

Tell me if you heard this before.

The **Sovereign Khan**, the tyrannical ruler of the towering factory-city of **Megacity SI-9**.

A miserable hellhole, the largest and most advanced structure ever built by human hands. Stretching miles high into the sky, containing millions of inhabitants, vast factory complexes, research facilities and even more mysterious structures.

Soldiers wander the streets, stamping out any dissent. The people live under the SovKhan's biomechanical fist, governed by his generals.

Horrific crimes against humanity, terrifying beasts made from a combination of steel and flesh, and the strange substance called '**Dark Matter**'.

The Guardians, a group of freedom fighting warrior-monks, seeking to stop the SovKhan at all costs. A single warrior rising fighting through his army and shattering the mad tyrant's dreams of world domination.

Familiar, right? But this isn't the story of massive machines, no, this is what came before.

This is a story of a man driven by revenge, and the **Slave Unit** he stole to do so.

This is...



V1.0 By Deaderthanddeath

Any powers or advantages from being a Jumper are removed. No outside powers or items, no warehouse, no Bodymod.

And most importantly, **No Choice Points**.

The only way out is the death of the SovKhan, or if you give up. Should you die, you will restart all the way from the beginning, everything lost except for your memories.

Rip and tear, until it is **done**.

BACKGROUND

Your past, prior to your arrival in this world, is of little importance. What does matter, is that you have gotten your hands on a Slave Unit, a biomechanical suit of armor straight from Guyver.

Who you before you donned the suit may be chosen freely, the suits care not for gender, age, or nationality.

Only blood, and not yours.

DRAWBACKS

You may have started with nothing, but that means you can become anything, but at a cost. There is no limit on what you can take, only as many you can handle.

- Unto The Future | Free

Slave Zero X is a prequel to *Slave Zero*, and should you wish it you can head immediately to the Slave Zero Gauntlet after this one, though in that case the SovKhan would have somehow survived his death. Thankfully you will bring your purchases here to there, and your actions will be remembered as well. Scare the shit outta the SovKhan for me, okay?

- The Farthest Thing From A Hero | Free

If you would rather not fight alongside them, with this you can replace Shou and X as the protagonist. Whether they still exist is up to you, but regardless you will be the one taking the charge.

- Bringing Full Power | +1000 CP

Ah, I see. You aren't here to play games then. Well then, with this 'drawback', all restrictions the Gauntlet has placed on you is gone, allowing you to wield your full power. Of course, should you do this you will also lose out on the free respawns and give up on the rewards at the end of the doc, plus you will have to spend a full decade here as well.

- Increased Patrols | +100 CP

Well, you can't be a military state without the military, but this is a bit much don't you think? The streets of the Megacity are already chock-full of enemies, and with this, the number of non-boss enemies you will encounter is increased by half again. You can't take this more than five times, but by that point there will be less city than there are bodies.

- No Mercy | +100 CP

One of the more... *frustrating*... aspects of the game is the hitstun mechanic. Or more specifically when it's applied to you. Normally this would no longer exist, as this is reality and no longer a game, but with this that fact is true once more, but only to you. Every time you get hit, you will be paralyzed for a brief moment, not long, but each successive strike will stun you again, resetting the time. I would recommend not fighting in crowds, or get *really good* at dodging.

- Prideful and Arrogant | +100 CP

Are... are you sure? This is a dangerous mission, and going at it alone has killed everyone else. Still going for it? Fine. With this, your attitude shifts to match Shou's at the start of the game. Prideful, arrogant, believing yourself to be better than others, not wanting outside help on this dangerous mission, etc. You won't be making any friends with this, heck even your Unit will probably start to hate you.

- Hated By The Weapon | +200 CP

Some are blessed by the weapons they wield, and some aren't. You however, take the latter to a whole other level, as any weapon you wield, save your own body and Slave Unit, will break almost immediately after you pick it up, no matter how durable it should be. Best to get very good at martial arts if you want to get anywhere.

