The Apocalypse has come and gone, now the survivors remain inside giant domed mobile cities called Regios. This is necessary because the environment is hazardous and monsters called the 'Filth' or 'Contaminoids' roam the Earth. Layfon Alseif just arrived at the academy city of Zuellni, which teaches the youth how to protect themselves and others in these chaotic times. Besides the fighting between Regios for resources, there are also the mysteries to be uncovered and rumors of additional dangers beyond the Regios and Filth. So take **1000 CP** to prepare yourself for the next 10 years.

Origin

All are Human. You may choose your gender, age, & appearance for free. Any Origin may be Drop-In.

Citizen - Free
The administrators, workers, police, and day to day people who live in and operate the Regios.

Mercenary - Free
You follow the open road and the adventures that business brings you.

Military Artist - Free
Regardless of if you are a student or a master, you are on the path of protecting the Regios and their people while fighting the Filth.

Starting Location

You may pick your starting Regios for free, each location has their pros and cons.
1. Zuellni, Academy City.
2. Grendan, Lanced Shelled City.
3. Sheniebel, Fairy Nightingale City.
4. Yoltem, Transport City.
5. Brug, Trade City.
6. Any City, at your own risk.

Perks

Both 100 CP Perks are free for each Origin. All Perks are discounted to half price for their respective Origin. Note you can buy perks from any category, they are only discounted for your origin.

General

Kei Vein - Free
You have an organ in your body that produces this energy as it spreads throughout your body for you to utilize, and will repair itself if damaged or destroyed. Kei can be used internally and externally to attack, defend, support, heal, etc. You can use it to boost all of your parameters, Kei can be trained and improved over time, and has near infinite uses and potential. You have as much energy as a graduate of an academy.

Citizen

Kei Concealment - 100
Kanaris Earifos Rivin is considered one of the foremost experts in Kei Concealment, a necessity as an assassin and the queen's body double. You are her equal in how to use Kei to conceal your presence and energy from others.

Looker - 100
So many people here are good looking individuals. You now may choose an appearance to have and as long as your species is capable of it you will always look like it. Your appearance never deteriorates regardless of lack of exercise or food, as long as you consume enough calories to prevent malnourishment. Any injuries will fully heal without scarring, as long as you can heal that wound. Your hair and teeth will always be perfect no matter the situation you are in and regrow if lost.

Happy Ending - 200
You easily attract the attention of those you have a crush on and if the feeling is mutual your relationship will continue with minimal fuss. If another wants to join in, well who are you to say no. Those you are in a relationship with will appreciate the positive parts of it and you will work through any negatives that may arise. A happy ending is in the story for you, so no worrying about your loved ones being targeted by unscrupulous individuals. As long as the involved parties want the relationship to work, it will be better than they could ever imagine.

Queen - 200
You are a leader of the people, even when you push your work on others so you can have fun. You are so charismatic that you are beloved by your people, from when you are perving on your subjects to you when you are beating up your Heaven's Blades. If it relates to administrative or logistical work you can do it all in a quick, efficient, and error free way. If you do not wish to do the work you can easily find quality people to do the "boring" work, so you can have fun.

Kei Teacher - 400
You can awaken the Kei Vein in others, by infusing someone with Kei they will start the process to grow the organ that produces Kei. After someone has their Kei Vein awakened you can teach them any perk with Kei in its name that you have taken, except for this perk. In order to help you speed up the process you become an unparalleled teacher whose student will retain everything you pass on to them while learning it in a fraction of the time. If you take this along with the Mutant perk, you may train your Soulmate/Spouses in all of the perks you take in this jumpchain except Mutant. If Kei

Teacher is taught to a Mutant they will get the Kei only version of this perk. Element Affinity unlocks at least one affinity, & with Chosen of Saya everything but the immediate power boost can be taught.

Alchemy Prodigy - 400
You are at the forefront of Alchemy R&D, a true master at repairing and tinkering with technology. You are a genius at making technology modular, miniaturized, efficient, & robust while also being able to reverse engineer anything you come across. This perk applies to all esoteric fields which obviously includes alchemy; but further examples include magitech, magic, runes, psionics, etc. You have all of the knowledge and understanding of Alchemy, DITES, accessories, tools, equipment, & anything related to Alchemy or DITES. This includes the Heaven's Blade and Mutant weapons knowledge.

