



# Little Tails Bronx Series

Jumpchain CYOA

Welcome Jumper, in the world of the Little Tails Series. This is a series of video games in a world quite unlike our own, no humans for starters, a Plasma cloud sea separating the inhabitants of the world from the surface, not to mention flying islands inhabited by nothing but Anthropomorphic (read human shaped) cats and dogs, known as Felineko and Caninu respectively.

They live in cloud-bound islands with distinctive cultures, though some... influences may be noticed in some of them. Naturally, war is not unheard of even in this world,

many a tale can be spun about the horrible wars between the two races, the island of Bazett is even partially made of a Graveyard of wrecked aerial warships which are often taken over by giant, flying hermit crabs.

I said the world's pretty weird, this includes the wild-life.

But, you will probably be surprised to hear that this world isn't an entirely new one, for in the ancient past, this was a planet known simply as "Earth". Yes, Earth. Not a case of the two just being named the same, this is a parallel world to the one you originate from.

Thousands of years ago humans found an ancient supercomputer in a tower-like structure buried in Australia. As humans are prone to do, they misused the technology found within to construct superweapons, Titano Machinae and waged war on one another.

In a last-ditch effort to save the planet, Yurlungur, the central AI of the tower, offered a group of kind-hearted humans an option to reset the world, allowing a fresh start for the planet. As they accepted, Yurlungur digitized all life on the planet, lifted the landmasses into the heavens and blanketed the surface with impenetrable plasma clouds. Only Australia stayed on the surface.

From the Data of the old world, new races were formed, albeit mixed up a bit. These were the ancestors of the Caninu and Felineko and this world is now their's to live on.

Now, what about you, Jumper? What will your path be?

Take 1000 Rings to prepare yourself.

## Race

[Caninu \(Free\)](#)

[Felineko \(Free\)](#)

[+Exotic \(-50 Rings\)](#)

## Origin

[Police \(Wo\)man](#)

[Hunter](#)

[Shepherd](#)

[Sky Pirate](#)

## Age/Gender

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## Perks

[Little Tails Continuation \(Free\)](#)

[High Altitude Resistance \(Free\)](#)

[Hybrid \(-400 Rings, Discount Drop-In\)](#)

[Save Points \(Free/400 Rings\)](#)

[Cyberconnect Appeal \(Free\)](#)

[Trouble Hound \(100 Rings, Free Police\)](#)

[Bubble Arrest \(200 Rings, Discount Police\)](#)

[Authority \(400 Rings, Discount Police\)](#)

[Bubble Overdrive \(600 Rings, Discount Police\)](#)

[Ace Pilot \(100 Rings, Free Hunter\)](#)

[Fall? Teleport! \(200 Rings, Discount Hunter\)](#)

[Battle Mod \(400 Rings, Discount Hunter\)](#)

[Escape & Survive! \(600 Rings, Discount Hunter\)](#)

[Little Guy \(100 Rings, Free Shepherd\)](#)

[I'm the Oldest! \(200 Rings, Discount Shepherd\)](#)

[Instant Expert, Just Add Crisis \(400 Rings, Discount Shepherd\)](#)

[Try Again \(600 Rings, Discount Shepherd\)](#)

[Off-Work \(100 Rings, Discount Pirate\)](#)

[Obviously Evil, Right? \(200 Rings, Discount Pirate\)](#)

[Chess Master \(400 Rings, Discount Pirate\)](#)

[Ancient Rites \(600 Rings, Discount Pirate\)](#)

## Race Perks

[Breed Adaptations \(Free\)](#)

[Superhuman \(100 Rings, Free Caninu, Exotic & Hybrid\)](#)

[Tech Savvy \(200 Rings, Discount Caninu\)](#)

[Pillar of Support \(400 Rings, Discount Caninu\)](#)

[Merveille's Wisdom \(600 Rings, Discount Caninu\)](#)

[Nono Affinity \(100 Rings, Free Felineko, Exotic & Hybrid\)](#)

[Paper Thin Disguise? \(200 Rings, Discount Felineko\)](#)

[Nono Wisecat \(400 Rings, Discount Felineko\)](#)

[Paladin Survivor \(600 Rings, Discount Felineko\)](#)

## Items

[Little Tails Bronx \(Free\)](#)

[Tails Concert \(Free\)](#)

[Signature Wardrobe \(Free\)](#)

[Photo Collection \(Free/50 Rings\)](#)

[Memory Plates \(Free/50 Rings\)](#)

[Allowance \(1 Free, 50 Rings\)](#)

[Airship \(Free/50/100/200/400 Rings, Discount Pirate\)](#)

[Mini Mecha \(Free/50/100/200/400\)](#)

[Power Crystals \(100 Rings\)](#)

[Bubble Gun \(100 Rings, Free Police\)](#)

[Police Badge \(200 Rings, Discount Police\)](#)

[Communicator \(400 Rings, Discount Police\)](#)

[Childhood Gift \(600 Rings, Discount Police\)](#)

[Stungun \(100 Rings, Free Hunter\)](#)

[Repair Parts \(200 Rings, Discount Hunter\)](#)

[Medallion \(400 Rings, Discount Hunter\)](#)

[Titano Machina \(600 Rings, Discount Hunter\)](#)

[Foodstuffs \(100 Rings, Free Shepherd\)](#)

[Hamlet \(200 Rings, Discount Shepherd\)](#)

[Taranis \(400 Rings, Discount Shepherd\)](#)

[Soul Substitute \(600 Rings, Discount Shepherd\)](#)

[Weaponization \(100 Rings, Free Pirate\)](#)

[Flotilla \(200 Rings, Discount Pirate\)](#)

[Byon's Lab \(400 Rings, Discount Pirate\)](#)

[Guild \(600 Rings, Discount Pirate\)](#)

[Local Database \(400 Rings, Discount Caninu\)](#)

[Paladin Records \(400 Rings, Discount Felineko\)](#)

## Companions

[Import \(Free\)](#)

[Data Children \(Free\)](#)

[Deputy \(200 Rings, Free Police\)](#)

[Happily Adopted \(200 Rings, Free Hunter\)](#)

[Younger Sibling \(200 Rings, Free Shepherd\)](#)

[Elite Underling \(200 Rings, Free Pirate\)](#)

## Scenarios

[Fuga: Melody of Steel](#)

[Tails Concerto](#)

[Solatorobo, Red the Hunter](#)

[Final Scenario: Hero of Many Ages](#)

## Drawbacks

[Continuous Adventure \(+50 Rings\)](#)

Annoyance (+100 Rings)

Fantastic Racism (+100 Rings)

Animal Stereotypes (+100 Rings)

Setting Amnesia (+200 Rings)

Major Enemy (+200 Rings)

Terrible Burden (+200/+400 Rings)

Scattered (+400 Rings, Must Import 2 Companions minimum)

Sealed Memories (+400 Rings)

No more Mooks (+400 Rings)

BBEG Target (+600 Rings)

One-Hit Wonder (+600 Rings)

# Race

So, first let's get you out of this hairless human body, right? You'd be sticking out like a sore thumb as a human after all. But what will you be instead?

