gear: **Hurricane Rush, Anti-Ground Missile Barrage**
Items: **Shikishima SXR-NR, 22nd Century Phaser**

Renya Gouto

Starting Sector: 2

Perks: **Cute Guy, Keep Your Cool, Event Archive, How Much Do You Have in That Notebook of Yours?, 22nd Century Expertise** (2188-level business/administrative skills)
Sentinel
Generation: 4
Gear: **Teleportation Field, EMP Spikes**
Items: **Scout Unit**

Natsuno Minami

Drawbacks: **So, Do You Know How to Work This Time Travel Stuff or… [+200 CP], Too Many Movies [+100 CP]**
Starting Sector: 4
Perks: **Cute Guy**
Sentinel
Generation: 3
Gear: **Precision Machine Cannons, Wide-Range Railgun**
Items: **Scout Unit**

Keitaro Miura

Drawbacks: **Incomplete Transference [+300 CP]** if **An Illusion**
Starting Sector: 5
Sentinel
Generation: 3
Gear: **Wide-Range Bombardment, Long-Range EMP Missiles**

Takatoshi Hijiyama

Drawbacks: **So, Do You Know How to Work This Time Travel Stuff or… [+200 CP]**
Starting Sector: 5

Perks: **22nd Century Expertise** (2188-level military training)
Sentinel
Generation: 1
Gear: **Optimized Actuator, Anti-Air Demolisher Blade**
Items: **Yakisoba Pan** (Yakisoba Pan)

Nenji Ogata

Drawbacks: **So, Do You Know How to Work This Time Travel Stuff or… [+200 CP], Jumper, Deimos Commander [+400 CP]**
Starting Sector: 4
Sentinel
Generation: 1
Gear: **High-Performance Charger, Wide-Range Suppression Rockets**

Tomi Kisaragi

Drawbacks: **Incomplete Transference [+300 CP]** and **Outside the World [+200 CP]** if **An Illusion, Inconvenient Activation [+100 CP], So, Do You Know How to Work This Time Travel Stuff or… [+200 CP]**
Starting Sector: 3
Sentinel
Generation: 3
Gear: **Super Long-Range Missiles, High-Performance Charger** (the 3rd Gen one)

Tetsuya Ida/Shu Amiguchi

Drawbacks: **Survival Instinct [+200 CP/+400 CP]** if **An Illusion, So, Do You Know How to Work This Time Travel Stuff or… [+200 CP]**
Starting Sector: 3
Perks: **Cute Guy, Special Jumper Unit**

Sentinel
Generation: 4
Gear: **Point-Lock Missiles, Optimized Generator**
Items: **Android**

Yuki Takamiya

Drawbacks: **Inconvenient Activation [+100 CP], So, Do You Know How to Work This Time Travel Stuff or… [+200 CP]**
Starting Sector: 4
Perks: **Event Archive**
Sentinel
Generation: 4
Gear: **Quad Leg Spike, Active Cooling Device**

Ryoko Shinonome

Drawbacks: **The Sentinel Infection Incident [+300 CP]**
Starting Sector: 2
Perks: **Cute Guy, Keep Your Cool, 22nd Century Expertise** (Genetic engineering)
Sentinel
Generation: 2
Gear: **Cyberattack Missiles, Anti-Ground Salvo**
Items: **22nd Century Phaser**

Tamao Kurabe

Drawbacks: **Incomplete Transference [+300 CP]** if **An Illusion**
Starting Sector: 5
Perks: **22nd Century Expertise** (Artificial intelligence)

Tsukasa Okino

Drawbacks: **Jumper (Two Loops Ago) [+100 CP]** if **An Illusion, The Sentinel Infection Incident [+300 CP]**
Starting Sector: 1
Perks: **Top-Down, Special Jumper Unit, Keep Your Cool, Event Archive, 22nd Century Expertise** (Programming and an understanding of how to design real-world Sentinels)
Items: **Your Average Supercomputer, Okino's Headgear**

-If you are polyamorous, you can take **Love at First Sight** multiple times (everyone involved will be in love with each other) although you can only get a maximum of **300 CP** from this Drawback.

-For the purpose of Perks and Imports and such in this Jump, mechs count as any large vehicles designed with large limbs used for movement, combat, and/or manipulating objects.

-**Aegis Rim** Perk Notes:

-The raw formula for the any of the stats affected by the **Aegis Rim** Perk is:

$$n = (xo)/(2p)$$

where n is the new stat of the mech after this Perk's effect, x is your stat, o is the old stat of the mech, and p is the stat for a peak human. If you aren't particularly math-minded, there are two real ways to think of it:

- The multiplier this Perk applies to the power of your mech (if you are 100x stronger than a peak human, this will make your mech 50x stronger)
- How much stronger than you is the mech (if the mech is two million times stronger than a peak human, it will be at least one million times stronger than you)

-If it wasn’t clear how the speed scaling is different from the attack or defense scaling for this Perk, the speed scaling is the only one that takes into account the size difference between the pilot’s stat and the mech’s. While the attack scaling is just purely however much damage both can output (which is obviously going to be a lot more for the mech than a human if only due to being more massive), the speed scaling shrinks the mech to human size (or vice versa) when comparing speed for the calculation. So if a mech at human scale moves at roughly human speed, you can simply calculate its new minimum speed by dividing your speed in half and scaling it up to mech size.

