

Full Metal Panic! Fight! Who Dares Wins Jumpchain CYOA

Version 1.01, by Herid Fel

The year is 199X, and the world is very much like the one which you came from. If you examine historical records, however, you begin to spot differences over the last twenty years or so. Gorbachev was assassinated, putting a premature end to glasnost and leaving the Soviet Union still lurching along. Technological advances came out of nowhere, providing capabilities like active camouflage and battle mechs known as Arm Slaves. While these technologies were (and are) revolutionary, they've been around long enough that the world has grown used to them. Soon, the opposing forces of Mithril, a group of mercenaries fighting to uphold justice, and Amalgam, amoral mercenaries and terrorists, will clash in a shadow war to control the Whispered, people with a mysterious connection to this Black Technology.

Welcome to the world of Full Metal Panic! Fight! Who Dares Wins, a video game which follows the same general plot as the Full Metal Panic! manga and anime. The video game focuses on the Arm Slaves' battles, which is reflected in most of the perks and items, but the cutscenes show that there's still a world beyond fighting in mechs. You'll be here for ten years, barring drawbacks, and can choose to begin the jump at one of two points.

- Prologue: Sagara is rescuing a Whispered in Siberia, after which follows the events of the first season of the anime and Fumoffu. The prologue begins in an alternate version of 1998.
- Mission One: Sagara has just spoken with the Student Council President; the events of The Second Raid (anime) are about to begin. Mission One begins a little over one year past the start of the first option.

A warning for those who have only seen the anime: the game's plot continues through the end of the manga, which means that there are potential spoilers here. Efforts were made to avoid anything blatant. You have 1000 CP to spend.

Origins

All origins can be any sex and, with the exception of Whispered, any age. Characters can start anywhere in the world that is fitting (e.g., the Soviet Union, Japan, on the Tuatha de Danaan, on an Amalgam compound in Mexico).

Drop-In: You come in with whatever you have from previous jumps.

Combat Badass: When there's a fight, you're on the front lines. You're strong, tough, and your appearance screams "military". Outside of battle, you may feel like you don't quite fit in, save with other members of your team.

Infiltrator: When there's a fight, you're in the back, waiting for a moment to strike decisively. Or maybe you aren't on the battlefield at all, gathering the intel that the soldiers need to know where to go and who to target. You've got some serious people skills either way.

Whispered: When there's a fight, you're probably the cause of it. Whispered are all extremely intelligent (though they don't always act like it) and gain a strange intuitive insight into science which appears to break the laws of physics, the source of so-called Black Technology. While they can't control these "whispers", they still represent the most important assets in the new world order. All Whispered were born on December 24, 1982.

Fumoffu?: Fumo-fumoffu-f... *cough* sorry about that. Still getting the bugs worked out from that suit. It took some effort to change from a fairly serious setting with child soldiers into a comedy involving mech suits which look like cartoon characters, but now you can take advantage of that wackiness to be the wild card that no one is expecting.

Perks

General Perks

Arm Slave Training (free): The number of people in this story who don't spend some time in an Arm Slave could be counted on one hand, so it would be helpful if you could keep up. You are able to operate an Arm Slave as easily as you can move around in your own body. This doesn't necessarily mean that you're able to fight effectively if you don't already have those skills.

Someone's Watching You (200 CP): And you know it. You can tell when someone is watching you, which manifests like a slightly cramped muscle. People you know can be excluded from this sense on an individual basis so that your overprotective bodyguard doesn't leave you in a constant state of twitching.

Rousing Rhetoric (200 CP): You may seem a little mousy, but when push comes to shove, you know how to motivate people. You could convince people to defend a base in the face of almost certain death by appealing to their best natures. Alternatively, for those who prefer to be more forceful, you can put the fear of God into other people to keep them from screwing up. This perk also includes Mao's handy book of Marine Corps-style curses, each of which is capable of making a sailor blush.

Sent to Be Your Savior (300 CP): Was it fate that connected you? In the same way that Whispered seem to be drawn to Sagara Sosuke like iron filings to a magnet, you encounter people who offer you protection when you're in danger. This can also work the other way if you want, finding those who would benefit from your protection. Whether friendship or something more grows from this initial connection is up to you and your actions. This perk also acts as a capstone booster for the perks in each origin.

Perks are discounted by 50% for their associated origin; 100 CP perks become free.

Drop-In

Adaptation (100 CP): Full Metal Panic! (the manga) differs slightly from FMP! (the anime) and FMP! (the video game), but all of them follow the same storyline. Now you have the same power as those creators: the ability to make a couple of small tweaks to a jump when you begin it. Maybe the initial set of enemies you fight are from the Soviet Union instead of independent operators, or maybe a set of twin assassins is female instead of male. This can't be used to make any changes which would affect the setting as a whole.