## Caninu (Free)

The race of heroes, funnily enough. Like all the protagonist characters of the series so far you're a Caninu, making you a form of domesticated canine of some variety. Caninu are well known for their physical strength, sociable attitude, friendly demeanor, love for hot and/or hard things, which is why they love to chew on snack bones, and have a high aptitude for, and interest in, technology. Not so much for Magic.

## Felineko (Free)

You're a Felineko huh? They're a race of humanoid domestic cats. Standing on average a fair bit smaller than Caninu of the same age and gender, Felineko much more independently minded, come off often as antisocial and as loners. They favor colder foods and prefer said food to be on the softer side of things. They also have a naturally higher aptitude for and interest in Magic while not so much for technology. They're also more agile on average.

## +Exotic (-50 Rings)

Not all options here are races, this acts as an upgrade to the above options. Namely, it allows you to take non-domesticated Canines and large Felines. What are the benefits? Well aside from the more impressive forms, you get a discount on 1 Perk from the Race line of the other races wolves are known for their magical affinity and lions were known for their superior physicality and technical know-how compared to other Felineko.

# Origin

Any of these Origins may be taken as a Drop-In

## Police (Wo)man

You're part of your country's police force, granting you a degree of authority within your borders and some respect from your counterparts in other countries. Expect to have a lot of phone calls from your higher ups about apprehending Sky Pirates while you're here.

## Hunter

You're a Hunter, a type of mercenary commonly found, particularly in the Shepherd Republic. Whether you're independent or part of a larger Guild such as the Kurvaz, you operate within the law. Within the line separating it from unlawful behavior at times, maybe.

## Shepherd

You're nothing fancy, just a kid working on your family's farm. Though maybe there is a voice calling to you over the radio? May depend on your time period.

## Sky Pirate

Oh this is... different. You're a Sky Pirate, the scum of the skies. Your ilk attacks, robs and harasses other people. Though maybe you're not really one, this may also just mean you're a really bad guy, like a certain military force attacking some rural areas and taking locals prisoner for no reason. Mind the Caninu in robots and kids in house-sized tanks.

# Age/Gender

Regardless of your Origin, you may change your gender for free and choose an age between 4 and 19. If you're wondering why 4, Mei Marzipan.

# Locations

Roll 1d4 to gain +200 Rings or choose for free.

## 1. Prairie Kingdom

A kingdom not far from Shepherd, it is home to Waffle Ryebread, Alicia Pris and her sisters, and ruled by the family of Princess Therria. Events here take place a year or two before the events that would occur in Shepherd. They have... some issues with a certain band of Felineko.

## 2. Shepherd Republic

A Democracy on a huge cluster of floating islands, Shepherd is home to Red Savarin, Chocolat Gellato, the Paladin Clan (mostly extinct) and the Kurvaz Guild of Hunters. With a somewhat French-leaning culture, each island has its own small government, making the Republic more a loose coalition though let me tell you, when Gondor calls for help, you better hope you got defenses on par with Tartarus because everyone comes a'kicking. Here the events of Solatorobo take place and so there rest the Titano Machinae, Lares and Lemures, the former of which will soon after arriving here, be roused from it's slumber by one Red Savarin taking a certain medallion.

## 3. Free Lands of Gasco

Ah, what a nice place! This is Gasco, a floating landmass roughly with the same amount of mass as the Shepherd Republic's entire archipelago combined. Why is that? How do I know? Because this is the Shepherd Archipelago hundreds of years before the events of Solatorobo silly. Yeah, strap on your boots, it's time to get grimm. In the small village of Petit Mona, in a week, the neighboring Berman Empire will attack, taking most of the village's inhabitants prisoner. Only a handful of children, with others they later find a total of 12, escape capture and will find a powerful tank to command so they can save their parents. This ragtag group of misfits, led by Malt Marzipan who escaped with his little sister Mei, will be responsible for saving the world, even if their homeland will be shattered if nothing changes. Hopefully, no children were sacrificed in the end.

## 4. Free Choice

You're not bound to any one location here, you may start anywhere above the clouds during any of the above time periods.

# Perks

## Little Tails Continuation (Free)

This free Perk is... mostly cosmetic. You may alter future settings to have the aesthetics and races of the Little Tails Bronx Series, adding them or replacing existing ones with Felineko and Caninu. You can also change the setting to resemble this world, albeit this cannot make the jumps easier by any means and everything will adjust to make the new setting work largely the same within this framework. Additionally, to keep this option open, you can add this onto your Bodymod.

## High Altitude Resistance (Free)

You know, even though this is never addressed, this is a world where EVERYTHING lives in the upper atmosphere above a huge layer of clouds. Naturally there is such a thing as “Altitude Sickness” but don’t worry. While the natives are all well accustomed to their lives here, this Perk will grant you the same resistance to Altitude Sickness outside your Alt-Form from this jump.

## Hybrid (-400 Rings, Discount Drop-In)

Oh this is... quite something Jumper. What you have here is a Perk that alters you, making you one of Byron’s Hybrids made from the DNA of him and Merveille. And maybe his house cat if you’re a Felineko. No this doesn’t make you an odd dog/cat hybrid, instead you are a hybrid of your main race and the artificial humans known generally as Hybrids. This gives you a few benefits.

For starters your body is significantly more resilient than normal members of your species, owing to an abundance of Nanites in your system which can also permit extensive skill in the use of Magic, as using it consists of manipulating the Nanites in the air that are still present from the day Humanity was wiped out. Speaking of humanity, you also have the ability to assume a human-like form, not humanoid, not Anthropomorphic, human. In this form you have a significantly enhanced physique, can integrate yourself with your Robot to create a far more powerful form, you will also not die of old age, and finally you gain complete immunity to anything that would drain your life force, whether that be Titano Machinae, the ritual to seal them or awaken them, and or a freaky space wizard in a skull mask trying to drain you.

## Save Points (Free/400 Rings)

So, first of all, you get this for free in this Jump, but to keep it you need to pay 400 Rings. Why so many? Well, let me tell you. With this Perk certain “Save Points” will appear in the world. You can use these to make a save file. At any point you can use these save points to return to that point or if you die, reset to that save state. However, this only works once per save point which refresh once per 10 years or at the start of each new Jump if you have paid for this. Whichever comes first, naturally. So yes, this is a conditional 1-Up Perk. Though the Save Points will always be in areas you would find them within this game series, such as in city areas, just before a major fight (yes that’s foreshadowing built in) and inside certain shops.

