

Broken Blade

Version 1.0.0



The continent of Cruzon. Located on a world where oil cannot be taken up from the earth. The chosen source of power to move objects is a power that dwells within people's hands. Able to manipulate a certain material called 'quartz' the people of Cruzon have built their civilization around it, since access to oil for industrial purposes has been long since lost to them.

The continent of Cruzon now stands on the precipice of war. The Federation of Athens has invaded western Krisna. Hodr, the king of Krisna, has sent for his friend from school Rygart Arrow who is a one in a million un-sorcerer lacking the power to make quartz move. Events will conspire to see this most powerless person placed in control of a most powerful weapon, and through that at the very nexus of this world's fate.

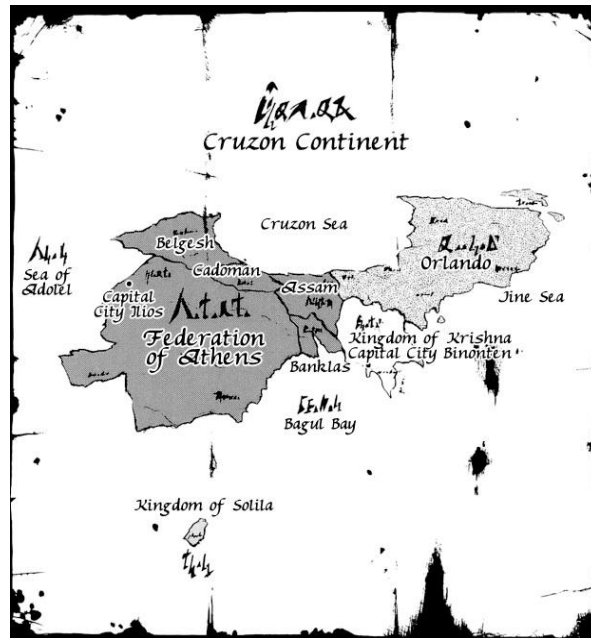
You will be staying here for 10 years. To help you with your stay have these...

+1000 Choice Points

Good look and good jumping.

Location:

You can appear in any country on the continent of Cruzon. You appear in a non-secure location, close to a settlement of your choice. Athens or one of its colony states, and Krisna are soon to enter war with the theocratic country of Orlando nominally on the side of Krisna.



Origins:

Select a single origin, it will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Citizen: You are one of the little people, and an ordinary farmer. No one would expect too much of you. Alternatively this can be the drop-in option, you will not have memories or background connections to this world, or magical power as this world understands it (unless you take the Advanced Mage perk).

Ruler: You are a government official. You might not be the head of state or head of government, but you possess a position of authority and council to the throne, helping to make state decisions; a noble of Krisna, or a representative of Athens.

Military: You are a soldier, and most likely a heavy knight. You have been trained to fight, and to pilot golems, and are likely to have somewhat more than average magical power even without perks.

Researcher: You are a quartz technician researching new quartz technology. While the task does not select for high levels of magical power like a heavy knight, your knowledge of how quartz works is superior.

Age and Gender:

Your age and gender are yours to choose as long as they make sense for your origin. If you drop-in they are the same as the previous jump.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Father to Your Men (300): You are a rather excellent parent. Even if you were a general, whose job kept you away for long periods at a time, you could still find a way to give your children the guidance and support needed for them to develop and grow into upstanding citizens and to feel like you cared for them and were there for them. This wouldn't even be beyond you if you were to try running an entire orphanage.

It does not stop simply at children, though. If you treat your underlings like part of a loving family they will come to see you as a beloved parental figure. This will help you earn their loyalty, and affection, faster and more deeply than would ordinarily be the case.

Citizen Perks

Farmer (100 CP): You possess the skills and knowledge essential to being a farmer without mechanized tools. You have a good eye for the weather, and what crops to plant when, as well as knowing how to tend to them, and a field through your own hard work and two hands.

Time Crunch (200 CP): It can be hard when your powers or abilities possess a limited duration or time span. When you use such a power - including one in the form of an item - you find as the power nears the end of its duration, your ability to use it begins to improve, as if in that last minute or so you can pull out even more of its strength than ever before. A time limited super mode gets a bit more super, that fading buff spell gets a little stronger, or your combat skills with your battery powered giant robot improve enough to maybe give you a breakthrough on how to defeat an opponent. In addition time seems to get a little stretched out as these abilities near the end of their duration, as if the time between seconds was getting longer to let you milk out even more from them.

Un-usual (400 CP): You possess one of the great powers of a protagonist. You are chosen. Chosen by what? Well pretty much any object of power. Any object that can only be used by certain individuals, such as a magic sword that can only be drawn by the rightful king or a golem that rejects anyone who can use magic, can be used by you. At least in theory. This doesn't provide you with the skills to use the object in question, and if it draws on you for power you'll still have to provide power, but biometric locks and magical worthiness enchantments will accept you without fail.