What Will Be, Will Be (200 CP): Call it fate, or avoiding pre-destination paradoxes, or whatever else you want. This universe is set up for a self-fulfilling prophecy. Sophia's actions in the future affect the past to cause that future. (The game is sort of linear too, with only a couple side missions.) As a Jumper, you come from outside this universe and beyond her predictions, so you aren't necessarily caught up in all of that.

But what happens if you would like to experience some of the story without worrying about whether your actions will alter it beyond recognition? With this perk, you may choose to have the existing storyline become more resistant to minor changes. You gain a vague sense of whether a particular action would be too much for major events to still occur as they did canonically.

This effect can be toggled on or off at will, though if a setting has diverged too far, it may not be able to recover.

Fumoffu (400 CP): Remember how **Adaptation** couldn't make setting-wide changes? While you don't have the same level of precision in your changes with this perk, it has a lot more oomph, allowing you to change the genre or theme of a jump when you start it. Swap out the dramatic bits for comedy; emphasize fridge horror in superhero stories. Your choice. You may optionally leave some characters unaffected by the change so they can play the role of the straight man.

New Game Plus (600 CP): The main story within this setting takes place over a period of one to two years, depending on when and where you start. While you normally could continue on to deal with the aftermath, you now have a new option. When you finish the main story of a jump, you can "restart" the jump with any knowledge and experience that you gained from the jump. You are effectively re-inserted into your original body, allowing you to experience the jump again and try new things. Any time which has already been spent in the jump counts towards the jump's duration. You may choose to extend your time in the jump to finish the main story again if it would otherwise end in the middle.

Capstone Boosted: **Scenario Complete**. When you restart a jump with this perk, you may make different starting choices (e.g., age, sex, starting location) so long as none of these choices cost CP. This effect cannot be used to change anything which provides freebies or discounts on

other items within the jumpdoc. Additionally, you may retain any changes or upgrades made to items purchased with CP when you “restart”.

Combat Badass

Fighting Boy (100 CP): You are an expert in hand-to-hand combat, pistol and rifle shooting, and the discipline and customs associated with being a member of some branch of the armed forces present in this world. Your knowledge of Arm Slaves is vast in scope, nearly photographic in recall, and well-suited to both academic settings and practical use.

Focus on The Important Stuff (200 CP): Even when you aren't in battle, you're ready to fight. Your danger sense is an active one based on training as well as combat experience. While it is still possible for you to be overzealous and misinterpret the signs, you will never miss them. You can enter “combat mode” immediately when it is called for, in which you will fight without needless pride or hesitation.



How Does This Guy Have Allies?

(400 CP): Any psychosis you may have doesn't preclude you from functioning in society or having others work with you. Most people will unconsciously avoid pressing your berserk buttons, and if someone does, the general consensus from any other onlookers is “Well, they were sort of asking for it.” This effect applies as long as they can find some justification, however tenuous, for putting up with you.

Will of Iron (600 CP): Your willpower allows you to overcome any nagging doubts or laziness that would keep you from achieving your goals. You're able to school your reactions such that no one will know what you are thinking or feeling unless you want them to. While you remain aware of your fears and still feel them, you will not let them control you. This is also the minimum level of willpower required to operate a Lambda Driver, albeit for a relatively short period of time.

Capstone Boosted: **Burning One Man Force**. If your will before was iron, it is now steel. You can keep on fighting and training until every muscle on your body gives out, even to the point of being able to “trade” willpower for physical endurance (albeit with quickly diminishing returns). Hostile supernatural mental influences find no purchase in your psyche. You can operate a Lambda Driver indefinitely at a lower level of power, and if you are fighting against another similarly equipped foe, your will trumps theirs. Just don't call this “The Power of Love” or everyone will groan.

Infiltrator

Just a Tourist (100 CP): Few Jumpers could be considered ordinary, but you're able to make other people think that's what you are. You have a sort of everyman charm which gets people to open up to you and keeps them from thinking that you are more than what you appear. You can also speak any language you know with a native's accent.

Deadeye Sniper (200 CP): There are a lot of people who can pilot Arm Slaves, and a substantial number who can fight in them as effectively as if they were out of them. But until you showed up, the only two soldiers with this "ghost" level of skill at sniping both in-AS and out were Kurz Weber and Wilhelm Casper. Both of them made shots over 1600 meters, where factors like the rotation of the Earth need to be taken into account. 'Nuff said.



Wraith's Skill (400 CP): Your skill at stealth is legendary. If you so desire, you can only be known by your call sign, and not even your allies would know whether you are male or female. You also gain a slightly less legendary ability to disguise yourself in case you want to interact with them in person but still keep the mystery alive.