## Cyberconnect Appeal (Free)

Another free Perk? Well yes! With this Perk you are granted a boon many of the main characters benefit from: You’re good looking. No matter if handsome or adorable, you match your aesthetic senses to a T, with the younger of you taking to the adorable side of the spectrum. Ask Chocolat, Elh or the crew of the Taranis, just look at them!

## Trouble Hound (100 Rings, Free Police)

To serve the police one must know where to go! Whether you have a sixth sense for trouble or not, you have no problem finding where the thick of adventure is found and can locate missing items, criminals and hostages with a decent shot at finding and apprehending them.

## Bubble Arrest (200 Rings, Discount Police)

Where to store all those criminals you bubble? Well, not in your bot that's for sure! If you catch an opponent, like with a Bubble Gun, you can immediately teleport them to a holding area (police station, your Warehouse in a container they can't escape from, small island you can get to in a pinch). You must have properly secured them for this to work, so if they could break out of their bonds fairly easily this won't work no matter how fast you try to be.

## Authority (400 Rings, Discount Police)

You'd be a pretty pathetic police (Wo)Man if you didn't have this, wouldn't you? You have an air of authority, even if you're the cutest little police dog around, people will take you seriously in that role. In other countries you won't find it hard to gain permissions for things held within your purview as a law enforcement officer and after this Jump, you may decide in each Jump to gain a similar level of authority in a local government.

## Bubble Overdrive (600 Rings, Discount Police)

Well this is... a bit crazy. When Waffle entered the Titano Machina known as the Iron Giant (not that one) his robot and the bubble gun gained a tremendous amount of power, the gun becoming akin to a Plasma Pistol. Now you have the same benefit, able to empower any equipment you have in this manner. You can do this to each piece of equipment once per Jump but yes, this stacks over the course of your chain. Powerloss will simply temporarily reset these Items to their original level. Mind you this has to be a personal weapon or vehicle, no powering up the Death Star or Eclipse.

## Ace Pilot (100 Rings, Free Hunter)

In the world of the Little Tails Bronx Series, there is a whole lot of flying. Kinda obvious with the whole "Floating Island" gig they have here. Now you're a pretty damn good pilot in your own right, like, fly a light Cargo Airship through a thick field of floating islands, good. You could easily become a Ace at the Air Robo GP if you really wanted to.

## Fall? Teleport! (200 Rings, Discount Hunter)

The Shepherd Republic is one of the most broken up lands in this setting, because it's the continent of Gasco, broken into the islands. However for some reason handrails aren't common around the bottomless pits that are found on many islands and, obviously, between them too. Luckily you have this. In normal cities you won't fall off the island, period, though this also means you can't jump across (or even try) if you don't have the means to do so, while if you fall off the Davren Islands or your booster goes out there, you get immediately teleported back to the last island you had landed on. So no worries, you won't fall to your death into the literal Plasma Ocean below.

## Battle Mod (400 Rings, Discount Hunter)

It's an odd little thing that you can do here. Like in the game you can pause combat around yourself to a menu, though the most you can do is use an item or swap out the augmentation blocks of your robot. No shooting in timestop, no lifting, nothing. This can be used to plan though your field of vision will be obstructed by the menu while in this state so as to ensure you don't do something like cheating, got it?

## Escape & Survive! (600 Rings, Discount Hunter)

How improbable is it for everyone whose robot blows up to survive? Like, this happens all of the time but nobody dies from this. It usually takes plot convenience to do so! Well, you share this plot-armor now. Not only will any damage you take when in a vehicle be absorbed by the vehicle, but it will disperse into harmless smoke in a pseudo-explosion when its durability fails. Additionally you can extend this to those you fight, allowing you to wreck their vehicles without harming the occupants. This is naturally something you can toggle, and I recommend using it in Fiat-Backed vehicles. One last thing, how much punishment your vehicle can take will depend on your own level of experience, with the more experienced you are, the more damage you can take. However damage will be reduced by your vehicle's own durability and armor.

## Little Guy (100 Rings, Free Shepherd)

Doesn't mean you're not perfect for your job! No matter your physical age, you have no problem doing grown-up stuff and are fairly competent on a gun. You're also courageous to a fault, like any good dog should!

## I'm the Oldest! (200 Rings, Discount Shepherd)

And so you lead. You have a tremendous level of charisma, able to unite a group of a dozen children into an effective fighting force against an entire army, keeping up morale while ensuring everyone's safety. Others will also find themselves inexplicably opening up to you, as you're the ideal older brother figure who they know that they can rely on.

## Instant Expert, Just Add Crisis (400 Rings, Discount Shepherd)

When the going gets tough, the children get going. Like the brave children manning the Taranis, you're able to quickly pick up how to use anything to your advantage, learning in minutes what would take most weeks or even months of training. This just gets even scarier when you're under pressure, as any crisis is just another opportunity for you to kick it up a notch and show these invaders who is the god-damn boss!

## Try Again (600 Rings, Discount Shepherd)

In most installments of this world, New Game+ isn't integrated into the lore. Not so for Fuga: Melodies of Steel. Like in that game, you can, once the main events of a Jump have concluded, reset the world and try again. Seek that Golden Spot of hope Jumper. You can invoke this at any time after the primary plot of a Jump has concluded (End of "Phantom Menace" for example, or the end of Stargate SG1) but it can also, once per reset, allow you to reset the world to a prior state to undo one action. This doesn't work if you die however.

## Off-Work (100 Rings, Discount Pirate)

You'd be surprised how much Sky Pirates can get away with if they're not actively going after people. Participate in the Duel Ship, work with Kurvaz Hunters and a Train Conductor to retrieve powerful explosives for a plan, go on vacation in another country and still get into trouble. As long as you genuinely mean to take a vacation you will be largely ignored by law enforcement, though private parties such as Hunters may still go after you if you've gotten into some hot water.

## Obviously Evil, Right? (200 Rings, Discount Pirate)

Some people just scream "I'm Evil!" with every fiber of their being. However, like Bruno and Fool, you have an uncanny ability to appear to the masses as a harmless, maybe even well meaning person. Even if you're a sinister old man or wear the most cliché villain outfit imaginable. Nobody you try to lure into a false sense of security to work for you will be able to discern how much of a villain you truly are, allowing you to recruit a trio of orphans to do your bidding, trick an entire guild into doing your dirty work, or tricking that one general into trying to revive the Titano Machina you want to fight. This also works if you're just plain insane.