-Here are examples of how the Sentinel Generation’s stats are compared to you without upgrades and applying the halving effect already. The speed measurements are provided assuming that the Sentinels are roughly 180 feet tall and you are roughly 6 feet tall. They’re shown both in how fast they are compared to you proportionally and then literally (again with the halving effect applied already):

1. The 1st Generation is at least ~80,000,000 times as strong/durable as you and at least 30% as fast as you proportionally (or ~9 times as fast literally)
2. The 2nd Generation is at least ~85,000,000 times as strong/durable as you and at least 22% as fast as you proportionally (or ~6.7 times as fast literally)
3. The 3rd Generation is at least ~60,000,000 times as strong/durable as you and at least 15% as fast as you proportionally (or ~4.5 times as fast literally)
4. The 4th Generation is at least ~15,000,000 times as strong/durable as you and at least 60% as fast as you proportionally (or ~18 times as fast literally)

Feel free to make your own calculations if you disagree with how I did their size and default movement speed,

or just go off of vibes, these are just examples so ya'll can use my back of the napkin math to do quick calculations if you ever need to check how close you are to lightspeed or lifting the sun or whatever.

-The fact certain Sentinel Generations are objectively better off from this Perk is offset in my opinion by the difference in Gear options discounted and unique features like EP and flight (besides, the difference between them is not too much in the grand scheme of things, like I think Jumper-piloted Sentinels of Gen 1 and 4 would have a pretty even fight).

-**Lives to Protect** boost does not affect abilities like "the power to shoot 10 laser beams from my hands" to become 10% better as "11 laser beams". It only affects your most base of attributes like strength and speed as listed above, as well as any other internal strengths (ki, magical ability, luck, etc). Basically, don't try to get weird or creative with it.

-I have the Brain Overload Limit as separate from DD-426 because I am pretty sure that they are separate. By the Final Battle, Okino had figured out (through experimenting on Miura) how to get the nanomachines to bypass the infection of the Sentinels, and that code had spread (because his program infects other pilots on contact) through the other members of the cast by then. Still, the Brain Overload Limit is obviously still a mechanic at that point, so I think these are separate things but Brain Overload just worsens DD-426.

-The Gestation Pod (at least in future Jumps) will account for any size changing you do without issue. Any other transformations will also be accounted for by the life support systems (even during this Jump if you plan on anything wacky).

-Obviously your Sentinel is capable of punching whether or not you have one of the 'punching' Gears (**Heavy Knuckles**, **Rush Attack**, etc) but it won't be nearly as strong because those Gear use EP in various ways to enhance their attack power. As a rule of thumb, default melee attacks for the Sentinels will be roughly 200 Power give or take depending on Generation, technique, and the ATK stat.

-**Tackle** has no Wait Time because it is the only move in the game with a duration to execute that can be longer than its Wait Time. Just assume the WT is equal to however far you go with the **Tackle** (keeping in mind the tackle still has a max duration like it does in the game). The game doesn't tell you the max movement distance/duration of **Tackle** by default and I'm not jankily measuring it for this so you can just approximate it starts at like six seconds and go from there.

-There are technically two **High-Performance Chargers**. If you have them both equipped at the same time, they stack additively (2.5x + 2.5x = 5x).

-For **Gear Import** and later for **22nd Century Phaser** import, you can't just import some divine mega weapon that's normally balanced by lack of ammo and to it infinite ammo. Weapons which you normally cannot use (a full reload at least for ammo-using weaponry) more than twenty times in a day will not work in the same way for these imports. Both will retain any fiat-mandated cooldowns/limitations ("ammo replenishes once a month" or "can only be fired once per Jump" or "can only be summoned when in grave danger" etc). If they are limited by having a unique ammunition ("drains a percentage of your vitality" or "turns currency into bullets" or "must be recharged with soul energy" etc) they will still require that ammunition on top of EP costs. Try to be fair about it.

-There are various ways of getting AI versions of people, and the **Scout Unit** Item allows you to turn an AI into a

Follower and then Companion, but keep in mind this copy will have their memories limited by the storage of the robot, and they won't have any Perks associated with whoever is copied (at least not on its own).

-Yes, if for some reason you have more than fourteen Companions, the **Deimos** spawned with the **Interstellar Development Project** Scenario will scale *up* with the number of **Compatible** rather than down (so 20 **Compatible** rather than 15 would be 4/3x the **Deimos**).

-Have fun!