Nerves Like Lightning (600 CP): Your nerves are at the peak of human potential, or possibly just beyond it. The limiting factor to your reflexes is how fast your muscles can respond. Even so, you find that your reflexes are enough to turn a perfect shot against you into a graze, unconsciously moving to remain alive.

Capstone Boosted: **Run a Marathon Through a Minefield**. Before, you could make the case that it was "only" your reflexes which have kept you in this good of shape. At this point, however, you have to give credit to luck. A gun to your head jams as your foe pulls the trigger. Your Arm Slave breaks down just before you'd step on an IED. There's always one lucky SOB in every squad, and in your squad, it's you.

Once per jump, or once every ten years, when an enemy would have killed you but doesn't confirm the kill, you somehow manage to survive. A huge bullet could go straight through you and somehow miss every major organ, artery, and vein. This counts as a 1-Up.

Whispered

Whispers (100 CP; mandatory for Whispered; limited to Whispered and Drop-In): Whispered can communicate with one another telepathically, reaching through whatever is whispering to them. Initially, this only works when you are relatively close, such as being in the same room, but the closer your emotional connection, the farther it can reach. One day, you may even be able to send brief impressions to non-Whispered to whom you are exceedingly close.

Blue Hair (200 CP): Does it seem weird to you that Kaname's hair is bright blue and no one says anything? It's like she has her own little weirdness censor helping her out. Now, so do you. So long as you're in an alt-form that is reasonably close to human, everyone will assume that anything extraordinary about your appearance has some mundane explanation and ignore it from there on out. This perk also optionally improves your appearance in each alt-form, making you appear more elegant (tending towards bishounen for men and slenderness for women).



Age Don't Matter (400 CP): What were you thinking? No, this is what allows you to be treated as an expert scientist even when you're only 16 years old, or command the flagship of your organization... when you're 16. If you're qualified to do what needs to be done, who cares how old you are? Fortunately, this perk continues to work no matter what role you take on, and at any age.

Black Technologist (600 CP; limited to Whispered and Drop-In): You have a strong connection to the source of the Whispers. While all Whispered have intuitive flashes of insight into Black Technology, yours is a genius at the same level as Leonard or Kaname. You specialize in one type of Black Technology (examples include submarine-related technology, Arm Slaves, and Lambda Drivers), but seeing any type of Black Technology being used gives you some insight into its function. You can develop Black Technology based on your specialty and any other Black Technology that you have studied.

Capstone Boosted: **The Whisperer**. You are now the source of all the Whispers, giving you complete knowledge of the Black Technology discovered in this setting. You can communicate telepathically backwards through time to yourself, other individuals with psychic sensitivity, and those with whom you share a strong emotional connection, up to approximately 16 years. Lastly, you can sustain yourself in an energy form, though you can't act on the physical world directly in this form. To regain the ability to act physically, you would need to possess another Whispered (or in future jumps, any individual with psychic-type powers).

Fumoffu?

For the Drama (100 CP): When you are giving a speech, inspiring classical music springs up around you. No one seems to find that strange. Even if what you are saying is nonsensical, boring, or both, you can't help but make a strong impression.

Hammerspace (200 CP): Where did you hide that rocket launcher, anyway? This hammerspace is only usable for man-portable weapons, but there are a remarkable number of things which can be considered weapons if you think about it hard enough.

Sheep Don't Recognize the Wolf (400 CP): You can carry around guns, set up explosives, and possibly demolish some school buildings while setting up perimeters. In all these cases, it is

treated as a joke by civilians until the weapons are being used for actual combat. Threatening people with them or sparring matches aren't considered actual combat.

Japanese Ocean Cyclone Suplex Hold (600 CP):

You are capable of taking on a trained combat specialist with the force of your fury. This effect is boosted when done for comedic effect (and bypasses any danger sense the target might have in this case), and weakened when you are trying to severely harm or kill your opponent.



Capstone Boosted: **Beware Those With Glowing Eyes.** You can briefly take advantage of “toon physics” when you are sufficiently upset, becoming more durable while increasing speed, destruction to the environment, and knockback effects. You may optionally gain creepy glowing eyes of a color of your choice when you go off the deep end.

Items

General

Second-Generation Arm Slave (free/200 CP): **Combat Badass** and **Infiltrator** can gain one of these Arm Slaves for free. Other origins have to pay for it. Examples of second-generation Arm Slaves include the M6 Bushnell, C3-5 Mistral II, and the Rk-92 “Savage”. They may be out-of-date, but in the hands of a skilled operator, they can potentially defeat third-generation Arm Slaves.

Lambda Driver (300 CP): The Lambda Driver is a piece of Black Technology which allows the willpower of its user to be converted into energy and force. Purchasing this item allows you to research how it works, even if you are not a Whispered, thereby giving you the potential to duplicate the technology or even create a psychic form of “magitech”. This particular Lambda Driver has also been customized to act as a capstone booster for each origin's items (listed as *Upgrade* in the appropriate section).