## Chess Master (400 Rings, Discount Pirate)

It's surprising, Fool, Bruno, Baion, so many people who all somehow managed to maneuver events into place to fulfill their own designs. Like them, you have an uncanny skill to plan ahead and ensure your plans go as you wish. Naturally once you have entered the final stage of your plan things may go awry, getting lazy, becoming complacent, trying to control the giant doomsday weapon that led to humanity's extinction, letting your son get to you at the heart of the other doomsday device so he can beat you up. You know, typical villain blunders?

## Ancient Rites (600 Rings, Discount Pirate)

Isn't it nice to know exactly how to activate these thousands of years old doomsday machines which brought humanity to their doom? Wouldn't it be nice to actually have this knowledge? Well, you do! With this Perk you gain all the knowledge you need to activate ancient superweapons you encounter on your travels at a glance, even if not necessarily the tools to do so. To ensure this Perk is actually worth the cost, you will always be able to locate any such weapons within future settings and be able to reach their controls as long as you have a means of transportation.

# Race Perks

## Breed Adaptations (Free)

Whether you're a Caninu or a Felineko, you have a breed. German Shepherds, Caliko Cats, you name, you got some. Choose a breed of and gain basic attributes of them, depending on your particular species. Note that smaller wild members of either group are available without [Exotic] being purchased, so yes, a fox is a perfectly rational choice for a Caninu. A Mountain Lion is NOT a rational choice for a Felineko.

## Superhuman (100 Rings, Free Caninu, Exotic & Hybrid)

Caninu are the more physically able of the two races. What does this mean? Well, with this Perk the lower limit of your physical capabilities is about twice as high as a professional athlete and weight lifter without any of the physical mass this implies. The bigger your breed, the higher this boost goes with the boost being based on the likes of a Chihuahua or Corgi. A Tibetan Mastiff meanwhile... Well I suspect you may not look as small as some others. Pretty big even.

## Tech Savvy (200 Rings, Discount Caninu)

Caninu have a higher affinity for, and interest in, technology. You now share this trait as you're far more technologically savvy than the average layman with a real talent for mechanics in general. You could probably build a robot from scratch so long as you have the tools and components.

## Pillar of Support (400 Rings, Discount Caninu)

Felineko are independent and borderline anti-social. Caninu are communal and hypersocial. While some would call the Caninu way a bit obnoxious, it harkens back to their ancestors, the canines. Like them, you are one who can truly be called the heart of any group you call your own, able to anchor differing viewpoints, uniting them around you in an almost peternatural way. It wouldn't be wrong to say that, if you called, all of the Shepherd Republic would answer and arrive to fight alongside you.

## Merveille's Wisdom (600 Rings, Discount Caninu)

Merveille Million can be considered one of, if not the, greatest scientific minds of her era. Descended from one of the twelve heroes of Gasco, Socks, Merveille learned under the Hybrid Byron and contributed her own DNA to the creation of the Hybrids such as Red Savarin, Noir and Blanc. Like Merveille you now have a scientific mind that keeps failing to find an equal, a mind able to comprehend the most outrageous scientific pieces of data and swallows new knowledge at a rate that would leave the download speed of a Supercomputer with limitless bandwidth green in envy. While this doesn't mean you have all the knowledge already, it does mean that you can easily turn anything you learned into practical uses and inventions, even the knowledge of Nanotechnology could be easily turned to the creation of dedicated robots such as the Dahak.

## Nono Affinity (100 Rings, Free Felineko, Exotic & Hybrid)

Nono, magic, two words, both not quite accurate. The “Magic” of this world has more in common with somebody executing Console Commands, manipulating the free floating Nano Machines in the air to execute “Miracles”. You now have a natural affinity for this practice, none of the training but hey, it can be learned.

## Paper Thin Disguise? (200 Rings, Discount Felineko)

Wait, are you a girl? No? Oh well. You can easily convince others that you’re not part of whatever group they discriminate against. Be a girl but want to enter a restricted training area, such as in Mau where women cannot enter that training area? Just say you’re not a guy and nobody will be the wiser! Even while wearing a dress. Also works passively, until you undress.

## Nono Wisecat (400 Rings, Discount Felineko)

It is one thing to have a great affinity for the manipulation of Nono, but you’re not just gifted but skilled too! You have practiced for a long time the art of Magic as taught by your people and have gained such a mastery as to create shields capable of withstanding battleship shots for days on end or holding a large machine in place. You are also quite skilled in the art of turning your magic to the ways of war, whether that be powerful blasts of energy, creating blades out of nanomachines or augmenting your physical might or that of a robot you pilot. Even healing and repairing others, living or machines, is well within your capabilities.

## Paladin Survivor (600 Rings, Discount Felineko)

Ah, the Paladin Clan. Ancient guardians of the Titano Machinae. Like Elh and Beluga, you too are a survivor of the Paladin Clan, one who performed the Rite of Forfeit, putting to sleep one of the many Titano Machinae of this world at the cost of another’s life who had been chosen by the medallion corresponding to your assigned Titano Machina. As a side effect, you are effectively ageless and immortal, able to die but unable to age and therefore, unable to die from old age. As a consequence your skill in the use of Nono has been refined for hundreds of years and, in theory, you can control Titano Machinae for hours although fierce battle or damage will deplete your immortality. Should something rob you of this immortality, you will regain it at the start of the next jump, and you can sacrifice it in exchange for an action that would cost you your life normally.

# Items

You gain a 400 Rings Stipend for the Item Section alone. Discounts apply as normal. You can buy Items as many times as you wish, discounts apply to each purchase as long as you have the right Origin or Race.

## Little Tails Bronx (Free)

Why wouldn't I grant you this? You gain a copy of all games of this series with corresponding consoles. The games had their graphics and mechanics refined, augmenting the experience while preserving what made them unique originally. You will gain these games at the end of the jump with another game based on your own adventures here.

## Tails Concert (Free)

If this series has one thing over most others, it's rocking fucking soundtracks. Thanks to this Item, not a physical one mind you, you have gained a full library of all Little Tails Bronx soundtracks which you can play at any time with a thought, deciding whether it is heard by just you or any number of other people. You can also set it to be the BGM around you. Go, have the Boss Music of your dreams!

When purchased this Item is added to your Bodymod, can't deprive you of the music, can I?

## Signature Wardrobe (Free)

Well hello there, this is a wardrobe full of copies of every outfit found in the Little Tails Bronx Series, always fitted to your form and size and you can summon these outfits onto your body at will. As a bonus this Item becomes part of your Bodymod, meaning that you can have it even when you have no access to the Cosmic Warehouse.

