

Project A-Ko

Version 1.0.0



16 years ago Graviton City was destroyed by a meteor strike. Since then it has been rebuilt, and grown into a prosperous city, and leader in technology, once more. Of course the meteor was actually a crashing spaceship from Alpha Cygnus, and their infant princess was lost on Earth when it crashed.

Now a girl a little over 16 years old named A-Ko has returned to Graviton City, alongside her best friend C-Ko, after having moved away in childhood. On her first day of school she and C-Ko catch the eye of the school's princess B-Ko who decides she must have C-Ko for herself. Soon A-Ko and B-Ko become embroiled in a series of battles pitting A-Ko's superhuman strength against B-Ko's mechanical engineering skills, a series of battles which will only be interrupted when the Alpha Cygnians arrive to reclaim their lost princess.

Location:

You begin in Graviton City where almost all events in the film take place. Not really much point in being elsewhere.



Age and Gender:

The majority of events take place in and around an all girl highschool and its 16 year old class. As such you can become female and/or 16 for free, or retain your previous gender and/or age.

Roles:

What role will you fulfill in this jump? Will you be the protagonist, the villain, or the object of desire? Or maybe you'd rather draw more on the space opera spinoff? Choose one role for your time here. Regardless of the role chosen it comes with appropriate memories and backstory in the world (if you take Space Criminal and don't take the alternate universe toggle you could be a non-space criminal), though any role may be taken as a drop-in. Even if you drop in you may choose to be enrolled in Graviton High with all the paperwork completed.

Child A: You're a heroine, or you could be. You possess characteristics that would be associated with our protagonist.

Child B: You're the villain, or you could be. You possess characteristics that would be associated with the rival/antagonist.

Child C: You're an object... I mean not an object, you're a person. But it won't stop people fighting over you. You possess characteristics that would be associated with the love interest/motivation producing damsel-in-distress.

Space Criminal: You don't belong here. Or well not unless you take that universe toggle. You possess characteristics associated with the (primarily villainous) characters more unique to the alternate universe.



Perks:

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

Aura of Cool (100): You seem to simply ooze cool, leaking it from your entire being. As long as you don't do anything actively lame, you'll come off as the cool, strong, silent type.

Absurd Appearance (200): Want to look like Kenshiro from Fist of the Northstar as a schoolgirl? Want to be able to function like you were a massive muscling hulk while looking like a little waif? Your physical strength and capabilities and your appearance are now largely disconnected; you can gain strength and the benefits of gaining muscle without actually gaining any visible muscle. You may also choose an outlandish, build and appearance and you now possess it as long as it's within the range of human by typical anime genre conventions (so if you want naturally multicolored hair that's possible, but no animal heads with just this). You can set your appearance similarly in non-human alt-forms, though these will be in the limits of their species.

Resurrection Technique (400): We don't see how he did it, but Maruten is able to resurrect the recently dead, at least when they have a mostly intact body, and now you are too. Since it happened off screen we don't really know if it required tools from his ship, or some sort of energy from him, but it didn't seem to exhaust him and we didn't see any tools used for it. You now have the ability to perform a resurrection 1/year on a recently (no more than an hour or so) deceased, mostly intact corpse.



Child A Perks

Picked Up Some Skills (100): You are a trained martial artist, and know your way around in a fight. You are especially good at jump kicks, but have basic proficiency with most melee weapons and general unarmed combat.

Tagalong Carry (200): When you are carrying someone (or something) and running they are unharmed by being carried through anything that cannot also hurt you. For example, if you are able to run through magma unharmed anything you carry will also remain unharmed by magma as long as you are running. This also allows you to drag someone by one limb without hurting them.

Unnoticed Collateral (400): There's a lot of collateral in A-Ko's and B-Ko's fights. B-Ko might be able to pay for damages, but A-Ko? It just seems to be ignored. And now you have this trait as well. When you cause collateral damage in a fight, as long as you didn't start the fight, and you didn't personally kill someone you'll never be blamed for it.