Zero Domain - 600
You have the highest compatibility with space and time. This is reflected in two ways. One, you can utilize Kei, or any energy you have, to manipulate space and time. You have to work out how to do it yourself, but given your compatibility with space and time you have no risk of killing yourself while creating techniques like personal pocket dimensions. Two, you are protected from hostile attempts to mess with your time, space, or energy. So no enemy can alter your past or try to ruin your future, and trying to mess with space around you will end poorly for your enemies. With lots of time and training even traveling dimensions is possible, how long this could take is unknown.

Doomed World - 600
Somehow you have survived the Apocalypse, the Filth, war games between Regios, and secret wars that continue to almost destroy humanity. This is because you are completely immune to any attacks that could be considered conceptual, instant kill, one-hit, instant death, or critical hits. You have absolute protection that will always prevent your death against these types of attacks.

Mercenary

Survivor - 100
You are a master of harsh environments, and somehow no longer need to breathe. You can survive in inhospitable environments with severe heat and cold, vacuum, pressure, etc that can now be found in the world. While you can survive in these conditions, you still need food and water to survive.

Kei Conservation - 100
You have learned how to make do with less. You require 25% less energy for all techniques, this is increased to 50% for techniques that require constant energy use.

Kei Healer - 200
You have mastered Kei techniques that can heal and cure individuals of what ails them from wounds and bruises all the way to poisons and diseases. You have incredible talent in learning or creating techniques related to healing.

Element Affinity - 200
Some individuals have an affinity with elements that they can bring out with their Kei. Each purchase gets you a single element of any kind to have max affinity with, and an idea of how to start using Kei

with said affinity. Elements like Light, Darkness, Life, Death, Nature, Lightning, Sand, Ice, Solar, etc are all acceptable. Only elements that can not be chosen are Time and Space.

Escort Duty - 400
As a mercenary you will have to protect and escort individuals from time to time, or even protect your loved ones on missions. You never have to worry about them being targets as long as you or your people are present. You and members of your team will always be targets before anyone you are protecting or care about are in danger.

Psyharden Sword Technique - 400
Like Layfon Alseif, Derek Psyharden, Haia Salinvan Lyia, and many before them you are a master of all of the Psyharden Sword Techniques. As for what Psyharden techniques actually are, they are a sword school that has an absurd range of techniques from Kei needles to strikes that disrupt the internals of your enemies. A great many of the known techniques are ones that emit Kei from their Katana. You have even taken a step further and can use these techniques with other weapons or even your bare fists. As a wielder of Psyharden techniques your Kei has reached the limit of how dense and pure it can become, and can easily use energy techniques and martial arts with any weapons you wield.

Chosen of Saya - 600
You have been recognized as someone worthy of wielding a Heaven's Blade by Saya herself. This grants you two major benefits: a blanket increase in all aspects of Kei & knowledge of various techniques. For Kei you have a pool of Kei equal to Queen Alsheyra Almonis who has more than the other Heaven's Blade wielders combined, you have perfect control of Kei, you can train all aspects of your Kei as easily as you breathe, & have no limits on how powerful your kei can get. All your energies are equally boosted to equally as massive, have perfect control of all energies, no matter how powerful you get your body will be able to handle the quality and quantity of your energies, and it becomes easier to train and improve all aspects of energies with no limits on how powerful you can get. As for techniques, you will gain the knowledge of all of Heaven's Blade users martial & Kei techniques. The Heaven's Blade members all not only use different weapon types, but have mastery with a multitude of Kei uses. One Heaven's Blade user uses gauntlets, another guns, a Halberd, and even a few different types of blades. As for Kei the Queen herself is considered a Kei mage given her bottomless knowledge of it. From her using Kei to physically keep herself young to being able to match the rest of the combined blades in combat at once using her Kei abilities.