Tuatha de Danaan (600 CP): The Tuatha de Danaan is a massive vessel that is best described as a combination of a stealth submarine and an aircraft carrier. Black Technology was used in its construction, giving it the capabilities of both types of vessels while avoiding most of their weaknesses. It contains a **T.A.R.O.S.** within an area known as the Lady Chapel which can be used by a Whispered to control the entire boat single-handedly for a short period of time. You gain a sister vessel with identical capabilities, along with the crew needed to maintain operations on a continuing basis (treat this crew as a scaled-up version of the **Arm Slave Repair Crew** which is also capable of fulfilling that role).

Items are discounted by 50% for their associated origin; 100 CP items become free.

Drop-In

Huge Sword (100 CP): If you are going to Japan, of course you are going to get a giant sword. Fortunately, yours was made by a master swordsmith for combat. The Arm Slave variant of this weapon is equally deadly, albeit much more modern in design.

Jane's Arm Slave Recognition Guide (200 CP): This collection of magazines discusses the entirety of the capabilities of all second-generation and third-generation Arm Slaves including the potential weapons loadouts, armor options, and electronic warfare suites, with the exception of any information related to Lambda Drivers. There is only limited information related to the two so-called fourth-generation Arm Slaves, both of which are one-of-a-kind, but any listed information is accurate.

Tactical Simulator (400 CP): While live-action exercises are the most realistic, it's much easier and less expensive to participate in simulations to gain experience. This device can be connected to any Arm Slave or computer system of similar power to create simulated battlefield scenarios in which the Arm Slave operator can participate. The information used to create the scenarios is limited at first, but can be improved with any data gathered during battle. In future jumps, this simulator can be adapted to account for other technologies or even supernatural capabilities.

Fairy Feather (600 CP): A silly name for a powerful capability. This anti-Lambda Driver weapon can shut down all the Lambda Drivers in a one-kilometer radius. Any capabilities which rely upon Black Technology or the noosphere cannot be reactivated for a half-hour.

Upgrade: By connecting the specialized version of the Lambda Driver to the Fairy Feather, the range and shutdown time can increase by up to an order of magnitude (the operator has control over whether to make use of these extensions). Additionally, in future jumps, it can shut down all supernatural effects within range, not just psychic-type effects.

Combat Badass

Basic Small Arms (100 CP): Your choice of a panoply of pistols, compact submachine guns, shotguns... ok, the definition of what constitutes a small arm is a little hazy in this world. If you are having trouble deciding on a signature weapon, might I recommend the Steyr SPP?

All of these weapons also come with enough ammunition collectively to engage in one prolonged battle per day, including the option of non-lethal rubber bullets.



TI-971 (200 CP): This drug can give anyone willpower enough to operate a Lambda Driver, along with the possibility of causing temporary psychosis and a heightened propensity for

violence. It may be possible to research a variant which reduces the side effects, but if you're just planning on treating your pilots as disposable, then it's good enough as it is.

Fairy Eyes ECCS (400 CP): Normal Arm Slaves are at a distinct disadvantage against Lambda Driver-equipped Arm Slaves because the forces generated by the Lambda Driver are normally invisible. A Fairy Eyes system can be added onto any Arm Slave to reveal these forces, allowing for an operator to attempt to compensate for this advantage. Fairy Eyes can also penetrate the camouflage generated by an ECS (see below). The Fairy Eyes use a significant amount of power, which keeps them from being used continuously or being standard loadout on most Arm Slaves.

In future jumps, Fairy Eyes can see other sorts of invisible phenomena, including extra-dimensional energy and beings.

Combat Badass Arm Slave (600 CP): You gain an M9 Gernsback (used by Mithril and the U.S. military) or the equivalent Soviet Arm Slave.

Upgrade: Rather than getting an ordinary third-generation Arm Slave, you can get one equipped with your Lambda Driver. Here are a couple options:

- Behemoth – This massive Arm Slave requires an operating Lambda Driver to not collapse under its own weight, but it is huge enough at 42 meters tall to destroy ordinary third-generation Arm Slaves by the truckload.
- Arbalest ARX-7: An adapted form of the M9 Gernsback with an incorporated Lambda Driver.
- Laevatein ARX-8 –Significantly more offensive power than the ARX-7, customized for Sagara Sosuke's fighting style. Its howitzer mode is capable of taking out a Behemoth in a single shot if you are sufficiently motivated. Note the tradeoffs that come with this – it lacks specialized sensors and requires approximately four times as much power as the ARX-7, limiting its maximum operational time. By some measures, the ARX-8 is considered one of the first two fourth-generation Arm Slaves.