Lovechild of Superman and Wonder Woman (600): You have powers reminiscent of Superman, though more Golden Age Superman than the modern one. You can jump tall buildings in a single bound, run fast enough to create shockwaves and shatter pavement with your feet, deflect bullets from multiple submachine guns simultaneously, throw tanks, but you won't be going at near light speed, punching people to the moon, shooting laser beams, or flying. Still could jump from missile to missile to get onto the ship firing them if they were close enough together and being fired continuously. You can survive atmospheric re-entry, and can 'breathe' at least up to the edge of where sound will no longer carry through Earth's thinning atmosphere. Your strength is also fairly absurd; even restraining yourself you can throw tanks, and destroy buildings as casual side effects of exchanging blows with an opponent, without such restraint you can at destroy the forebridge and foremast of an advanced alien battleship where the foremast is larger than skyscrapers and remained completely unharmed from missiles from jets; you could probably kick hard enough to launch building sized hunks of rock hundreds of feet through the air.



Child B Perks

Genius (100): You are a genius. You learn quickly, and have a good memory, and could easily be a straight-A student.

All-Nighter (200): You don't seem to need to sleep nearly as much as you should, able to work through the night several times a week without any noticeable signs of exhaustion. In addition you do not get tired from purely cognitive work.

Robotician (400): Like B-Ko you are an expert at mechanical engineering. You won't match her speed - at least not with just this - but you can design giant robots, powered armor suits, or repair alien spaceships. It will just take time, a lot of effort, and a lot of money. While her Akagiyama 25 suit is her most successful invention, this seems to be best for building giant robots and combining mecha.

I Already Finished Translating It (600): Being a genius is one thing, but this is just absurd. You complete cognitive tasks at incredible speeds. Read books at super speeds. Design new robots everyday like some sort of super robot villain. When the work is primarily mental you might do a week's work overnight. With some mechanical expertise and an industrial base to do your grunt work you might now be able to design all the new mechas needed for regularly harassing a superhero.



Child C Perks

Moving Tears (100): Crying like a child, only really works for children... normally. A 16 year old is generally expected to not break out in tears over everything. And yet when you do people try and placate you much like they would a child. This won't work on everyone, but you will always have bawling your eyes out as an option in your social arsenal.

We've Got to Save J-Ko (200): When you are captured, you will find those who care about you spurred forward to rescue you. The need to rescue you will take priority over other parts of their nature, spurring them to be braver and more daring, and even getting normal enemies who both care for you to drop their rivalry until you are safe. These allies will also seem to arrive quicker, reaching you in time to rescue you if it is at all feasible for them to do so. This is not a guarantee of success, but they'll do better than they should be able to.

Overwhelming Personality (400): You have a powerful personality. At the very least it resists attempts to suppress or erase it. While not immune to possession, mind control, or the like, no matter what is done to you your personality will still crop up and push through. This will start with the most childish and annoying parts of your personality, but will slowly allow for other better parts of your nature to push through, before eventually allowing you to break through the effect that would be erasing or suppressing who you truly are.

Like An Angel (600): Important and powerful people seem to fall in love with you for no discernable reason. Whether plot important, socially/politically important, or physically powerful you seem to be a magnet for the love of those who can shift the world with their actions. The more important and powerful they are, the more likely they are to fall for you. This won't change their personality or who they are, but will make them latch onto you in a sort of love at first sight scenario except that the love only seems to grow the more time you spend together.



Spacer Perks

Pirate (100): You're good at being stealthy, whether it's following schoolgirls or ambushing an opponent. This won't make you a monster like A-Ko, or a genius like B-Ko, but you'll have an idea how to use surprise to help momentarily even the odds.

Any Landing You Can Walk Away From (200): You know what would suck? If you fell from the upper atmosphere, or were in a spaceship crash, and died. Now you don't have to worry. You will never die from crashing into something or falling. You can die due to things that follow from a crash or a fall - such as a spaceship exploding after it crashes or molten lava melting you after you fall in it - but the crash or fall itself will not kill you.

I Thought I Was Going to Die! (400): And you really, really should have. City destroying blast, you're supposed to be a fairly regular person... and you climb out of being buried in sand more than a week later? Once per jump when you should die you just don't, but will resurface about a week later with no plausible explanation.

Medium (600): Like Gail you possess the powers of a medium, though what a medium possesses in this world might be considered weird. You possess the psychokinetic ability to project blasts and lines of force from your hand, and this can be used to kill someone without leaving a single visible sign of harm upon them. This power can theoretically grow to the ability to psychokinetically fling people with a glance, or block their blows with psychokinetic force. Also, like Gail, you may channel the spirits of others back into appropriate living vessels, this requires their spirit to be lingering, ready to return, and a suitable vessel however, which will typically be hard to find. While this will allow you to theoretically reach Xena's displays of psychokinesis with this perk, this perk alone will not allow you to do anything like summon the Dragon God (it's just too much more powerful than anything else in the setting for a 600 CP perk), you'll have to find a way to do that yourself.