Friend to Princes (600 CP): You possess another of the great powers of a protagonist. You seem to attract the powerful seeking companionship. This seems to work regardless of your personality or lack thereof, as those who hold great talent, potential, or influence, seem to have both an uncanny tendency to find you when they are lonely and aching for a friend, as well as to find you strangely attractive as a friend as long as you are not actively hostile to them and their goals. With no talent or personality to speak of, you could become friends with a prince, a combat prodigy from the family of a head of government, and a brilliant researcher with a beauty famed across nations all within a few months in their geographical proximity. And this is not limited to platonic relationships, this will also help you attract the romantic interest of such individuals when it is desirable. They do have to have a desire for friends (or lovers), and this will take time to truly deepen, but it does so quicker than is really reasonable.

Ruler Perks

Social Personality (100 CP): You are a bit of a people person. You have passing people skills, if you didn't already, and find interactions with others comes to you naturally and easily without being overly draining.

Deceptive Thinking (200 CP): Sometimes what wins wars is not conventional battlefield tactics. Sometimes they need someone more like you. You excel at coming up with tactics based on deception and misdirection. You're the sort of person who could come up with luring in an enemy general by ceding control of your own capital's most outer defensive walls and make it a plan that works, play the dullard slacker prince well enough to see you through youth among a turbulent court, or construct propaganda to raise a young generation full of zealous hatred against your future enemies.

Blind King (400 CP): You possess the administrative skills to be a good king. Whether gauging a country's (relative) capabilities, your own political capital, or recognizing your country's needs, you have the skill and foresight needed to look at a country and determine, at least in rough terms, what it requires and needs. With this you possess the skills to manage a country, strengthening it in times of weakness, or overseeing it even in times of war against a superior force. You are not a memetically good king, but you do have the level of skill and ability to go down as a good king, who revitalizes a flagging country, or a great one in the right circumstances. Unfortunately while this gives you the administrative skills and capabilities, it doesn't provide you with the charisma necessary, and this covers ruling, not obtaining the position of authority in the first place.

True Princess (600 CP): You possess that certain spark which makes people want to follow you. This is not the charisma that wins you friends, but the charisma which makes a leader. Like Zess you present the appearance of someone with the potential to be a great leader, making even those who have more experience and possibly even capability in a field willing to follow your lead. And like Princess Prederica there is simply something about you that can inspire other people, giving them hope or making them believe in you as a ruler; in a civil war you might even manage to build an army up from defections of enemies through a heartfelt, battlefield extortion.

Military Perks

Basic Training (100 CP): You have undergone this world's equivalent of military bootcamp. You have been trained in the basic duties and abilities of a soldier. You know basic military discipline, how to care for your kit, how to aim and fire a quartz gun, common military tactics for infantry, and in addition to basic infantry skill you have been trained as a heavy knight making you a passable golem pilot, though this does not guarantee you possess the magical ability required to make use of the highest quality golems.

Advanced Mage (200 CP): Whatever power this world's sorcerers have, you have it in spades. While most high ranking golem pilots can only operate up to five quartz ligaments at a single time, like General True you are capable of powering and piloting a golem with 6 such ligaments, putting you in the absolute upper levels of this world's magical power. While Sigyn might question if this world's magic is really magic, yours seems to count as it for perks that improve your magic in general, and in fact you will find that with each bit of increase to the variety or power of magic you obtain, your magical ability to manipulate this world's quartz will improve as well if only by a small amount.

Warfare Psychology (400 CP): You have a general's mind. This includes a natural inclination and talent for battlefield tactics to put you approximately equal to General Borcuse. Like General Borcuse where you really excel, though, is in sadistic warfare. You know how to disrupt an enemy's morale, and destabilize them psychologically, especially excelling in the use of war crimes for your tactical objectives.

Combat Prodigy (600 CP): You are a highly skilled and talented combatant, able to quickly pick up weapons and techniques. But where you truly excel is in golem-based combat. You can learn a new, even notably finicky, golem such as the Artemis in a day where it might take even a highly talented and renown pilot a week or most aces a month. And in a high quality golem such as the Artemis you'd have a very good chance of being able to defeat the Ancient Golem one on one. Even in a common mass produced golem you have a real chance of going against an experienced and highly skilled ace in a high spec custom model. Your combat skill puts you up there with Girge, and Folse. This will extend to non-golem mecha as well, enabling you to quickly learn and master their workings and bring out their potential.