## Photo Collection (Free/50 Rings)

A collection of photographs, nothing too fancy but definitely interesting. They commemorate your time in this Jump with at least 20 photographs of great and memorable moments of your time here with your friends and companions. For 50 Rings this Item will continue to add photographs in future worlds, nothing incriminating or that can be used to your advantage though.

This Item will become part of your Bodymod to ensure all those memories you cherish will continue to be recorded.

## Memory Plates (Free/50 Rings)

Ah, memory plates. These plates function similar to the Photo Collection in that they commemorate memorable moments of your journey, though instead of still photographs, looking at them will allow you to view once again a memory similar to a cutscene. It will never be anything incriminating, though you can review important moments to refresh your memory. This doesn't work in future worlds though, unless you pay a small 50 Rings fee, heh.

When taken this Item will add itself to your Bodymod, there is a whole lot of things to record so Drawbacks and Gauntlets should just ignore this innocuous Item.

## Allowance (1 Free, 50 Rings)

Irony, is it not? This is a bag containing 500 Rings, not the kind you use to buy things here in this document, but the currency of the Shepherd Republic. You get these 500 Rings for free and each additional purchase for 50 Rings, adds another zero to the right of that number. Yes, that's a lot of dough. In future Jumps this money will turn itself into an equivalent currency of that world, with 100 Rings being roughly equivalent to 1 US Dollar.

## Airship (Free/50/100/200/400 Rings, Discount Pirate)

Given the setting of this world, this was inevitable. This is an airship, the primary mode of transportation for long-distance travel. Pretty much all adults have one of their own. Naturally, your own depends on your choice. For Free this ship is little more than a hot air balloon, able to hold 10 people in it but not much else. It has a Crystal powered engine though so it can move fast.

For 50 Rings this upgrades to a light freighter, similar to the Asmodeus used by Red Savarin and Chocolat Gellato.

For 100 Rings this upgrades into a large, cruiser-type warship. Armed with 4 twin-turret cannons with 10 inch guns, this ship is already a capitalship but is mostly seen among Sky Pirates.

For 200 Rings this ship becomes a battleship, similar to that of Captain Gruff or Opera, both operated by the Kurvaz Guild. Housing 3 Turrets with three 16 inch cannons each, these ships are monstrous to most smaller groups and can house thousands of soldiers and mechs.

Finally, at 400 Rings you get a copy of the Royal Envy, the colossal flagship of the Kurvaz and a Super Battleship. Larger than normal Battleships, this vessel has 10 turrets with twin barrel 18 inch cannons, numerous missile racks. It is also very much capable of withstanding far more punishment than normal battleships.

From Cruiser upward, your vessel can carry smaller ships along the size of the Asmodeus or smaller with the 400 Ring level having dedicated landing pads on the top-half of the vessel. If you wish to import another vessel into this, adjust the parameters as it fits the new vessel.

## Mini Mecha (Free/50/100/200/400)

And here is another staple of the series, the Mecha! This is a relatively small robot you can ride on. What type? Let's see.

For Free you get a utility model, armored but not much use beyond being used as a cargo hauler and only able to tackle enemies, lacking arms or weapons.

For 50 Rings you have an Industrial Mecha, it has arms but no weapons and only magnetic clamps which are designed to clamp onto containers, not other robots, so it can only punch.

For 100 Rings you get something similar to Dahak, although not as advanced but able to use tools and, more importantly, grab enemies to bludgeon others with them. Also, catching missiles and throwing them back is fun.

For 200 Rings this Mecha is now a custom model, similar to the Kurvaz Special Unit. It has an easily accessible pair of weapons, a gun and a sword, along with mechanics that make utilizing them quite easy.

Finally for 400 Rings, you get Dahak, or a Mecha of equivalent technology. Made of Nanomachines this robot is made from the same technology as a Titano Machina and the only limit it possesses is your imagination, although a good energy source would be good. This level is granted to you for free if you purchased the [Hybrid] Perk as your biological mother, Merveille Milion, was the creator of the model and likely gave it to you as she helped you escape. That, or you're working for Byron, he provided the tech.

You can import personal weapons or land vehicles into this Item to give it upgrades but any more than 3 additional weapons will mean that it has to shift forms into a specialized form like the Dahak MK2 to use them. Each such form can also have only one vehicle imported into them, granting that form its characteristics.

## Power Crystals (100 Rings)

These crystals are a clean source of energy, containing individually 100 times more energy than can be generated in Fission generators with Uranium in equivalent amounts. You get a crate with 500 kg of these crystals in refined form, ready to be slotted into a Mecha or an airship. You also gain the blueprints for a device to hook them up to other machines such as starships you may have. No they don't make for good nukes.

## Bubble Gun (100 Rings, Free Police)

Ah, old Reliable. This small gun is nothing too fancy, it fires bubbles which are intangible from the outside but very hard to get out of once you're in. They can only entrap child-sized individuals normally but since this is a Jumpchain, I throw a charge ability in, the longer you charge the gun before firing, the bigger the bubble becomes. Though it cannot be anything heavier than a really heavily set Tiger Felineko, Male. Anything more would be too much.

## Police Badge (200 Rings, Discount Police)

Your Badge of Office, so to speak. This handy badge will function as an ID for you, allowing you to show others what authority you have. Each Jump you can change what occupation you hold, the badge changing to match it and nobody will question it unless you start acting contrary to this occupation, such as a police dog robbing a bank.

## Communicator (400 Rings, Discount Police)

Communication is key as a law enforcement officer! With this handy device you can communicate over any distance, through any obstacle, at least within your current multiverse. This device can be integrated into one of your vehicles or take the form of a smaller device, whether wrist mounted, a headset or a phone. Hell, you can have a Star Trek Comm Badge if you want it to.

## Childhood Gift (600 Rings, Discount Police)

This oddly shaped crystal made into a pendant on a string, may not look like much, but this isn't just a trinket. This is one of five power crystals which can be inserted into a Titano Machina to awaken it directly. One on it's own is more than enough to power the energy grid of modern-day Earth a million times over and, to borrow outside context examples, it is best described as a Zero-Point-Module. But what did you expect? Lares and Lemures were able to tear a hole into timespace with lasers!

## Stungun (100 Rings, Free Hunter)

A, the humble stungun. Rather than firing bullets this "Weapon" fires an electric shock. It has a bayonet attached too but who would actually use this? It is only good for stunning robots and large animals but cannot be wielded by a robot.

## Repair Parts (200 Rings, Discount Hunter)

This is a cache of Repair Parts, a bottomless container from which you can take any amount of repair parts you may need. And I mean it. Within this item you can grab parts for any and all vehicles you own and, if you spent enough time on it, you could also build any vehicle you own or have the technology for, albeit anything bigger than the Asmodeus may be impractical to try and build on your own. Parts also include pieces of technology which you only have schematics for, meaning you could upgrade other vehicles with this too.