Items:

The first copy of each 100 CP item associated with a role is free if you have that role, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that role. 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.

Personal Spaceship (300/400): You have a personal spaceship that can be piloted by 1 person, though can be large enough to carry 2 or 3 people comfortably. It is equipped with a functioning FTL drive which can move between star systems at thousands or even tens of thousands times the speed of light, and some limited weapons. Don't expect it to fight a battleship however.

For an additional 100 CP this ship has just gotten access to an ancient series of hyperdimensional highways that can allow it to travel anywhere in the universe within hours.

Earth Defense Space Station (400): What amounts to a spaceborn airbase. It comes with scanners capable of detecting incoming spaceships, dozens of spaceship fighters equipped with missiles, and various weapon systems. Its full capabilities are unknown... because the Alpha Cygni ship one shot it after taking minimal damage from its full complement of fighters. Despite that the fighters were a match for the Alpha Cygni fighters one-on-one, are able to fight in atmosphere or space, and this is a spaceborn base capable of providing Earth to orbit transportation.

Alpha Cygni Battleship (600): 6.5km long. Comes with fighters able to turn into mechanical spiders to fight as tanks if aircraft are not desired, a massive main gun capable of completely destroying a space station large enough to serve as a carrier for space jets, plenty of smaller guns including a truly massive number of missiles, point defense weaponry and more. It possesses a functional FTL drive, though it is probably only around 1,600x light speed. But no crew. For some reason damaging the bridge can cause explosions throughout the ship which will lead to crashing.

Child A Items

Part Time Job (100): If you go looking you'll be able to find a (minimum wage) part time job. This won't be great pay, and you'll have to put in the hours, but as long as you put in the time and don't literally destroy the place you won't get fired.

Dress for a Party (200): This is a well made dress fit for a party at a luxury resort. Or well whatever party you need to attend. This dress is perfect for any formal function you need to attend, and seems to make you a little more charismatic and beautiful than normal when you wear it, your movements a little more graceful and elegant.

Control Wristbands (400): These magical bracers help you to control any powers you possess. While worn they will reduce the power level of any uncontrollable powers you possess to a level that you can handle, slowly increasing along with your own growth in ability to control your power. Of course you're a jumper so that'd not be so useful, so there will also allow you to mentally dial any power, ability, or perk you possess from 0% to 100% power with a thought, as well as toggle whether any power you possess is able to directly kill creatures, or will merely knock them out potentially with survivable shattered bones and bodies.

Legendary Sword (600): Perhaps this is a copy of the legendary sword that in one universe was used to kill the sorceress Xena. It certainly has similar abilities. It is a sword that can easily be wielded with super strength, strong and resilient enough to survive being swung by you at your full force no matter how strong you are, and in fact will always serve to - barring special skill - be a better weapon than your bare hands. Beyond that it is a spiritual weapon able to interact with manifested spirits, ghosts, or energy beings as if they were physically tangible beings and by inflicting sufficient damage to them permanently destroy them; it may be possible to cut other spiritual forms or energy in this way with proper training and spiritual powers. It also serves as a perfect channel for your spiritual energies, at least equal to your own body.



Child B Items

Cyclocopter (100): This is a small aircraft similar to an open topped helicopter built to be run by someone - preferably strong - peddling it like a paddleboat or bicycle. Despite that it can keep up with an actual helicopter and carry 5.

Girl Minion Squad (200): These are four minions all your own. By default they are highschool girls, but if you prefer they can be businessmen, spies, or something else. Whatever they are they are surprisingly competent especially at stalking people, and more loyal than you deserve, but they are still strictly human and fall within the limits of normal human capabilities.