Engineer Perks

Quartz Engineer (100 CP): You have a general understanding of this world's quartz technology. While you do not know everything possible about quartz and quartz manufacture, you possess enough to work professionally in the construction of quartz tools and technology as if you had been doing so for at least a decade.

Gentle Captor (200 CP): This doesn't ensure your captors will be general, so try not to get captured especially by a sadist. Instead you know how to make the most of being gentle to your own captives. You are an excellent 'good cop' during investigations, good at judging just how much freedom it's safe to give a prisoner, and like Sigyn have a particular talent for inducing Stockholm Syndrome in those you have captured. Maybe you'll be able to turn a released captive into a defector when you need them most.

Nation's Beauty (400 CP): You are beautiful enough to have your beauty become famed across a kingdom as the most beautiful woman (or man) in the kingdom, and would easily be in competition for the most beautiful in the entire continent. Your beauty is such that if you dressed up and smiled you could stun a room with how sublime it is. Expect to turn heads, attract admirers, and maybe even win the hearts of royalty looking like this.

Golem Engineer (600 CP): You stand at the pinnacle of golem research and engineering, an equal to Sigyn herself. This gives you skill and knowledge on the creation of every part of a golem, from their quartz ligaments and head mounted sensors, to their armor and weapons, or even the design of entirely new golems from the ground up. And you have the skills and capabilities not only to build existing golems, but to work on and improve upon them. With the proper resources you could build golems equal to any that the modern age can produce. While this won't directly map to construction of other mechas based on different technology and design principles, your skills are sufficient to allow you to work to maintain and repair something such as the under golem, Delphine, creating by the ancients and not reliant on magic, and will translate at least to some extent to building other giant mecha. You're even able to make educated guesses about black boxed technology, and even if you can't replicate it, this will help you figure out ways to utilize it with technology you are capable of constructing. You might even be able to discover ways to use other forms of magical power in regard to mecha; making mecha which use their wielder's magic, chi, or other such spiritual/supernatural power (including psychic) to move them, or to fuel their weapons, or otherwise interact with such abilities.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin. No discounts on general items.

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Golem (100 CP): Made of non-reactive quartz armoring over a series of reactive quartz ligaments, a golem is a humanoid mecha powered and controlled by its pilot's magic. Standing about 8 to 10 meters tall, they possess sensors in their heads, and a cockpit underneath their chest plating; the cockpit possesses a second layer of transparent armor allowing an expert operator to damage their own cockpit in a way to allow direct sight if their sensors are destroyed.

This golem is on the general level of one of the common golems in use in this world; something along the lines of a Fefnir unit or at best one of the new and 'unusable' Artemis units specialized for speed and agility capable of jumping 10 meters in the air but possessing little in the ways of armor and extremely finicky and difficult controls. It comes with basic armaments of a press gun, a dull sword that's almost a club meant to crush opposing golem's cockpits (this may be replaced with a spear or a lance), and potentially a light shield.

If damaged or destroyed it will repair itself over the course of a month. Expended ammo will replenish daily.

You may import another mecha into this option, granting it some or all of these features, such as quartz ligaments that can be used to move it without another power source, though be warned that with the quality and numbers of ligaments available with this purchase it will be difficult to move a larger mecha potentially only allowing emergency control of a limb or less.

Citizen Items

Good Shoes (100 CP): When you can't use quartz based vehicles you might want these. This is a pair of shoes which will remain a good temperature in any climate (at least as far as any non-specially insulated shoes can), provides good traction, and will remain well fitting without rubbing any singular spot wrong no matter how long you wear them. They are also immune to common wear and tear and if destroyed or damaged will be good as new within 24 hours.

Farm (200 CP): This is a family farm, capable of providing a family of 9 with subsistence and a small income on the side if worked. It comes with a farmhouse, which comes fully furnished optionally with quartz powered appliances, as well as running water.

This farm has no special protections against being attacked or damaged, but any damage done to either the house or the farm as a whole will repair itself within a week. In addition its soil seems to resist being left without nutrients from being overfarmed, and if you leave the farm for any amount of time you can return to find it well maintained, and without having been overgrown with too many plants. You'll still have to weed some, but even that's significantly reduced.

Throwing Stars (400 CP): These are two, massive quartz throwing weapons, shaped like bladed crosses. Relying on pure weight, and blunt force these throwing stars seem to fly further than you'd expect given they are, in effect, massive slabs of aerodynamic rock, and tear through defenses with more force and power than would normally be expected. From a normal golem a direct hit might just crush another golem, much like a direct blow from their 'sword' though it would hit noticeably harder, from a top tier one you might manage to throw it straight through one or two, or even three golem, from something like the Delphine you could expect to have it cut through ordinary golems like they were nothing, bring down even top of the line golems, and cause cave ins or landslides flying far enough to bring down potentially dozens of golems if they were marching through a narrow space throwing it hundreds of meters in the process.