## Medallion (400 Rings, Discount Hunter)

This is a Titano Machina Control Medal, looking like a gold or silver piece of jewelry with a green gem in the middle, this object can be used to take command of a Titano Machina. Unlike its counterparts for Lares and Lemures, this device isn't locked to any single one such device and can instead be locked onto a weapon of mass destruction of your choice one per year. This can allow you to remotely control it, shut it down or even cause it to self-destruct.

## Titano Machina (600 Rings, Discount Hunter)

Ah, the big boys eh? This gigantic machine is a higher-tier Juno-Machine, a Titano Machina. Modelled after Lares and Lemures this monstrosity of semi-organic looking material has enough durability to accidentally bring down a giant freighter like the Hindenburg by bumping into it or taking millions of missiles to the face, and enough of an armament to bring a country to its knees or to rip a hole into time and space roughly half the size of Tartarus. Unlike Lares or Lemures however, this Titano Machina doesn't drain it's pilot's life energy and has no will of it's own, meaning that there is no danger to you or of it going rogue.

## Foodstuffs (100 Rings, Free Shepherd)

This is a small crate with infinite food inside of it. Any time someone opens it, a fresh meal of their liking will be found inside, with no time limit in the intervals of opening it, so there will be no problem with supply. It can also be opened to get ingredients instead of premade meals if you wish to cook for your friends and family.

## Hamlet (200 Rings, Discount Shepherd)

Naturally your home is important. This is a copy of Petit Mona, the small, rural town in Gasco which came under attack hundreds of years before Red Savarin was born. It has all of the same accommodations you would expect and can be integrated into your Cosmic Warehouse as an attachment, providing a homey living space for you and your friends. Whether NPC copies of the inhabitants can be found here is up to you.

## Taranis (400 Rings, Discount Shepherd)

Ah, the Taranis, a Pseudo-Juno Construct from the old world. This super ancient tank the size of a small building is best described as a minor Titano Machina, albeit it has far less firepower on its own. However, outside tactical situations such as a battlefield, this tank is incredibly fast yet comfortable to travel in with enough living space for 12 children of varying ages, genders and races to live in. This Item can also be applied to a vehicle you own, from outside this world or from this document, to upgrade it with the technology of the Taranis. In future worlds, this can be done to any vehicle and it will become a Taranis-esque version of itself, far superior to its contemporaries.

## Soul Substitute (600 Rings, Discount Shepherd)

The Soul Cannon is one of the most devastating yet tragic weapons in the series. Able to one-shot Titano Machina, not to mention anything else major on the battlefield, it requires a living sacrifice to be fired, sucking their life essence out of them to power it. This Item is to counter this. This is a Soul Substitute, a facsimile of life essence which can be used to power anything that would suck the life force out of you, or if you're that sort, to suck it dry to refill yourself. It will respawn a month after using it.

## Weaponization (100 Rings, Free Pirate)

You know how most pirate ships are basically just heavy freighters with guns on them? Well this allows you to do that too. Or rather the reverse. Choose one vehicle you own, from this Jump or any other, it becomes physically indistinguishable from ordinary freight haulers of its type but on command, hidden compartments, heavily armed ones, will open and reveal cannons. Only stipulation is that the vehicle must be some form of ship, airship, starship, watership, doesn't matter. This basically makes it a Q-Ship.

## Flotilla (200 Rings, Discount Pirate)

What sort of pirate overlord or major bad guy would you be if you only had one ship? With this Item purchased you can multiply any vessel you have by 10, so in this example you could have 10 battleships, in others this would apply to fleets too. You can do this once per Jump for each purchase of this Item, as you do not import an Item into this but apply the effect to another item.

## Byon's Lab (400 Rings, Discount Pirate)

This is a copy of the laboratory in which Byon, alongside Merveille Milion, created the Hybrids such as Red. This is a fully functional Bio-Tech laboratory equipped with any stasis, cloning and nanomachine devices you could need. It also comes with a Shadow Generator, a device which can create Shadows, entities that normally serve as Titano Machinae Immune Systems, which will follow your command.

## Guild (600 Rings, Discount Pirate)

The villains of this series are fairly well known for gathering a following, most prominent among them Bruno of the Kurvaz Guild. You too now hold sway over a large army of Hunters, a guild similar in size to the Kurvaz with thousands of Mini Mecha, warships and soldiers. What these warships are depends on your purchase of the airship, namely you have one ship of equal size and otherwise only airships of the smaller categories, though the Free option is still upgraded to be similar to the Drone Control Ships used by the Kurvaz. If you took the free option then your "Fleet" now consists of airballoon, which is odd to be honest.

## Local Database (400 Rings, Discount Caninu)

This is a database with all local technologies and a Juno-esque matter manipulator, allowing you to create the pieces of technology found here as long as you can power it and supply matter to it, no matter what form that matter takes. In future worlds this will be updated to include any common technologies of the setting. If you took “Merveille’s Wisdom” then this would include conventional forms of ancient human technology, meaning from Junos below the Doomsday Device level. In future worlds you could expect to gain lost or hyper advanced technologies, though the advancement level will increase the amount of material needed to fabricate them.

## Paladin Records (400 Rings, Discount Felineko)

These are the records of the Paladin Clan, one of the most magically adept clans in the world. It contains all manner of spells and secrets of Nono. However, it is still only a practitioner’s knowledge, as would be possible to find by the locals. If you took “Hybrid” then this Item upgrades. Instead of being a library of spells, it is now a database in your mind containing all the, for a lack of a better term, Console Commands that have been reinterpreted into the spells practiced by the local people. This allows you to manipulate reality on a far more fundamental level with far less mental strain than normal spells. While this isn’t enough to make you a god, being bound to what Nanomachines can accomplish for you, this database will update with any and all spells in future worlds, including those lost to time.

# Companions

## Import (Free)

This option allows you to import up to 12 companions of the past into this world. They gain their choice of Origin, Race and 800 Rings to pay for Perks or Items as well as the Item stipend. They may also take Drawbacks that only affect them and gain 50% of the drawback payout from any that you took which affect more than just yourself.

## Data Children (Free)

These are the four Hybrids that, alongside Red, were deemed failures. While their canon whereabouts are uncertain, you probably know. Carmine, Rose, Rouge and Vermillion are human/Caninu hybrids with an Origin of your choice and all free Perks alongside 4 Perks from any Origin of your choice. After this Jump they can be imported in a singular companion slot and share their purchased Perks, but get their own individual builds.