Akagiyama 25 Power Suit (400): This suit of 'armor' consists of a pair of knee high boots, a pair of bracers, a helmet with a glass visor, and a one-piece swimsuit with its stomach and middle of the back cut out. Despite that it increases your strength and durability to the point where you could engage in a fight with thrown tanks as weapons, or survive atmospheric re-entry. It has a small jet pack for flight, and wrist-mounted missile launchers that can fire groups of three or be switched to rapid fire. Pushed to its limits it is capable of 9 gs of acceleration, and almost 16,000 km/h max speed. Despite the helmet it is not capable of extra-atmospheric flight. With this you could put up an entertaining fight with A-Ko, though even holding back to avoid injuring you she'd win in the end.

Zaibatsu (600): You are now the proud owner of a powerful zaibatsu, that is a large, multi-industry conglomerate with one ruling family. Namely yours. This is an immensely profitable corporation with massive industrial capabilities, and contacts in all forms of industry. And it's all yours, unless you're still a minor (or would just prefer not to have to deal with running things) in which case it is your parent's.



Child C Items

Handmade Lunch (100): This is a lunch apparently personally made by you. At least the quality is like something you would make. Those who eat it will get a sense for the love you hold them in. You get a new lunch everyday.

Adoptive Family (200): We don't see C-ko's family in the OVAs, except in the alternate universe, but as she has an allowance and doesn't seem to be an orphan she presumably has one. In the alternate universe, however, her adoptive father is willing to spend his entire fortune on the attempt to rescue her. Now you too will have a similarly loving and supportive family willing to spoil you or support you in every jump you go to (barring drawbacks or choosing not to bring this item into the world). Even if you are a drop-in you will find some parental stand-ins willing to quickly adopt you and treat you like a long lost beloved child.

Spaceship Resort (400): While completely non-functional as a spaceship at this point, without even meaningful technology for you to strip from it, you possess the broken shell of what was once a 6.5 km spaceship but has been turned into a luxury resort and shopping district. It comes with staff, including management, which can run it without any interference from you, somehow managing to keep it afloat even if really this shouldn't be possible. It won't be raking in big bucks if in a bad location, but it will still be able to make enough to pay for itself even somewhere it shouldn't be able to.

Alien Princess (600): You are a princess! A long lost one! In this jump, and in any future jump you desire, you are the heir to a powerful family in a region that is not part of the main focus of the jump's setting. This family may be the monarchy, but that is not necessary. You will gain no intrinsic special abilities for being part of this family that you did not pay for (no special bloodline powers) and this family will always be based somewhere away from the main action of the plot (though may show up in it), beyond that you can choose any family you desire or make an OC one. They will always be desperately seeking you, though they will only find you at a point convenient for you.



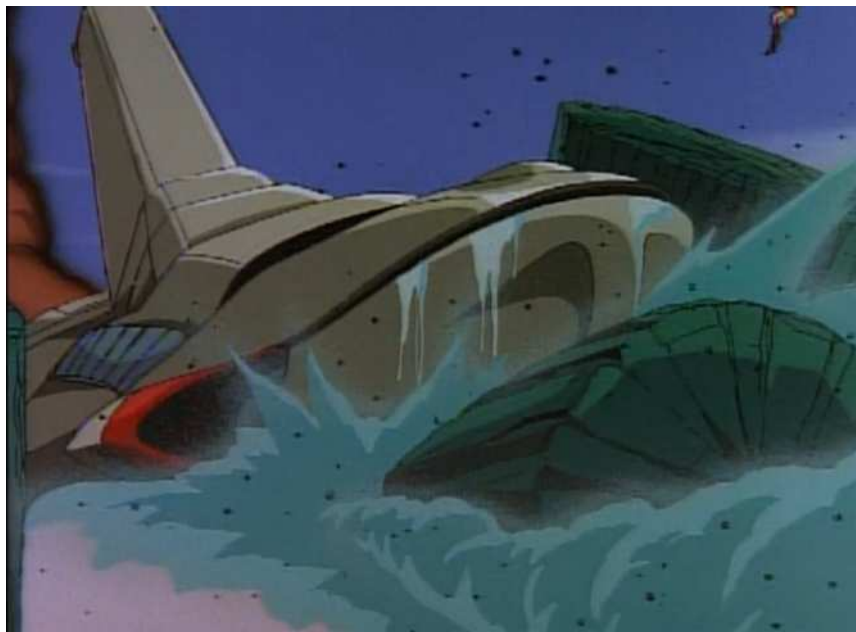
Spacer Items

Hover Bike (100): This is a hover bike capable of moving at quick speeds. It can seat 2, with room for a moderate amount of baggage remaining.