Hunter - 600
You are an expert in the art of tracking, finding & exploiting weaknesses, and ensuring monsters like the Filth stay dead. To start off with, you start with the knowledge of how to use Kei with your senses so you can more easily track & find weaknesses. The most common use of this is with your vision, where enhancing it with Kei will allow you to spot spilt blood or drag marks in the ground, and when you find your prey you will be able to identify all of its weak spots. If you focus on your foe as you kill them it will let you know if they died, since many filth have found ways to fool expert mercenaries. Finally, anything you kill in combat will come back weaker if they somehow manage to return from the dead. Cloning, Kei, or someone messed up biological madness; no matter what causes it they will come back permanently weakened to some degree.

Military Artist

Training - 100
You have received training in all weapons, martial arts, tracking, acrobatics, parkour, & Kei. This puts you on equal footing with an experienced user in their chosen fields, but you still need more time and experience to become an expert.

Nen’i Kei - 100
Nen’i or Psychokinetic users are able to use both telekinesis and telepathy. Your range starts out rather small at a few meters without a focus, but with time and training they can be improved without limits both with and without a focus. Normally you can not use Kei with Nen'i, but you are special and have merged Nen'i and Kei together to create something greater than either was before with no downsides. You can merge other types of energies with your Nen’i Kei, but results may vary.

Kei Recovery - 200
You get back into the fight quicker than others. While others can spend up to an hour recovering their Kei, you recover all of your Kei in 20 minutes or less. All other energy types will recover 3 times faster.

Stamina Monster - 200
You are one of the lucky ones you can fight for days at a time with little to no sleep. Your stamina is the stuff of legends and you fight constantly for up to a week before your stamina runs out, and speaking of sleep you only need 5 hours of sleep to completely recover from fatigue and energy loss.

Aurora Kei - 400
Your Kei Vein is evolved due to exposure to an Aurora Field and is now always generating Kei. Your Kei can be produced and used no matter the environment you are in, even in ones that normally prevent its usage. This also permanently prevents the loss, theft, suppression, or removal of any of your skills, perks, powers, etc that you have.

Kei Talent - 400
Until you Lintence said only Layfon was this talented. Like Layfon you can grasp techniques just from observing them, and utilize them with Kei or other energies you possess. You do not only copy these techniques, you also understand them and can even find ways to improve upon them. You can copy and understand any martial art, technique, ability, spell, power, etc that you have the capability to use. Like Layfon you do not lose capability and understanding of how to use these techniques no matter how long it's been since you last used them. This talent also grants you unlimited potential in all things you do. This understanding of copying techniques applies to all aspects of combat: martial arts, spells, strategy, & tactics being just some of the examples.

Trauma - 600
The life of a Military Artist is filled with scars that can eventually lead to mistakes and even death. You have the rare ability to help people heal from all of their trauma to their mind and soul. You will start

out with a Kei technique that identifies mental & soul trauma. Then gain a technique that soothes and heals the mind, and a technique that will soothe and heal the soul. This perk synergizes with all perks, powers, abilities, skills, and knowledge you possess that relate to healing.

Mutant - 600
Like Airen, Dixerio, & Nirphiria you have become an immortal Mutant who will continue to evolve as time goes on, but you have limited control over it. You regenerate as long as an atom of you remains in less than a minute and with no scarring afterwards. This regeneration affects your body, mind, and soul ensuring that any damage you take heals. As a Mutant you are immune to disease and poison. You have control over your regeneration; so if you want to permanently edit your genetics or stop something from regenerating you can. You stop aging once the prime of your life is reached, or revert back to your prime. Your appearance never deteriorates regardless of lack of exercise or food. Since you no longer need to eat, drink, or breathe for living anymore, but may still do so for enjoyment. Your hair and teeth will always be perfect no matter the situation you are in and regrow if lost. Your mind is equally made immortal granting you a perfect memory, with instant recall, unlimited storage, perfect indexing, perfect comprehension, and you can not lose your memories if your head is destroyed or time altered. Your immortality includes being immune to corruption, changing or copying your memories, mental attacks, hacking, mind control, brain damage, & possession. You may share this immortality with those you are married to and/or are soulmates of, but they may not do the same.