- Rebellious Slave | +200 CP

Regardless of purchases, your Slave Unit's mind is awakened and it actively dislikes you. It will attempt to take over the body you two share multiple times, and generally be unhelpful. It won't try to kill you, after all, it would die too. But maybe you two can eventually get along?

- Chained Soldier | +200 CP

No Jumper, you are the Slave Unit. Whatever purchases you make in the Unit section will apply to you, and any drawbacks that affect the Unit will instead affect your pilot. Speaking of which, your pilot will be a random person with all the perks you bought here. If you want, you can make them into a companion post-gauntlet, but either way when you are done you will get what you originally purchased.

- The Iron Army | +300 CP

How did this even happen?! Somehow, General Thorman's worship of the United States Of America has spread, causing many to act like him and even equip themselves with similar gear. As for Thorman himself, he has become stronger due to getting access to his... ugh... *nuclear footballs* which are really just high powered explosives strong enough to deal serious damage to a Slave Unit. Honestly, things are just going to get a lot more humorous with everyone spouting some bullshit about America.

- Children Of The Bullet | +300 CP

Well this isn't as bad as the last one, at least. Seeing how skilled Enyo is, it appears everyone has started using guns and projectiles of their own now, and are skilled enough with them to actually hit the broad side of a barn! And Enyo himself has gotten an upgrade too, in the form of a *lot of guns*, having practically an infinite supply of every type: lasers, rockets, incendiary, biological, heck maybe even *Dark Matter weaponry*.

- Scorched Heaven | +300 CP

Oh this poor lost soul, one of the few good ones in this dark world. The 3rd of the Five Generals, Uriel, has somehow lost control of their Unit, the Slave taking over, but with no mind of its own the only thing it can do is rampage. Quite possibly the physically strongest out of all the Generals, its utterly massive size makes it capable of tearing down reinforced steel doors and crushing even experienced Slave Users underfoot.

What's worse, is that somehow the Unit has absorbed a Dark Matter Generator, counteracting it's one weakness. This is a dire threat to all of the Megacity, and I do not doubt that even the SovKhan's forces would work with you to put down this monstrosity. Unless you found a way to pull out the human consciousness trapped inside...

- The Black Pharaoh | +300 CP

The manipulator has gained much more prowess, their Unit gaining the ability to shapeshift, allowing them to nigh-perfectly replicate a person's body, regardless of how alien it is. Not only that, but every enemy you face will also be that much more skilled in psychological warfare and combat. Behold Future Vietnam, prepare for a pretty traumatizing time.

- The One You Loved | +300 CP

One of your companions will be inserted into the Gauntlet as well, and while this would probably be a good thing, unfortunately they got the Isamu treatment. Brainwashed and put into a powerful Slave Unit, you will have to fight them at some point in your bloodbath. It will be one you actually care about, the one you want to kill the least, and you will have to kill them to succeed.

- Choshech Ein Sof | +500 CP

The Infinite Dark. Are you sure you want to do this, Jumper? This is an opponent you might never be able to beat as you are now.

...Very well.

The SovKhan no longer has any need for the Slave Units, as he has obtained ultimate power via Dark Matter, becoming truly unto a god. His own power is enhanced five-fold, and he is now capable of spreading his 'divinity' through the Megacity, warping it into the chaotic madness much like that of his inner palace.

Your only saving grace is that this doesn't happen all at once, needing to spread from the SovKahn himself, and that he no longer has any need for his Generals. Maybe you could make allies this way, you will definitely need it.

THE UNIT

The reason why you are undoubtedly here, the biomechanical weapons called Slave Units. Taking many different forms, from humanoid to monstrous, with an even wider variety of weapons and abilities.

You start your bloodbath shortly after you have combined with your Unit. While this sets you apart from the normal humans of this world, yours does not stand at the top. Of course, that means there are many improvements that could be made - be it changes to its biology, advanced weapons, or exotic abilities.