Infiltrator

Walther WA 2000 (100 CP): A sniper rifle like the one Kurz Weber uses, customized just for you and capable of making a shot 1600 meters away... if you are good enough. You can have any other sniper rifle of similar size and quality.

Spy's Wardrobe (200 CP): You gain a wardrobe located within your Warehouse. Opening the wardrobe while thinking of a role (e.g., schoolteacher, nurse, amusement park mascot) will reveal a disguise of the appropriate type, perfectly sized for whomever opened the wardrobe. The disguises are mundane, but ideally suited for pulling off undercover actions. The wardrobe can create one such disguise per person each day.



Electronic Conceal System (400 CP): The Electronic Conceal System (ECS) is a form of Black Technology which uses oscillating laser screens to cloak vehicles such as Arm Slaves from visual and electronic detection. While its power requirements have precluded it from being used on anything smaller than an Arm Slave, there is some evidence that Amalgam has created a version compatible with the Alastor (see below).

Infiltrator Arm Slave (600 CP): Options include the third-generation Arm Slave Zy99 "Shadow" (Sniper) or the Alastor, the world's first "miniature" Arm Slave at a little over two meters.

Upgrade: Your Arm Slave is upgraded to a Plan-1065 Erigor, a more powerful variant of the Codarl series. Its most recognizable feature is its "hair" (actually a heat sink used in conjunction with the fins on its back). You may also choose to upgrade an Alastor with a Lambda Driver, which slightly increases its size to approximately 2.5 meters.

Whispered

Flash Bullet Earrings (100 CP): Fairly attractive jewelry which makes a lovely gift for a girlfriend. Naturally, since these came from Sagara Sosuke, they are also weapons, acting as small stun grenades. In Arm Slave form, these flashbang grenades also disrupt electronic camouflage systems and other sensors.

I.F.F. (200 CP): Not a weapon itself, this I.F.F. (Identify Friend-Foe) system integrates perfectly with any other modern ranged weapons you own, from handguns to guided missiles. The signal cannot be spoofed by your enemies and precludes any equipped weapons from firing upon anyone you have designated as friendly.

T.A.R.O.S. (400 CP): This cradle boosts Whispered capabilities. While within the device, an untrained Whispered could project in astral form or use the Whispered telepathy to speak with a non-Whispered. The latter would still require a strong emotional connection. The range on these abilities increases to several kilometers.

Plan-1055 Belial (600 CP): The Belial is notable for its ability to fly for limited periods of time, and comes equipped with its destructive Aizaian Bone Bow. Its offensive and defensive capabilities outclass any third-generation AS with the limited exception of the Behemoth. Unlike the basic Arm Slaves of other origins, this one requires a specialized Lambda Driver to function. If the **Lambda Driver** is not purchased with CP, then years of effort and research by a Whispered (or comparable genius) would be required to develop a suitable replacement. See the Notes for rough estimates of how long this would take.

Fumoffu?

Snappy Clothing (100 CP): An all-black suit with a white tie to offset it, and matte black sunglasses. Black hair ribbons optional. Comes in men's and women's sizes.

Ghillie Suit (200 CP): Sometimes, you need to watch a target for hours on end. For those times, there is this ghillie suit. It takes the form of any sort of local vegetation and while you are hiding underneath it, you are not fatigued or pained by remaining motionless. It is man-sized, so no putting this over an Arm Slave or anything like that.

Enhanced Scope Petroleum-Eating Bacteria (a.k.a. the Nude Bomb) (400 CP): You may have meant to order a new scope for one of your guns, but instead, you were sent a biological weapon. Wait, what? This bacteria spreads through the air, multiplies rapidly at 36 degrees C, eats artificial fabrics, and has the side effect of relieving stiff shoulders and sore hips. It's entirely non-lethal, but has a tendency to leave anyone not dressed in natural fabrics turning bright red. The green sludge inside the container doesn't fully empty when poured out, allowing it to replenish itself within a week's time as long as it is given something to feed upon.

Bonta-Kun Suit (600 CP): You didn't think I was going to forget about Bonta-Kun, did you? This Arm Slave has offensive and defensive capabilities comparable to a third-generation Arm Slave, albeit scaled down to befit its smaller size. Sure, it looks suspiciously like the mascot from a popular theme park, but the fabrics are hardened so they are no more vulnerable than the adorable bulletproof vests and riot gear which it wears. The only drawback is that the external speakers cannot be reprogrammed to say anything other than the sounds that make up the word "Fumoffu" without the whole AS shutting down.



Upgrade: While a Bonta-Kun Suit should really be too small to fit in a Lambda Driver, you somehow squeezed one in there. While it can operate in a limited fashion during battle, its main effect is to generate a continuous field around the suit which makes it seem reasonable that a theme park character is walking around in broad daylight while dressed in military gear. The latter effect works even if the operator lacks enough willpower to operate a normal Lambda Driver.