These weapons will be sized for your mecha and its strength. One built for an average golem will be much smaller and lighter than one built for an elite golem, and even one built for an elite golem (unless your magical strength far exceeded this world's) would be smaller than one built for an under golem which would likely be smaller than one built for a super robot. No matter what mecha they are designed for they will hit much harder

than would be expected of such a thrown weapon. If you'd prefer you could instead have them at human scale for your own personal use.

If damaged or destroyed the weapon will be repaired within 1 month.

Alternatively instead of the two throwing weapons, you may possess a single similarly shaped weapon, on a long, durable, flexible cord making it in effect some sort of overly long whip-like flail. While this weapon will lack the disproportionate force and power of the thrown option above, unable - even in the Delphine's hands - to cut through golems like they were barely there, it is instead strangely resilient, being nearly indestructible, and capable of being used as a shield. Its attaching rope is strangely flexible and fluid, never seeming to tangle despite how impossible it should be to spin it around in some of the ways it is without being caught up in it. Finally it moves with impossible ease for the weight and balance; while still not as precise and accurate as a whip, it will be far more so than it should be given that it has what amounts to a large sharp-edged shield on the end.

As with the thrown option this weapon will scale in size to your mecha and your mecha's strength, though it will never be much larger than the intended wielder's torso; a regular golem will have a smaller head most likely as they lack the strength of an ancient golem like the under golem/Delphine, and one for a gundam or a towering super robot will likely be sized comparable to their own torso. Alternatively you can have a human sized one. If somehow damaged or destroyed the weapon will be repaired within 1 month.

Under Golem (600 CP): Standing 8.9 meters tall, this is a golem that was buried in quartz for something like 1000 years. Its design is a mystery to the modern era where without fossil fuels working of metal and oil has been substantially constrained and technology like this has become a lost art. Its outer armor is relatively light and thin, but its inner frame is more resilient than even a custom, heavy armored golem's. The speed and power of its ligaments is also extremely impressive, giving it greater speed than even an Artemis and allowing it to jump at least 20 meters and substantially more, and allowing it to tear apart other golems with its bare hands or beat through them with punches (which would damage or destroy most golems' arms in the process). Its sensors provide it with improved night vision over other modern golems, as well as having a heat detecting mode that can allow it to see heat signatures through thick stone walls. An onboard autopilot can also aid in correcting posture, and helping with an inexperienced pilot's control.

Unlike modern golems, the under golem is not moved by its operator's magic. In fact it will not function at all for a sorcerer, only being usable by those who are impotent in this world's magic; though since you're paying CP that requirement will be waived for you if you happen to be a mage. Instead it possesses an internal reactor which is capable of providing it with 10-30 minutes of full, active use (depending upon intensity), before it will shut down becoming inoperable - joints locking in place to keep it standing like a statue - for 24 hours as it recharges. An emergency AI can activate if the pilot becomes unconscious which can identify relative threat levels of targets and act upon them. This AI does not include armed combat, and has little in the way of friend or foe identification, possibly attacking allies who approach, but can keep the golem mobile and safe for a brief period, simulating a capable combatant, though it does seem to drain the reactor at a somewhat increased rate.

This golem comes equipped with a large, two handed greatsword which would be difficult for a golem with 6 quartz ligaments to handle and which it is fully capable of using in one hand, as well as a set of quartz throwing darts that can be used in lieu of a pressgun. These darts will restock daily. If damaged or destroyed the golem and the sword will repair themselves within 1 month.

You may import another mecha into this option, granting it some or all of these features.

Ruler Items

Black Owl (100 CP): An Assam black owl. This bird sees you as its owner. Highly intelligent - for a bird - it can be relied upon to return to you and stay with you even without a cage, and is highly affectionate to you, and will do its best to cheer you if it sees you sad. Counts as a pet.

Royal Hair Clip (200 CP): Made of the highest quality, ultra hard, polished quartz, this hair ornament marks you as yourself. This hair piece cannot be replicated or copied without flaws, and inspection by someone familiar with it will always reveal the fake. Even someone unfamiliar with this hair ornament will be able to immediately tell which one is the real one and which one is fake. This ornament will be associated with you in any jump, capable of being used as proof of your legal identity, or that you are who you say you are (assuming you are in fact who you say you are).