Big Gun (200): This two handed energy rifle takes a second or two to charge up for its shot, but can destroy massive doors or blast holes in spaceship walls large enough for adults to walk through.

Subsand Cruiser (400): This vehicle, similar in appearance to a large submarine moves through sand like it was water, even able to launch missiles up through it, and powerful enough to surface through a building. Since you're paying CP can go through non-sand forms of soil - and even rock - though it will be slower and unable to launch missiles up through them. Can be run by a single individual, though you might want a second to man the guns.

Suitable Vessel (600): This is a young man or woman capable of serving as a suitable vessel for the spirit of 1 entity each jump. The individual will, unlike C-ko, have little or no ability to resist the possessing entity, as they are a mild and weak-willed individual without a strong personality. You may choose what entity they serve as a vessel for each jump, and 1/jump you may perform a ritual that will call a spiritually/psychically/mystically powerful dead individual's soul into them; if the entity you desire isn't a spiritually powerful dead being you, or they, will have to provide a means to possess this host themselves.

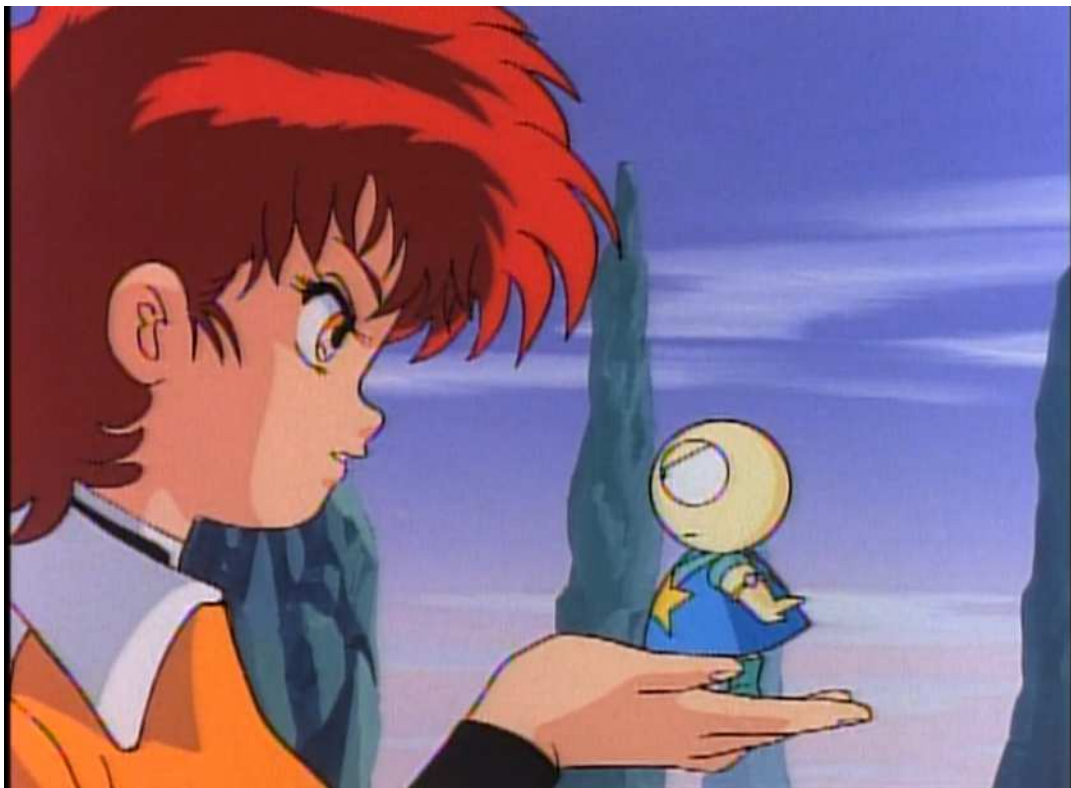


Companions:

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, other than A-Ko, B-Ko, Gail, or Xena. For those characters you have to pay 100 CP. If you recruit A-Ko you can get C-Ko for free.



Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade after 2 years.

Stay Length (Toggle): By default you'd be staying until A-Ko, B-Ko, and C-Ko (age 16) graduate high school in 2-3 years. You can stay a full decade if you want however. Drawbacks will begin to fade after 3 years slowly losing their intensity and fiat.