- The Unit Itself | Free

The base unit itself, a suit of biomechanical armor in any design and color you want. While on its own it doesn't have any special abilities, the armor does increase to all physical capabilities to the point where a normal user can carve through entire armies of non-Slave users. Imagine what could be done in the hands of someone capable...

- Fatal Sync | Free

And this takes the capabilities of the Slave Unit even further. By slaughtering opponents and taking damage, your Unit builds up a 'well' of energy that can be used to perform powerful attacks called EX Attacks.

However, this is not all, as when the 'well' is full, you and the Unit enter a state called Fatal Sync, where all your capabilities are enhanced even further, and can freely spam EX Attacks without regard for energy costs. Unfortunately, this is a very temporary transformation, lasting only 10 seconds before your 'well' becomes empty and you need to fill it up again.

- A Voice In Your Head | Optionally Free

Contrary to what it may seem, Slaves aren't just suits, they are fully sentient beings in their own right. However, because of the SovKhan being the SovKhan, their minds are shackled, leaving them blind, deaf, and dumb. But if you want, your unit can have their mind opened, in a way similar to X themselves. A fully conscious being, learning from you at an incredibly advanced rate, going from a toddler to a fully formed person in a matter of hours. Thankfully unlike X they cannot override your control, unless you give them permission to do so.

If you don't want to take this, don't worry, a mind would have never even existed for your unit in the first place, just running all the more complicated functions automatically.

- Melee Weapons | (First Free) 50 CP

A simple melee weapon, in all likelihood formed by the Unit itself. Taking the form of any melee weapon you want, from katanas to hammers, it can be anything, but it won't have any special abilities.

- Upgrade: Special Capabilities | 100 CP

Unless you want more than just a regular weapon? Well, here you can outfit your weapons with some pretty special capabilities. Superheat it, make it vibrate at high frequencies, create explosions, so long as it isn't too out there, you can add it to your weapon. Each purchase applies only a single modification to only a single weapon.

- Ranged Weapons | 50 CP

Well imagine that, guns aren't useless! More annoying than ever, actually, but you can get in on the action with this. Any kind of mundane projectile weapon you can imagine, though probably far better due to advanced technology and being made by the suit than anything from before. Comes with infinite ammo, but it does take time to regenerate it.

- Upgrade: Devastating Projectiles | 100 CP

Though you probably want something better than just a shotgun or a pistol, huh? Well here, you can buy the more dangerous weapons, from grenade launchers to railguns, with the same abilities as above.

- Damn Deep Pockets | 50 CP

A curious ability, perhaps one created by Dark Matter. Your unit has access to a small pocket space, though the exact measurements are unknown. What is known is that your Unit can store and remove any small object, about the size of a hand, at will. Very useful for carrying a multitude of different explosive and thrown objects!

- Mobility Options | 100 CP

Of course, even with all these fancy weapons, it doesn't mean much if you can't reach them. With this however, you might just be able to. From shoulder-mounted jets, absurd leg strength, wall-crawling, or something else, you have some kind of method that grants you better movement capabilities than just running and jumping. The only thing you can't have is a method of sustainable flight.

- Upgrade: Flight | 200 CP

Though with this, that changes. A pair of wings now sprout from your units back, designed to match your chosen aesthetic. These wings grant fully sustainable and maneuverable flight, capping out at your max running speed.

- Inhuman Form | 100 CP

Not every unit is strictly human, some are far more monstrous. A massive powerful arm, half a dozen extra limbs, a muscular tail, whatever you can realistically imagine out of a H.R. Geiger sketch.

- Upgrade: Kaiju | 200 CP

But you can go farther, you just need to look at Uriel to know how far you can go. With this, your suit has a comparable size to the Fire From Heaven, massively amplifying your physical abilities and even the traits purchased in the unupgraded version. However, you are now a greater target and have far greater difficulty moving in small places, and considering how cramped the Megacity can be... thankfully you don't have to worry about any power issues.