Advanced Golem (400 CP): This is a golem fit for a general, or a princess. While much like the basic Golem available as a general item, this is a top of the line, custom model which would be far too expensive to mass produce; something like the Lexus used by Zess and one of the two Princess Proderica, the Star of Assam, or one of the special models used by generals throughout the series. You can choose for yourself its general design - whether you want a heavy, defensive type model, a generalist, or something more like a higher end version of the Artemis built for speed. It's unlikely to be able to match the under mech in any field, at least without magical power significantly greater than any found in this world, but against anything less you won't be losing due to possessing an inferior machine. And it is built for you in particular, possessing as many quartz ligaments as you can manipulate and use, with its specs built to capitalize on your magical power as this world knows it; and if your magical power increases you will find that over the course of a month this golem adapts to be able to fully utilize your increased power.

It does not come with specialized weapons, though the weapons will be tailored to it and your power; like Zess's press gun if your magical energy is high enough the power of the gun will be greater, and you can expect a shield and sword made of higher quality and more durable quartz and potentially is larger and heavier as well.

If damaged or destroyed it will repair itself over the course of a month. Expended ammo will replenish daily.

You may import another mecha into this option, granting it some or all of the features of this golem.

Walled Settlement (600 CP): Maybe you're the local noble lord in a country which still has nobility such as Krisna, the elected representative for a representative government such as Athens, a religious leader in a theocracy such as Orlando, or simply the village head. This settlement is not the equal to any of the capital cities shown, even the smallest, but it is at least on par with the village that Rygart hails from. The inhabitants of the settlement count as followers.

The settlement possesses walls built for defense against golem based warfare, standing more than 10 meters high and made of thick, fortified stone. You also get 10 golems, with follower pilots, that can be used to defend the settlement but these golems will not function more than a mile from the city walls.

Military Items

Sorcery Gun (100 CP): This gun made of quartz uses pressurized air to launch large, stone ‘bullets’ made of quartz. Yours is special in that it seems to reload itself after a short period of unused. The gun does not use gunpowder, but magical power to propel the ‘bullet’.

Golem Weaponry (200 CP): Sniper rifles, heavy duty shields, eastern katana capable of cutting through quartz, internally mounted pressure guns, scorpion tails, hydraulic whips, and more. While most of the golems have pretty standard weaponry, the important ones often have some sort of specialized and iconic weapon.

By purchasing this you get 2 specialized weapons for your golem. These do not have to be a weapon specifically shown, but must be something that could be produced by this world’s modern technology, and of comparable power to these. These weapons can include items such as the shoulder mounted, cord-pulled ballista that the Delphine would eventually wield, specialized shields, or the extra layers of heavily reinforced armor the Delphine would use for a brief period. The only golem weapons shown which cannot be chosen in this manner are the giant throwing stars used by the Delphine or the flail used in the anime for the final battle against Borcuse (replacing the throwing stars from the manga as the Delphine’s new weapon for that fight), due to their substantially greater destructive power and effect compared to other weapons in the series. A pair of internalized pressure guns, reinforced fists, or arm-mounted crushing blades can be taken as 1 weapon for the pair; the flexible tail weapons of Borcuse’s personal mech must each be taken individually however.

These weapons will be of the utmost quality, and built to function at your personal capabilities of magic in the case of a pressure gun or other weapon which contains reactive quartz, and will be sized and scaled to the power your golem - or other mecha - is able to produce; if you import a 30 meter super robot and buy an eastern katana for it then the blade will be sized for a 30 meter super robot even though golems are much smaller, and if you bought the ballista the cord would be designed for the sort of force that your super robot could produce by pulling it.

If damaged or destroyed the weapon will be repaired within 1 month. Expended ammo will restock daily.

Advanced Golem (400 CP): This is a golem fit for a general, or a princess. While much like the basic Golem available as a general item, this is a top of the line, custom model which would be far too expensive to mass produce; something like the Lexus used by Zess and one of the two Princess Proderica, the Star of Assam, or one of the special models used by generals throughout the series. You can choose for yourself its general design - whether you want a heavy, defensive type model, a generalist, or something more like a higher end version of the Artemis built for speed. It's unlikely to be able to match the under mech in any field, at least without magical power significantly greater than any found in this world, but against anything less you won't be losing due to possessing an inferior machine. And it is built for you in particular, possessing as many quartz ligaments as you can manipulate and use, with its specs built to capitalize on your magical power as this world knows it; and if your magical power increases you will find that over the course of a month this golem adapts to be able to fully utilize your increased power.

It does not come with specialized weapons, though the weapons will be tailored to it and your power; like Zess's press gun if your magical energy is high enough the power of the gun will be greater, and you can expect a shield and sword made of higher quality and more durable quartz and potentially is larger and heavier as well.

If damaged or destroyed it will repair itself over the course of a month. Expended ammo will replenish daily.

You may import another mecha into this option, granting it some or all of the features of this golem. If damaged or destroyed the golem will be repaired within 1 month.