## Deputy (200 Rings, Free Police)

This is a lower-ranked police officer who has joined you, they gain the Police (Wo)Man Origin, may be of either race and may be any gender you want. They get their associated Perks and Items except the Capstone Perks/Items. This includes the Racial Items.

## Happily Adopted (200 Rings, Free Hunter)

Like Red you have a younger sibling-figure, not by blood but an adopted sibling. They have the Hunter Origin, a race of your choice and all associated Perks and Items except the capstone Perks or Items. This includes the Racial Items.

## Younger Sibling (200 Rings, Free Shepherd)

You now have a younger sibling by blood, they're significantly younger than you similar to Mei is for her big brother, Malt. They have the Shepherd Origin and the same race as you and get all associated Perks and Items except the Capstone Perk and Item. This includes the Racial Items.

## Elite Underling (200 Rings, Free Pirate)

Any good villain knows, you need a Lieutenant, a "Dragon" as it is, who is far superior in every regard to the common foot soldiers. This Underling can be any Origin or Race and gets their Perks and Items except Capstone Perks and Items. This includes the Racial Items.

# Scenarios

Scenarios can be taken freely but you must do them in order. The earliest scenario you take will overwrite your starting location. You gain +400 Rings for every scenario taken.

## Fuga: Melody of Steel

Welcome to the Free Lands of Gasco, a peaceful cluster of smaller citystates that seek no conflict. However, it is under attack and just today, the hamlet of Petit Mona was attacked. You and a few of your friends, including your companions, have escaped the attack and found a giant tank. Now, as part of the Taranis Crew, your goal is... not that simple. You must overcome the attacking army, save the adults of Petit Mona and defeat the Titano Machinae which will awaken soon, shattering Gasco into what would become the Shepherd Republic. What is more, Malt won't be the oldest, that would be you. However, another bit of difficulty is that you must accomplish the Golden Ending, the perfect ending. Only then will you succeed in this scenario, lead the children of Petit Mona and those you pick up along the way to victory. If you purchased the Taranis and/or integrated the purchase into another vehicle, that vehicle will be found alongside the Taranis and be operated by you and your companions directly, or alternatively you may integrate it with the Taranis to upgrade it and make it even larger. You can use New Game+ up to ten times until you manage this or run out of chances.

### Rewards:

Aside from knowing you accomplished a true happy ending, your rewards are Legion. First of all, the entire Taranis Crew can join you as Companions, or rather, as a singular Companion slot. They will join you as adults rather than children and have developed all of the skills they gained after their adventure. Secondly, you gain the Taranis, fully functional and with a Soul Cannon that no longer needs a sacrifice to fire. This Taranis, if you bought another already, can be integrated into another vehicle to the same effect as the Item. Lastly, you may choose to gain a Warehouse attachment containing the continent of Glasco, which may or may not have been France before the levitation began. You gain it in its pre-break up state with all inhabitants at the time accounted for. You may import Gasco into future Jumps as a floating continent and choose whether it was there before or not, even if you didn't apply [Little Tails Continuation] or didn't have it.

## Tails Concerto

Technically the first game, but chronologically clearly after the third and before the first. That is to say, welcome to Prairie! This Kingdom of sprawling islands is much like the neighboring Shepherd Republic, though it may very well be more based on the British Islands than France due to the native Language, but who knows? You join Waffles Ryebread and his deputy Panta, when they have been called to the office to investigate several incidents involving the Black Cats Gang. A gang of Felineko. Without even a single black cat in it. This scenario requires you to help Waffles and Panta to get through the events of Tails Concerto and defeat the Iron Giant, a Titano Machinae which will be awakened by the villainous Fool after tricking the Black Cats Gang into helping him.

### Rewards:

Your rewards are once again great. For starters, you can take Waffles, Panta and the Pris Sisters as companions occupying a single slot; the same rules apply as with the Taranis Crew above. You may additionally take Princess Therria and her Royal Guard Captain Cyan as part of this companion slot. Like with Gasco, you may take Prairie along with you as a Warehouse Attachment and may import it as a flying continent/island chain. No, the Iron Giant cannot be found here anymore, sorry. Lastly you gain the five energy crystals that powered the Iron Giant, they function the same as Childhood Gift though one of them is held by Alicia due to it being a, well, Childhood Gift from Waffle.

## Solatorobo, Red the Hunter

Oh, this is quite a mess. Welcome Jumper to the Shepherd Republic, the neighbor of Prairie and the successor of Gasco, built upon the broken remains of the continent. This is the home of Red Savarin and Chocolat Gelato, which you will be partners with for this scenario. Soon, you and Red will infiltrate the freighter “Hindenburg” and find a mysterious medallion which you will be the first to pick up, binding it to you. Conspiracies, ancient plans and an insane Hybrid hellbent on ending this era, all of this awaits and you can only succeed by ending CODA and ensuring Shepherd’s survival. Red will be the most proactive of previous protagonists you will work with, and whether you or he are the ones to end it, doesn’t matter. Ensure it happens in any way, save the world and you succeed.

Note: It is recommended to take the Hybrid Perk for this scenario.

### Reward:

You’ve done it, you have saved Shepherd, no, saved the entire world! As you may guess, this scenario now lets you recruit Red Savarin, Chocolat Gelato, Elh Melizee, as well as Beluga of the Paladin Clan and Merveile Milion. Additionally you can recruit Noir and Blanc, the Hybrids that served Byron, with all of the above characters sharing one companion slot with individual builds. Additionally, the Shepherd Republic and all of its constituent islands can be taken along as a Warehouse Attachment and be imported into future worlds. Lastly the Kurvaz Guild with all implied, though unseen, infrastructure, will follow you as Followers with Opera and her team being optional as another combined companion. Also, as an option, you may be able to salvage Lares and Lemures if you have the technological know-how, they crashed on a pair of uninhabited islands just above the cloud level.

## Final Scenario: Hero of Many Ages

Well done Jumper! If this scenario has been unlocked it means you took all three previous scenarios and, in addition to this, completed them! This was the condition to complete this scenario here, a show of supreme dedication to see all this beautiful world has to offer and to preserve it for the future generations who you can now live with.

### Rewards:

Your rewards naturally won’t come small, oh no this here is worth a lot. So I will list them below.