- Jacob's Ladder | 200 CP

Inside the Heart, the lab complex/power plant of the Megacity, one can see the horror of the Megacity's genetic experiments: warped, mutated humans that have "corrupted divinity" forced into them, resulting in horrific mutations. Uniquely among them however, is the ability to create destructive bursts of light, one that your unit now has. Requiring a brief wind-up, you can create damaging pillars of light in a short range around you with little cooldown between bursts, allowing you to chain them together for maximum effect.

- Replication | 200 CP

The core of all of the SovKhan's great power can be sourced back to a single substance: Dark Matter. A physics-defying material that can seemingly do anything, from powering great machines to creating entire separate dimensions! One such usage is cloning, which the Sovkhan used to create perfect copies of his generals, all the way down to their skills and Slaves. An ability the Unit has now acquired. By utilizing the Unit's own Dark Matter reserves, you can temporarily clone yourself. Your clones are essentially nigh-perfect copies of you, having all your physical capabilities and skills, alongside your equipment and Slave. Very exhausting to perform even with just one clone, both to you and the Unit, but two is oftentimes better than one.

- Putting the 'Bio' in 'Biomechanical' | 300 CP

Though never explicitly shown, it has been suggested that a Slave Unit could potentially alter themselves to acquire new traits, though that might only be a possibility available to X themselves. But with you, that possibility is now truth, allowing you to alter the biological aspects of your unit in a matter similar to shapeshifting. It takes quite a while and lots of energy for even middling changes, and requires some biological knowledge of what you wish to achieve, but with enough time you can put other units to shame.

- A Unit From The Future | 400 CP

Remember earlier, when I said you might be familiar with this city, this hell of human making? The future of this place, where Shou failed to truly end the SovKhan, resulted in the improvement of the Slave Units, transforming them into massive machines of even greater destruction. Should you have been there and acquired one of those Units for yourself, then this might interest you. You can import said Slave Zero unit into your new one, combining the capabilities of both. Of course, since everything will be scaled down to your Unit's size, it won't be capable of the sheer destruction and collateral of the later Slaves. Post-Gauntlet however, you can freely swap between the two sizes whenever you like. Plus, your unit now counts as both power armor and a mech for fiat reasons such as imports.

PERKS

- Acrobatic Excellence | 100 CP

The Megacity is a large, winding, and confusing place. To traverse, especially through the places you aren't supposed to be, requires a vast understanding of acrobatics and parkour, which you now have. Even as a normal human you could move around even the most confusing parts of the Megacity, and the conditioning you went through to do so gave you incredible endurance and stamina.

- Perfection Of Form | (Requires Acrobatic Excellence) 200 CP

You were good before, but this takes it to a whole new level. You are essentially a master of movement, gliding through even the most chaotic of battlefields without a Slave, your understanding allowing you to apply this ease of movement to any combat arts you know, swiftly and smoothly transitioning between them with deadly efficiency.

- Instant Accel| (Requires Perfection Of Form) 300 CP

Of course, despite everything, no man can escape the laws of physics. No matter how fast you can go, we all have to obey the Laws of Motion. Unless, of course, you throw Dark Matter in the equation, in which you get insanity like this. You can now instantly accelerate to your top speed in any part of your body, ignoring momentum in the process. Release bullet-fast punches with a force to match, or turn on a dime despite going faster than most cars. Add in a Slave Unit, and you could probably be the world's first living blender.

- Street Fighting | 100 CP

Of course, you can dodge all you want, but that means nothing when you can't actually throw a proper punch, something even a child learns in a place like this. You are trained in both armed and unarmed melee combat, having mastered a single real-world unarmed style and weapon, with plenty of experience in real combat. While this won't place you at Isamu or even Shou's level, you definitely come in third.

- Parry This You Filthy Casual | (Requires Street Fighting) 200 CP

Remember what I said about Dark Matter? Well it seems you've acquired another way of straight-up ignoring physics, that being able to parry basically everything. By striking into an opponent's attack, you can cancel all damage coming from the attack, but what makes this bullshit is that this applies to even nonsensical things, like lasers or blades of wind. However, the timing needed to parry is very precise, and does require you to actually be able to strike at the attack meaning intangible things cannot be affected, and depending on the power of the attack you might not get out unscathed.