Golem Army (600 CP): When you purchase this item you must choose one of two options.

You may take 100 golems. These are your basic mass produced units, similar to the default golem item above. However they do not come with crews, and you will have to train and recruit their crews yourself.

Alternatively you may take 30 golems. These will be the higher end mass produced units which are shown at the end of the series, putting them somewhat higher quality than the default golem item above. These golems come with follower crews. While far from the cream of the crop, they will be above average golem operators by this world's standards and if killed these crew members will be replaced by new individuals within 1 month.

With either option damaged or destroyed golems will be replaced monthly and expended ammo daily.

Engineer Items

Private Bath (100 CP): This is a large, luxurious, indoors, non-volcanic hot spring bath attached to your warehouse or a property of your choice. This bath is large enough for a large group if you have need (or want to open a hot spring inn), or to really give you space to enjoy yourself and relax in it. Further the bath cleans itself when not in use, and is self-heating, always seeming to be a perfect temperature for your pleasure and relaxation. Truly it is a bath fit for a king.

Quartz Bike (200 CP): This is a quartz powered bike. Created with 2 seats, a driver seat, and a larger passenger's seat in back, and 3 wheels, it does not need fuel instead relying on its driver's magical power to provide motive force. A normal mage could make it move at speeds comparable to an average golem. Because you're paying CP for this, you can substitute magical powers from other worlds for that of this one, and its speed will scale with your magical power both from here and other worlds, the design improving to utilize the greater force you may provide; careful, though, as it does not mean it will begin to provide protection from such speeds, acceleration, or crashes, so be certain to control your speed.

Golem Lab (400 CP): This facility is designed for the purpose of constructing and developing new golems. It contains everything you would need to produce a new model of golem, from the tools and machines needed to work and create their quartz parts, to the devices and tools to test individual parts or the machine's performance as a whole. This lab isn't geared up for mass production, but for the creation of prototypes. And you wouldn't be able to create very many golems without materials, so you will find that this lab possesses a steady supply of quartz with which to experiment and design; this supply won't stockpile, and on its own won't allow you to build more than a few golems a year, but it will assure you possess the ability to create more in future worlds. The machines of this lab are built of reactive quartz, not requiring outside power, but instead the magic power of their user(s).

Quartz Mine (600 CP): Reactive quartz is a very important resource in this world. And now you possess quite a fair deal. If you can mine it. This mine possesses enough quartz that if mined out completely it could provide all the normally expected quartz needs for a country such as Krisna for a decade. This includes non-reactive quartz, reactive quartz, luminescent quartz, and whatever type of quartz is used for heating water. This mine's quartz supply will regenerate at the start of each jump, allowing it to be mined out and used anew.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character. Their golem (and its armaments) if any will continue to function and will repair itself if damaged or destroyed like CP purchased items.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 10 years.

Continuity (Toggle): The manga and the OVA series/anime have their share of differences especially in the ending of the Krisna-Athens War, and the anime by expanding on the OVAs slightly has its own differences. You can choose whether to enter the manga, OVAs, or anime continuity freely.

Self-Insert (Toggle): You want to replace one of the characters? As long as you have the appropriate background feel free to do so. Rygart would be a Drop-In, Sigyn would be a Researcher, Hodr, Loquis, or Princess Frederica would be Rulers, Zess would be either Ruler or Military, and most other major characters would be Military.

Breaking Blades (+100 CP): Weapons you use have a way of getting destroyed or lost with unusual frequency even if they should normally be indestructible. Whether it's hard use, or enemy attacks, you can expect most weapons you wield to not last more than a single battle before needing to be replaced, and respawning weapons will not automatically respawn till the end of jump. In case it needed to be said, this does not apply to your body parts; you can punch people without breaking your hand, and only applies to weapon systems of mecha and vehicles not the entire machine (though this will apply to their limbs if you use them as weapons).

Comrade Killer (+100 CP): Your starting location has been changed. You arrive into this jump in your starting country's highest security dungeon, being known for having killed one of your own comrades for no reason other than because you can. You are considered a highly dangerous criminal, but - if you have the skills to back it up - also a very useful potential military asset. If a circumstance arises where they are desperate in war - and if you do nothing such will arise soon enough in Athens, Krisna, and Assam - they may be willing to release you and give you the chance to earn back your freedom, but expect to be highly distrusted, and treated as a potentially dangerous beast. And if you escape, expect to be wanted throughout the land. Even if you try to defect you will find that adding traitor to your resume only makes your new side trust you less than your original one. You might be able to eventually win back your freedom and the trust of those around you, but it will be an uphill struggle to do so.

Hopeless Love (+100 CP): You are in love with someone. You might even be married to them. But they will not love you back. Instead they will love another. And despite this you cannot fall out of love with them, all others pale in comparison and being at best just

a weak balm for your aching heart, and all your best efforts cannot cause them to return this love.