Items

All Items may be bought repeatedly. All Items are discounted to half price for their respective Origin, this does include upgrades to items. Each Origin's 100 Item is free the first time, then it is only 50. Note you can buy items from any category, merely not discounted. Any changes or upgrades made to items bought here are yours and you keep them after the jump. You may import items to receive technology and upgrades from purchases in this section. All DITEs are powered by Kei or any energy provided by the user.

General

Chrome Shelled Regios Media - Free
You gain all media about the setting on an indestructible drive. This includes all Manga, Anime, soundtrack, wiki's, Light Novels, and fanfictions that involve Chrome Shelled Regios.

DITE - Free / 100 / 200
You get a free DITE of your specifications. It can be a sword, dagger, pistol, machine gun, or even a support Nen'i DITE. All DITEs have a small form and then can transform into their combat form. For 100, you can get schematics of all standard Military Arts DITEs, their accessories, and equipment to build and maintain them. For 200, you get the schematics and a cache of 3 of every standard Military Arts DITEs, no Psyharden or Heavens Blade quality ones.

Overload 2.0 - 100

You get a unit of overload that has been refined to boost your Kei power without it ruining your body, but at the cost of burning through your Kei and physical stamina faster. This includes the instructions to make more and the notes of how to possibly make energy stimulants for other energy types.

Citizen

Cooked with Love - 100
You have a lunch box filled to the brim with enough for 3 for the whole day. This food will stay hot or cold, whichever is intended, and will restock the beginning of each day with the food you desire. If the lunch box is lost or destroyed you find it next time you wake up.

Roaming Bus - 100
A vehicle regularly seen traveling from Regios to Regios. This one has extensive upgrades to make the trips in this harsh world safer and more comfortable. This bus does not run out of fuel or battery, and if destroyed will respawn in your warehouse or by you a day later.

Technology Database - 200
You have the complete database of all of the technology of the Chrome Shelled Regios series. This includes Legends of Regios and Regios Crusades also. This database is on a state of the art tablet with a holographic interface. The tablet is nearly indestructible, will repair if damaged, is upgradeable, & and battery never runs out of power.

Regios - 400
You get your own Regios of your design that is 5 kilometers in any dimension with the best technology in the Regios universe, yes all technology including before the filth appeared and in pocket realities. If you have it the Alchemy Prodigy perk can further enhance your designed Regios. The Regios will come with everything you need: so no worries about forgetting something important like bathrooms, a medbay, air filters, or power relays when making it. To protect your Regios it is unhackable and your included Electronic Fairy of your design will be absolutely loyal to you. The Regios can scan, absorb, & incorporate any technology it comes across. If any technology is too large or too small to be incorporated, instead your city will build an acceptable version in its place. Technology that can be absorbed does include new types of alloys, or anything that is improvable or upgradable. There is no need to worry about running out of Selenium because the Regios primary power source has infinite energy and this will continue if it is replaced or improved. Any damage done to it will repair itself within hours, and in the event it is destroyed it will either appear in your warehouse or near you within a day. You can summon it to your location, fastest travel time should still be taken into account. Finally it can only be operated by you or those you allow, this approval can be removed at any time.

Mercenary

Psyharden Weapon - 100
You get a non-DITE weapon that can fight equally with alchemy enhanced DITEs. This weapon can take any form that you want, can channel Kei and similar energies, and will repair itself if damaged.

Outfit - 100
An Alchemy enhanced outfit with a cloak and mask designed to your specifications that are incredibly resilient to changes in heat, cold, pressure, density, dirt, etc. They are upgradeable, durable, self repairing, self cleaning, comfortable, is an environmental suit (even if it does not look like it), can channel Kei to boost its properties, & it can change its appearance allowing it to change coloring and markings or even make small alterations to the design. This also includes the knowledge of how to make more clothing like it, along with an indestructible drive that includes blueprints of alchemy outfits. Each additional purchase of this grants you two complete outfits of your design.

Mercenary Certification - 200
You have a document signed and approved by Queen Alsheyra Almonis herself. This document is filed with every city of Regios that grants you authority to run and operate your own private mercenary organization. In future jumps submitted documents will be found by all governments supporting your position as head of your own private mercenary unit.