- God. Slaying. Fist. | (Requires One Man Army) 300 CP

The pinnacle of martial arts, the style used by the Guardians in their fight against the Sovkhan, the God Slaying Fist. This name is no exaggeration or misnomer either, as the style was specifically created and honed for killing the Sovkhan, a Herculean task in its own right. And with this you can count yourself among the masters of this art, just like Isamu and Shou, knowing even the hidden arts. What's more, you learned the secret behind the creation of the EX Moves, allowing you to extend the concept to all of your combat capabilities.

- Gun-Fu | 100 CP

But all the martial arts in the world can't help you when you get shot in the face, which is why you prefer to be the one with said gun. You are very skilled in ranged combat, especially in firearms. What kind? Every single one. You are far from being a true master, but even Enyo would be impressed by your skill.

- Weapon Juggling | (Requires Gun-Fu) 200 CP

However, knowing how to use every gun doesn't mean much if you can't carry or use them all. But what if you could? No, this doesn't give you extra arms, that's what the Inhuman Form is for, but rather a very large pocket dimension accessible only by you. This dimension can only hold firearms and related things, like ammunition, but it's practically infinite. You can freely place and take out any firearm instantly, all weapons being automatically reloaded inside the dimension. This also has made you very unpredictable in combat, even to professionals.

- Beloved By The Bullet | (Requires Weapon Juggling) 300 CP

You are Enyo's equal now. A crack shot with every firearm, with deadly accuracy and skill, making even a shotgun deadly from far away. It's not just skill though, you have incredible luck with firearms as well. Jams never occur in combat, rare ammunition and weapons appearing every other day, even your bullets can ricochet and hit multiple targets. Luck can be fickle though, push it too far and who knows, you might not be as blessed as you thought.

- Stretched Senses | 100 CP

This is a tad different from everything else. Rather than just another way to slaughter, it's more of an awareness of everything around you. Your senses are enhanced to their utmost limit, your mind capable of processing all this information extremely quickly, making your reactions even faster. With just this, you could probably dodge bullets!

- Honed Mind | (Requires Stretched Sense) 200 CP

Going even deeper now, your mind has been further enhanced, becoming a steel trap. Not only have your memory and information processing been improved even more, but also your ability to fight off mental intrusions and control. With this alone you could fight off your own Slave Unit desperately trying to take over your body, taking back complete control.

- Perfect Partners | (Requires Honed Mind) 300 CP

But to be honest? Such an event should never happen. You aren't master and slave, wielder and weapon, you are *partners*. You have perfect compatibility with any kind of symbiote and parasite, enhancing each other to become something far greater. But not only are you compatible physically, but also emotionally, becoming trusted friends and partners very quickly. Trust may be hard to come by, but no man should ever be alone. We do not have a shell, so we need someone to have our back.

ENDING

The SovKhan lies dead at your feet, his delusions of godhood shattered alongside his form. And with it, his empire and his men.

You worked hard to get here, it would be remiss not to reward you.

Your first reward is a very special **perk**:

[Title]

Undoubtedly during your massacre, you were given a title of some kind by others. Now, that title has been transformed into an enhancer perk, granting you a boost in whatever area(s) your title covers. Someone *[Blessed By The Bullet]* would find themselves with great skill and luck with every kind of gun in existence, while *[The Red Devil]* would find their aptitude for slaughter and strength greatly increased. No matter what form the boost it takes, however, it will place you well beyond most mortal and supernatural beings. In fact, this title is actively boosted by any related perks, skills, and powers, becoming even greater the more you have.

Also, in future worlds, you will find your **[Title]** quickly growing in fame when you act under it.

Secondly, should you not have replaced them and they still live, you can take Shou, X, Alysha, and Isamu as companions. They need to still be alive and you need their permission, but any harm and brainwashing will be healed and removed.