Companions/Followers

Companions

Canon Companions: Any canon companions can be recruited for 200 CP and are discounted for a Jumper of the same origin. See the Notes for suggested origins and associated perks and items for each character. The Fumoffu origin can discount one additional canon companion of any origin, while the Drop-In origin can discount any two canon companions.

Original Character/Import (50 CP): Create new characters from the setting or import existing Companions. Each character gets 600 CP but may not take additional drawbacks.

Full Squad (200 CP): Create up to 8 characters using the rules provided for Original Character/Import.

You may spend any amount of CP to give all Companions, including Canon Companions, an equal amount of CP to spend. Canon Companions gain any purchased perks or items during the course of the jump.

Followers

AI (100 CP; requires an Arm Slave purchase): You have an AI which operates your Arm Slave. While most AIs have limited functionality akin to a digital assistant on a smartphone, yours is capable of learning and growth. Over time, the AI will develop a personality based on what it learns from you. This may have other effects within this jump (see Notes).

Arm Slave Repair Crew (100 CP): Even an Arm Slave which doesn't take any damage during a deployment still needs regular maintenance and repair. After all, you wouldn't want to find out that the AS's synthetic muscle was worn out when it snaps in the middle of a battle. This crew will keep any Arm Slaves that you have purchased in tip-top shape, with normal operational maintenance being completed within 24 hours and larger repairs taking up to a week. They come with their own tools and materials for minor repairs, but major replacements or upgrades will cost you. The crew can also be trained to repair other high-tech equipment.

Drawbacks

Service for the Fans (0 CP): This toggle makes the jump more inclined to have the women dress in short skirts and take summer beach trips. Alternatively, you could have Kashim preferring to walk around without a shirt if that's your thing, Gauron.

Game Over, Man (0 CP): You may choose to end the jump after Sophia has been dealt with and Sagara and Kaname have returned to Japan (i.e., the normal end of the game).



Complicated Romantic Logic (+100 CP): "My boyfriend dumped me, and it's your fault, so you have to take me on a date!" These sorts of scenarios keep popping up around you, and even if you do everything you can to avoid them, you'll be sucked into them. If you're already in a romantic relationship (or have a Companion who would like to be in one with you), then you'll have to deal with their jealousy.

Déjà Vu All Over Again (+100 CP): Things feel a little repetitive at times during this jump. Your friends and enemies (Companions included) will keep saying the same things, telling you the same stories, and so on. It will always be at least a little annoying, but if you let out your frustration, people will claim that you're overreacting like a crazy person.

Impulsive (+100 CP): You don't always think before you speak, especially if someone has riled you. This will lead to situations which you would have avoided had you been thinking clearly. Still, these situations won't be life-and-death. For example, you might make a bet to fight an

experienced Arm Slave pilot in a one-on-one battle, and the loser has to run around the base naked.

Mr. Booger (+100 CP): Your attempts at trash-talking are pitiful, but you will still keep trying to infuriate your enemies with them. If they work, it's more likely out of confusion than inducing anger.

Practical to the Extreme (+100 CP): You are now the sort of person who would tell his girlfriend to go shopping on her own because he's no good with fashion. You have an extremely hard time picking up on other people's emotions and feelings in social situations, and while you may become aware of this, it still represents a real struggle to try to understand how they think.

Fumoffu?! (+200/300 CP): The genre shifts when you aren't expecting it, leaving you to flounder for a while. Effects which would reverse this change don't work. For an additional 100 points, you can't adjust yourself completely to the new genre at all.

New Kid In Class (+200 CP): Maybe you just moved to a brand-new school, or maybe you're joining a squad where you're a replacement for a dead comrade. Either way, the cliques have formed, and people go out of their way to remind you that you don't belong. It'll take time and effort to overcome this hostility.

Seven Deadly Sins (+200 CP): Choose one of the seven deadly sins, whichever most suits you. You become more likely to act in accordance with this sin in a way that is ultimately self-destructive. It is still possible to resist giving into these sins, or try to try to let them out in small ways (though take care that bad habits don't become worse ones).

Weird Pony Guy (+200 CP): When you enter this jump, someone gains perks, powers, and items equal to your own. He is obsessed with ponytails, and will do everything in his power to enforce his preference upon the world. Your Companions are barred from dealing with him. Depending on how powerful you are, you may be the only one who can stop him.

Why Won't You Just Die?! (+200 CP): Your enemies collectively share a set of 1-Ups equivalent to the ones which you have, plus an additional 1-Up equivalent to the capstone-boosted version of **Nerves Like Lightning**. You won't remember taking this drawback.