Versus (Toggle): After the series there was a 5th entry made set in an alternate universe. If you'd prefer to go to this space opera universe instead of the superhero school days one you can choose to do so. In fact if you wish to visit any of the alternate universes shown in the finale of *Project A-Ko Versus* you may choose to do so. Not much is shown about these, there seems to be a few constants in this multiverse: A-Ko has super strength, B-Ko is a master mechanical engineer, and A-Ko and B-Ko always fight. Have fun. This will not change the danger level of any drawbacks taken.

Bulb Head (100): You are a short alien, small enough to fit in someone's hand. You have an oversized, round head and are otherwise mostly humanoid in your appearance. You cannot leave this form.

Cry Baby (100): You are more than a bit of one. Whenever you are upset by something you will break out into loud wails and cries, expressing your discontent in an overthetop, and childish manner.

I Woke Up Early For Once (100): You have a tendency to oversleep. Even if you don't need to sleep you will find yourself sleeping, and when you need to wake up at a certain time you'll always be waking up a little later than you needed to wake up.

Lethal Chef (100): You should not be allowed to cook. You'll be lucky if the worst thing you do to a meal is use sugar instead of salt. Your cooking is in general so bad it could be considered a weapon, and definitely not something that you could safely eat.

The Booze is Wearing Off (100): You are an alcoholic. You might be a high functioning alcoholic. But you are an alcoholic, and whenever you're not at least tipsy your vision starts to blur and your motor functions begin to degrade.

Brat (200): Regardless of your actual age you look, and act, like a spoiled 10 year old child. If you're not human your appearance is that of a 10 year old child of your species, but you still act like a human 10 year old.

Gomen (200): At least once a week you will be hit by a speeding vehicle, or superhuman. Don't worry it won't ever kill you, but it might leave you with broken limbs.

Stalker with a Crush (200): Someone loves you. Someone wealthy, influential, connected, and with a terrifying mechanical aptitude. And yet they don't really know how to express this love. They will try and drive away any (potential) rivals (read any other friends you possess) and attempt to make you be all theirs in an assertive, and aggressive manner. Even if you return their affections they will be immensely controlling, and jealous.

Expanded Universe (300): This is implied to be a world with superheroes beyond just A-Ko. While they normally don't do anything. A-Ko's parents are apparently busy or out of town when all the alien stuff goes down; maybe they want to let her learn to protect the world. Now, though, you'll be encountering things that would fit more in the DC or Marvel universes; expect at least one Crisis Crossover during your time here, and several dangerous world threatening events. You don't need to resolve these alone, but you will find yourself drawn into the thick of them. If taken with Versus this may take a form more suitable to the world in question, but expect similar threats; instead of Xena being a one-time thing expect at least a 2nd universe threatening event, and some sort of all out space war in Versus for example.

Fight for your Right to Study (300): Well ok even if you don't want to study you'll be fighting. 1/week you'll have to duel a particularly persistent rival who will continuously improve their combat capabilities against you. No matter how powerful you are they will grow to at least the point to force you to put in work and effort to win. If you'd stop them from being able to fight you like this, they'll be replaced by a new rival who is stronger, scales faster, and if you used lethal force to do that they'll be more likely to use lethal force back.

Outro:

Your time in this Jump is done and the final ending choice has come once again.

Back to Alpha Cygnus: Gonna leave your friends here and return to the home you originally came from? Alright. You can return to your original world, your chain at an end but you will still keep what you gained from it.

Decided to Come Back: Maybe you've found something here you can't leave behind. Stay in this world and end your chain keeping what you gained from it.

Through the Center of the Universe: There's an infinite multiverse out there, can't stop here and now. Go onward to your next jump.



Notes:

Jump by Fafnir's Foe.

I did my best to describe A-Ko's powers, but really it's gag strength which functions more by rule of funny than anything.

While the Akagiyama suit manages to get 'draws' with A-Ko... what is actually shown is A-Ko with her magical armbands (that reduce her power) and quite probably holding back (as she avoids directly attacking B-Ko when not wearing the bracelets and while B-Ko isn't in an Akagiyama battle suit at that point she is in some sort of power increasing tech), so I went by feats it was shown doing and did not at all scale it to A-Ko.

Versus was the best of them.

Changelog:

Version 1.0.0: Posted.