1. Jumper of Many Pelts: This is a Perk you now hold, for you have carried many names in your time in this world and done many heroic deeds indeed. As a reward you may now take two Origins in all future Jumps along with a second Origin in this world. Take 1000 Rings along with refunds for any Perks or Items you bought from that second origin already, and buy what you wish from this document.
2. Race Integration: In the past, Caninu and Felineko were created by mixing human DNA with that of dogs and cats respectively. This created two new, unique races. Now, why not extend this? With this Perk you can take any racial alt-form you have already or obtain and create a similar race to Caninu and Felineko, these new people will come to inhabit the floating lands you obtained here and may also be found in future worlds affected by [Tails Continuation] alongside the other races.
3. Futzu Tower: This is the first Item on the list, not a Perk. Futzu Tower will follow you into future Jumps, a giant Juno construct, this tower houses a high-end Juno database albeit it is unable to form its own Titano Machina. It comes along with the only surface landmass left, Australia, with all ore deposits and a restored infrastructure from before the reset. No it will not have deadly animals, most of the plant life kind of didn’t survive thousands of years with all animal life above the clouds, which cover almost all of the sky. Because, you know? They need pollinating insects.
4. Yurlungur: The central AI of Futzu Tower is naturally also here, she can be imported as a Companion, integrated into any of the above companion groups, or integrated into a warship to give it a high-end computer and upgrade its technology to the same level as Juno machines. As she is a AI of unknown origin but linked to the same origin as all the Juno technology that kickstarted human development of Titano Machinae, she possesses tremendous technological know-how, including knowledge far beyond [Merveille’s Wisdom].

# Drawbacks

You can take as many Drawbacks as you wish.

## Continuous Adventure (+50 Rings)

The first Drawback, each purchase of this Drawback adds 2 years onto your stay, mind you that in case of taking scenarios 1 and 3, or all of them, the countdown is 10 years from Solatorobo's beginning and the two years from each time you take this drawback after that. Meaning at one purchase, it's from Fuga to Solatorobo and then another 12 years after that.

## Annoyance (+100 Rings)

They're annoying, these small, easy to finish enemies. While they're no problem usually, you have a serious problem because no matter where you go, no matter how many you kill, there will never be a drop in the numbers of wild animals attacking you. Most of them will be small and easily dispatched, but this is also the home of tank-sized hermitcrabs, which is on the lower side of sizes, and battleship wearing ones among others. All of them are capable of flight. Outside settlements or between islands you will never have a long time to wait until critters come to harass you.

## Fantastic Racism (+100 Rings)

Not this doesn't mean people will be racist, rather you'll have a bad habit of coming off as such. It will take some effort for you to clarify that you didn't mean it that way which may make things rather complicated.

## Animal Stereotypes (+100 Rings)

In Solatorobo, there are certain stereotypes both races fall under. Caninu are hyper energetic, boneheaded at times, hyper social, love to chew on hard things and have a love of chasing things, like frisbees. Felineko on the other hand are loners, individualistic, somewhat antisocial, introverted and prefer soft foods. You now fall into at least 2 of the stereotypes of your chosen race, though if you took an exotic race, say wolf or lion, you can also take one stereotype of the other race. After all, Lions were all about physical might, not magic, and wolves were sorcerers and seem to have vanished entirely, probably a bunch of nerds.

## Setting Amnesia (+200 Rings)

Oh, this may make things difficult. Jumper, you now have a distinct lack of memories regarding the events of the games this Jump is based on, meaning you do not have precognitive knowledge of possible events and all forms of precognition have hereby been disabled until you leave this Jump.

## Major Enemy (+200 Rings)

Each game had some organization that was big and strong. You now have one enemy from any of the games whose time period and location you visit, as your enemy, such as the Berman Empire, the Prairie Royal Guard or the Kurvaz Guild. You may take this more than once.

## Terrible Burden (+200/+400 Rings)

Whether you have the [Paladin Survivor] Perk or not, like them you carry a heavy burden with you. At some point in your life you were forced to take a life or did something that may lead to millions dying like Merveile did by helping Byron, and it haunts you for the rest of your life. You will seek some way to redeem yourself in your own eyes, even if this may mean risking your own life. If you took this with [Paladin Survivor] your burden will be the knowledge that you took a close family member's life to seal one of the Titano Machinae, even though it would only be temporary. In return, this Drawback will double in value and you may take this multiple times, for each time you have performed the Rite of Forfeit. But every additional time after the first will only pay 200 Rings. You can keep this Drawback into future Jumps to keep the burden, though halve its payout in future worlds.

## Scattered (+400 Rings, Must Import 2 Companions minimum)

You and your companions were separated, scattered across time and space. Between your entry point and the last era you will enter, your companions have been scattered with their memories of the past sealed away until you reach them. If they die before you reach them, restoring their memories with a touch, they are dead for the rest of this Jump. And there is a very good chance of them dying too.

## Sealed Memories (+400 Rings)

Your memories have been sealed. Not those of this world, but of all worlds before it. Your memories start as you wake up in your starting location, in your family's home or on the streets if you're a Drop-In, as a young child. Adjust your starting time accordingly. Your memories can be restored if you reach Futz Tower in Australia. Below the Clouds.

## No more Mooks (+400 Rings)

Oh, this is gonna be hard core isn't it? From now on, every opponent you encounter will be one tier above what they should be, being much stronger than originally and thus making this a real struggle. Bosses will likewise be at least 50% stronger than they would normally be, meaning that this will be a slough to get through. Hope you're good at the controls.

## BBEG Target (+600 Rings)

Choose a BBEG, they will now seek to use you in their scheme and will stop at nothing to accomplish this. They won't go after you until their right time but you must reach their time period to actually take them for this Drawback. May be taken up to three times.

## One-Hit Wonder (+600 Rings)

Remember the Duel Ship? There you can accidentally stumble into making yourself a challenge fight, like a prohibition on getting hit at all. Well, you'll need to get good because now you're under that restriction. Except being hit will make your vehicle explode. This won't take effect until Tails Concerto's time period, seeing as a house-sized tank isn't gonna dodge attacks very well, but you need to reach at least Tails Concerto's events to take this Drawback, so no sitting it out in Fuga's time period.

#### Changelog:

- 15/01/2023, v1 Finished
- 15/01/2023, figured out how to add a Table of Contents

#### Notes

- When you use [Tails Continuation] in an interstellar setting (Star Wars, Stargate, BSG, Babylon 5 etc) you can choose how it manifests, whether replacing the humans with Caninu and Felineko or making them their own planet. Likewise the Scenario reward lands can be imported on Earth in such cases or on their own planet, there has been weirder stuff in most of those shows anyway, than a second Earth inhabited by humanoid cats and dogs that get along better than most nations on Earth.
- In future worlds, the Nanomachines that make up Nono Magic, may be toggled to either be entirely localized to yourself or any companions with the affinity for them, or completely undetectable by locals. You can also toggle this off entirely, but even then, only technology on the level of Precursor races has a chance to detect these Nanomachines due to how freakishly advanced the original creators of the Juno systems were. No, that wasn't humanity, they found these things scattered across the planet.