Straight-Up Sociopath (+400 CP): Gauron, in a nutshell. Other people could live or die and it wouldn't affect you either way. The closest that you could get to caring for someone is an obsessive love with creepy tones of lust. Taking this in combination with **Seven Deadly Sins** magnifies the effects of both, and is not recommended.

The End

You have the standard three options at the end of this jump.

Stay Here: You remain in a rather familiar world. As a bonus, any of your human forms gain a powerful form of an ability shared by this world's human: micro-telekinesis. You can exert a milli-Newton of force, affecting only objects you can see. This power can be enhanced by Black Technology.

Go Home: Ok, I guess we can give you the same TK as staying in this world, but if you want to try to enhance that power, you'd better have someone capable of building Black Technology.

Keep Jumping: No telekinesis for you, at least not from this jump. Maybe your next one might have something along those lines?

Notes

Origins

You can choose to treat any origin as a Drop-In in terms of not gaining memories and a background within the setting if you really want to. Doing so still only gives discounts to the actual origin which you selected. (You can also do this to remove the purchase restrictions on **Whispers/Black Technologist**, but I will call you a stinker in my own mind.)

Yes, Fumoffu is an Origin, a Perk, and a Drawback. That's because I am terrible. You're lucky I'm not writing a Pokemon jump.

Perks

Rousing Rhetoric: If you have the Fumoffu origin and take this perk, you may optionally have a "censor" beep cover up your words when cursing.

New Game Plus: Only the Jumper can purchase this perk. When you use this perk to "restart", any Companions which you imported into the jump also retain their knowledge and experience from the previous iteration. You may choose whether newly-gained Companions remember what previously happened or if they revert to their original knowledge and experience.

New Game Plus (Scenario Complete): The capstone-boosted version of the perk effectively allows the jumper to come even closer to re-inserting into the jump by allowing different starting choices to be made. It **does not** allow the Jumper to gain more CP in any fashion. It's at your discretion whether it could allow the Jumper to take on story-based aspects of other backgrounds. Again, this perk has no effect on anything that relates to CP. "Items purchased with CP" include those purchased in previous jumps as well as the current jump.

How Does This Guy Have Allies?: While this perk doesn't eliminate psychosis (which would normally be preferred), it ameliorates the negative consequences of any incurable mental illnesses, such as those imposed by drawbacks.

Will of Iron: The willpower associated with the basic version of the perk is roughly equivalent to a Green Lantern in DC Comics. The capstone boosted version is akin to a human Green Lantern like Hal Jordan or Kyle Rayner.

Age Don't Matter: This perk also works in reverse. You could be a sixty-year-old man going to kindergarten if you felt like it, and no one would do more than think, "That's a little strange" to themselves. As an added bonus, if you are under the age of majority where you are, you're considered an emancipated minor.

Black Technologist (The Whisperer): The sort of reality warping that Sophia and Leonard were attempting at the end of the story using the T.A.R.T.A.R.O.S. is limited to Post-Spark, if it is possible at all. (There is evidence that the attempt was doomed to failure, but in combination with a Spark, it would seem more doable.)

Japanese Ocean Cyclone Suplex Hold (Beware Those With Glowing Eyes): The capstone boosted version of the perk is also more effective when you do not intend serious harm. Its effects are increased if the targets of your fury also benefit from the increased durability (e.g., knocking them through a wall doesn't break every bone in their bodies).

Items

Purchasing any of the 100 CP weapons also provides a scaled, improved form of that sort of weaponry for any Arm Slaves which were purchased. The Arm Slaves otherwise have the basic gear available for their make and model.

Arm Slaves require regular maintenance to maintain operations. While this is still true of the Arm Slaves available for purchase with CP, they are more durable and require fewer repairs to maintain functionality than normal Arm Slaves. As a rough analogy, the regular maintenance is closer to that of a race car rather than a fighter jet. Post-combat repairs benefit less from this bonus, especially if the AS took major damage. See also the **Arm Slave Repair Crew**.

The **Tuatha de Danaan** can only be purchased a single time, whether that is by the Jumper or by a Companion.

The **Tactical Simulator** can use the information included in **Jane's Arm Slave Recognition Guide** to upgrade its capabilities without requiring you to fight against all of the Arm Slaves in question.

Basic Small Arms: Normal rubber bullets are considered "less lethal". The rubber bullets from this item won't kill anyone unless you deliberately go for the kill on an already defeated foe.

Spy's Wardrobe: The main limit on the quality of the disguises is the knowledge of the person using the wardrobe. Being vaguely familiar with a disguise ("nurses wear scrubs") still gives a very good result. Being extremely familiar with a disguise ("the rank insignia for a U.S. Army sergeant in World War II was...") gives a perfect result that could even fool observant and knowledgeable onlookers.

A character with **Wraith's Skill** using the **Spy's Wardrobe** gets even higher quality disguises. These disguises could include masks, fat suits, bindings, and makeup, which collectively alter appearance significantly.