March of War (+100 CP): As a jumper it might be easy for you to stop the war between Athens and Krisna, but you will find that it is impossible to stop it now. One way or another, no matter what you do, short of wiping out all life on the continent yourself, war will come to the continent of Cruzon. Even after the war would normally end, you will find new conflicts and wars cropping up. You might get as much as a year of true peace in a single go, but you can expect the majority of your time here to be spent with war dominating the international stage. If you leave Cruzon, anywhere you go with sentient beings will be similarly torn by war.

Survivor's Guilt (+100 CP): Shortly into the outbreak of armed conflict, either immediately before or immediately after your arrival here, your own blatant stupidity will cause the death of an ally and friend. This individual cannot be revived by any means, and the guilt of the responsibility for their death will haunt you through your stay here, especially when you sleep.

Walking Perch (+100 CP): It would seem that there is something about your head which causes it to attract birds. You will often find birds - especially large owls - coming to simply sit on your head. They care nothing for your comfort, grasping and pressing into your scalp with their feet, and you can probably expect them to take a dump there as well at least some times. You can shoo them away, but that will only really work as long as you are shooing them.

Operational Limit (+200 CP): Whatever power it is that supplies your fiat backed purchases has not fully made it into this world. Oh, you still have your out of jump perks, your items, and your warehouse, but the amount of time in which they function is limited. You can only use your out of jump resources (powers, abilities, perks, items, etc) for 15 to 30 minutes. Once you use one of these out of jump capabilities the timer will start for all of them, the more and more intense your use the shorter the time frame they will function. At the end of that time frame all of your out of jump resources will become inert and non-functional for 24 hours after which point you can use them again. While inert items, followers, pets, and non-imported companions can still physically exist, but any fiat abilities will cease to function, any moving parts will lock up, any magical/technological capabilities will become inoperable, and in the case of living creatures they will enter a death-like coma. Imported companions will still be awake, and aware, and able to act outside of this small window, but their out of jump resources will likewise be locked and share the same window of activation as yours.

Patriotic Fervor (+200 CP): You seem to have been raised with some very intense history lessons. Full of propaganda and hatred, you have developed a distrust for all nations other than the one you reside in, and an outright hatred of one nation as a state of war criminals and murderers, whose people are all butchers and barbaric monsters. You can eventually learn otherwise, but you'll wholeheartedly believe that another nation is composed purely of horrible, evil people who must be removed from power and influence before they begin another campaign of genocide.

Sadist (+200 CP): You delight in the pain and suffering of others. In battle this may get in the way due to a tendency to play with your enemies in attempts to draw out their suffering, or attempting to psychologically torture them. But this extends far beyond battle. When you find something beautiful you want to personally destroy it bit by bit, tearing it down and tearing it apart, in a slow and visceral fashion.

Unsorcerer (+200 CP): Like Rygart you are an unsorcerer, one of those rare, rare few born without the ability to use magic. This leaves you completely unable to use any of this world's modern machines. This also extends to all other forms of magic from other worlds, including magic adjacent abilities such as psychic powers and anything based on chi. If it requires some form of personal spiritual/mystical/magical/psychic etc power on your part it will be completely unavailable to you. Magic and supernatural items from other jumps will also be unavailable to you for the duration of the jump, though you can at least retain technological ones.

To Save the Enemy (+200 CP): You are completely unprepared to kill. Even in battle you will attempt to avoid killing the enemy, and will even be slow to properly incapacitate them; you might stop fighting for a time because you destroyed a single limb of an enemy's golem, even if they showed no sign of surrendering and even attempt to stop your allies from finishing them. Unlike Rygart you will never really get over this. While you may - eventually - learn to neutralize an enemy before you stop fighting, you will never willingly kill another, and will continue to try and stop allies from doing so.

Body Double (+300 CP): It seems you're not really the jumper. Maybe. Look... your benefactor actually had two, a jumper and a spare. But circumstances have changed and it's time to do away with the spare, but they can't seem to figure out which one was the spare, there was some way to identify them but there's been a mix up and it's been lost. So you'll both be in this jump, and it won't end until one of you is permanently dealt with (and at least 10 years have passed). They have been to all the same jumps as you, with all the same supplements, and the like. Have had the same amount of CP each jump, and have similarly optimized builds and abilities including companions. Their personality is

different than yours, however, and while they have similar levels of optimization in their builds they do not have necessarily identical builds. Hopefully these differences will tip things in your favor.

Losing Your Life Following Orders (+300 CP): Is a soldier's duty. And you're a soldier now. Whatever your background you now are made exceptionally patriotic and loyal to your country, its rulers, and its chain of command. You will follow **any** order from the civil government, or your superior officers, no matter how dangerous, morally repugnant, or petty it is. And what's worse, you and your companions cannot influence your superior officers, or government officials, or attempt to change their wills, and cannot hold the highest office in your country. If your country is somehow destroyed your loyalty will turn to their conqueror.

World Domination (+300 CP; incompatible with Losing Your Life Following Orders): The dream of Zess's brother has been passed on to you. You must completely take over Cruzon. If you have not managed to conquer the continent, and destroyed all substantial resistance to your rule, within a decade it will count as failing the jump. And this cannot be mere in name only or token submission, every region of Cruzon must recognize your rule and authority, and be willing to act in accordance with that fact. And it must be you ruling, not some puppet king you manipulate, or a country you serve, but you personally must be both head of state and head of government.

Outro:

Your time in this jump has come to an end. Whether through failure or success it is now time to make a final decision in this world.

Go Home: If you failed your chain this is your only option. If not, you're still free to choose it. Return to your original world. You will keep all you gained on your chain, don't worry.

Stay Here: Stay in this world. You will keep all you gained on your chain.

Continue: Proceed to the next jump, taking your purchases here with you.

Notes:

Jump by Fafnir's Foe

Names: I tried to go with the spelling in the OVA movies. I might have messed up some.

How does magic in the setting work? What can it do: Not really explained. At least some form of quartz can be levitated, but outside of the initial scene showing Rygart to be an un-sorcerer we never see it. What we do see is quartz machines which seem to be powered by the user, but otherwise just function like our machines. We are told that they have quartz vehicles, but we only really see bikes and golems, and that quartz farming tools are common... but when we see a farming settlement it has none. We see luminescent quartz which glows for a time when power is added to it, but that seems to be turning it on and off (except it can't be because they specifically cannot store energy). Pressguns theoretically use air compressing pistons powered by quartz. They apparently heat water via quartz but we aren't shown how they do so. They don't seem to have radio (relying on 'voice amplification' devices made from quartz in golems), electricity, or the ability to store up power for later use. Sigyn says that even 'advanced mages' can only work 5 ligaments, but also that General True/Tool's golem has 6 and that's really the only information we get on how power ranges or is judged; maybe Zess's powerful pressgun caliber is a result of his magical power, but I decided to go with it that way, but really that's just me trying to make the system meaningful. Honestly I don't think the mangaka put much if any thought into how magic in the setting works.

Is quartz in the setting the same as quartz in real life: Maybe? Quartz as shown doesn't look the same, refracts light funny, and sometimes glows. So it might just be some magical crystal native to the setting. That said not all quartz is compatible with magical energy. We are told there's non-reactive and reactive quartz (and luminescent quartz may be a third type), and that ligaments are made of highly responsive quartz.

Magical power and future settings: All of the quartz powered items were priced with the assumption that people in future settings would be able to possess magical power as this world judges it, but did not inherently possess (reactive) quartz. I went with the assumption that it would exist in the population, but not be the massive super majority that it is in this setting (an unsorcerer being one in a million), but if you want it to be universal or non-existent you do you.

Anime vs Manga: I only watched the dub of the movies and did not watch the anime which repackaged them with a few additional scenes, so I can't completely say. But comparing the movies to the manga for the first 4 they're fairly interchangeable, some

translation differences (expected) and Rygart loses some of his more ‘surly self-pitying jerk’ moments and has a bit more empathy early on. After that the anime makes General Borcuse more villainous having him slaughter a town for no reason other than to show he’s evil (in the manga he killed 1 person and was going to kill another as an example of why they should provide his men with food and supplies without resisting), Girge and Rygart fight is interrupted by an enemy attack as Rygart was about to win instead of ending with Rygart defeat, and Girge dies in the attack instead of an attack capturing both of them and having Girge die in an I Am Spartacus-esque protection of Rygart by claiming to be him when they are captured and Borcuse intends to execute the Delphine’s pilot. This creates a lot of changes to the 6th movie with the whole course being different, and Borcuse defeated by a last minute ‘super weapon’ (which is actually a lot less effective than the weapon used in the manga), a fight scene that actually lasted longer than the timer for the Delphine, and Borcuse’s golem finally shattering under the strain, instead of a cunning stratagem followed by a hard fought battle with his skills he learned by training, and Delphine’s just plain massively superior specs. Of course the movies also end about halfway through the manga with the manga continuing on with Zess making a return, and events in the country of Assam, the introduction of (what we are told are) higher quality mook mechs and ace customs, and implications that Girge might have been set up or framed that were not by the point I could find translated followed up on.

Changelog:

Version 1.0.0: Released.