Plan-1055 Belial: A Whispered without **Black Technologist** would take decades of tedious work and research to complete the customized Lambda Driver. **Black Technologist** and a focus on a relevant specialty such as "Arm Slaves" would reduce this to about five years, while the capstone boosted variant would reduce this to approximately 2 years. Fanwank what other supergenius-type perks from other jumps would be able to do.

Companions/Followers

AI: As you may have guessed from the name, your AI is similar to AI, the AI which operated the Arbalest/Laevatein. Black Technology operates based on power derived from the noosphere, which responds to the will of the operator. This AI is capable of developing independent free will, depending on what it learns from you, which would allow it to operate Black Technology on its own (and would protect it from being disabled by a **Fairy Feather**). The AI also becomes a Companion rather than a Follower at that point.

Arm Slave Repair Crew: If an Arm Slave is scrapped, the crew will salvage what they can (such as an **AI** that was installed), but they can't build a new one from scratch. That would require a Whispered's talents.

All canon companions gain the 100-CP perks for their respective origins in addition to all other listed perks and items. If a canon character is not listed, then decide what origin fits best and whether any other perks and items are appropriate.

Combat Badass

- **Sousuke Sagara:** Gains **Focus on the Important Stuff**, **Will of Iron (boosted)**, **Nerves Like Lightning (boosted)**, and an **ARX-8 Leviathan** with AI the **AI** and a **Lambda Driver** installed. Only he can operate this Arm Slave. *Special:* Also discounted for Whispered origin.
- **Kalinin:** Gains **Focus on the Important Stuff**, **Will of Iron**, and a **Combat Badass Arm Slave** (M9 Gernsback).
- **Sergeant Melissa Mao:** Gains **Rousing Rhetoric** (fear), **Huge Sword**, and a **Combat Badass Arm Slave**, an M9 Gernsback. *Special:* Also discounted for **Infiltrator** origin.
- **Belfangan Clouseau:** Gains **Focus on the Important Stuff** and a **Combat Badass Arm Slave**, the M9F Falke (a modified M9 Gernsback).
- **Gauron:** Gains **How Does This Guy Have Allies?**, **Will of Iron**, and an **Infiltrator Arm Slave** (boosted): the Codarl-i which is slightly less powerful than the Erigor.

Infiltrator

- **Sergeant Kurz Weber:** Gains **Deadeye Sniper**, **Nerves Like Lightning (boosted)**, **Sniper's Tool**, and an **Infiltrator Arm Slave**, the Zy99 "Shadow" (Sniper).
- **Lemon:** Gains **Wraith's Skill**. *Special:* Available for free if Nami was purchased.
- **Wraith:** Lacks **Just a Tourist**, but gains an ability to hide emotions equivalent to the effect in **Will of Iron**. Gains **Wraith's Skill** and **Nerves Like Lightning (boosted)**.

Whispered

- **Kaname Chidori:** Gains all perks in the Whispered origin (specialized in Arm Slaves) and **Japanese Ocean Cyclone Suplex Hold**. *Special:* Available for free if Sousuke Sagara was purchased.
- **Tessa Testarossa:** Gains all perks in the Whispered origin (specialized in submarine technology) and **Rousing Rhetoric** (inspiring). For an additional 300 CP, she comes with the **Tuatha De Danaan**.
- **Leonard Testarossa:** Gains **Age Don't Matter**, **Black Technologist** (specialized in Arm Slaves), **Rousing Rhetoric** (your choice), and the **Plan-1055 Belial** with the specialized **Lambda Driver**.
- **Nami:** Gains **Age Don't Matter**, **Black Technologist** (software specialization), a **Second-Generation Arm Slave**, and an **Arm Slave Repair Crew**.

Fumoffu

- **Hayashimizu Atsunobu:** The student council president of Jindai High. Genius on par with Whispered, but without knowledge of Black Technology. Gains **Blue Hair** and **Will of Iron**.

- **Ren Mikihari:** The student-secretary of Hayashimizu. *Special:* Available for free if Hayashimizu Atsunobu was purchased.

Drawbacks

Complicated Romantic Logic: Your partner(s) will be jealous even if they normally wouldn't.

Weird Pony Guy: You don't have to stop the Weird Pony Guy if you don't want to. It's not a chain-fail, but you may be indirectly responsible for every woman in the world being stuck with permanent ponytails.

Seven Deadly Sins: Canonical examples of the sins are Wrath (Gauron, Kaname), Greed (most Amalgam mercenaries), Envy (Leonard), Lust (Kurz, the American Generals), Gluttony (Mao), and Pride (Kalinin, Sagara).

Change Log

Version 1.01: Fixed a couple typos; explicitly stated that you receive 1000 CP.