Mercenary Training Materials - 400
You have a set of recordings, books, and notes about how to train people to effectively fight in a group against monsters both weaker and stronger than people. Among all of the notes details ideas of how to fight numerous theoretical monsters, so this training is effective in all worlds that contain monsters, and will update itself when new monsters are encountered. This training material is on a state of the art tablet with a holographic interface. The tablet is nearly indestructible, will repair if damaged, is upgradeable, & and battery never runs out of power.

Military Artist

Nen'i DITE - 100
A DITE dedicated for enhancing telekinesis and telepathy. You control numerous petals that are razor sharp, and these petals increase the range of your abilities. When used in combat these petals are a terrifying presence that can wipe out a group of enemies in moments, and when used in support roles the petals can keep large groups in communication and even increase sensor ranges of Nen'i users. This DITE will repair itself if damaged and will retain any upgrades made to it.

Wire DITE - 100
You get a DITE dedicated to one function, to produce wires from the hilt that can be either razor sharp or soft depending on the setting. These sharp wires are deadly to those without Kei, and take training to use in combat without injuring yourself or others, but once mastered give you an 'edge' on the battlefield. The soft wires are invaluable in reaching locations and rescuing people. This DITE will repair itself if damaged and will retain any upgrades made to it.

Kei Cannon - 200
You have a Kei Cannon and the schematics to make more. This is a game changer for fighting the Filth, since it can be charged up by anyone with Kei and attack at extreme ranges. The cannon that comes with each purchase is upgradeable, and can never be overloaded with too much energy

because any excess it shunted off onto an internal battery for follow up shots. Any energy will work with the provided cannon, but built ones will require testing to fine tune them for alternative energies.

Saya DITE - 400
You have received a Heavenly DITE personally crafted by Saya. This is crafted for you out of the best materials, it is nearly indestructible, in the unlikely chance it does get damaged it will repair itself, & it will retain enchantments and upgrades because it is designed to be improved over time. It can handle any and all energy types channeled through it, anything you kill with this will stay dead, & you can summon to your hand if lost or stolen. Your DITE gets one weapon form. Weapons forms vary from that of two small weapons like a pair of gauntlets, pair of pistols, short sword and pistol, or even a Nen'i and a Wire; to a larger form like a spear and shield, a machine gun, or even a rocket launcher. Should you not choose any weapon form, Saya will make a pair of pistols that closely resembles Airen's.

Companions

Single Import/ Companion Creation - 50 CP for one and up to 200 CP for eight
You may import or create a companion. They get 600 CP to spend on the options presented. These Companions can only take Drawbacks that directly affect them, and you can transfer CP from yourself to a Companion, at a 1:1 ratio. You are free to decide the personality, history and appearance of created Companions and they will accept their created companion status. Any transferred CP will apply to all companions, not just one.

Recruitment - 100
With each purchase of this you can attempt to recruit a known person from the Chrome Shelled Regios Series. You have the full duration of your stay to do this.

Platoon - 200
You have a group of up to 10 people that completely trust you. This group gets an origin, a free DITE and a free Origin item for each person, and 600 CP to spend with discounts applied. The make up of this group can be anything that is appropriate for their origin or perks: a harem, a group of hardened Veterans, or a mix of different genders and professions. You can transfer CP with a 2:1 ratio to this group. You are free to decide the personality, history and appearance of all of them and they will accept their created companion status. Any transferred CP will apply to all companions, not just one.

Drawbacks

Supplement - 0
You may use this in conjunction with another Light Novel, Manga, or Anime jump.

Crossover - 100
You can crossover this with one or more franchises of your choosing.

Stay Longer - 100
Stay 10 years longer. Can be taken as many times as you like, but only receive CP the first time.

Legend of Regios - 200

Instead of starting when Leyfon arrives at Zuellni, you start at the beginning of Legend of Regios close to Airen and Saya.

Resource Fights - 200
There will be at least 5 fights with other Regios during your stay that you will have to participate in.

Trapped - 200
During your stay you will somehow end up in a pocket dimension of the Zero Dimension. If you have the perks or powers to escape, it will take more time and energy than expected while drawing the attention of certain Mutants. If you do not have ways to break or escape from a pocket dimension, do not worry there is a path out, it is just guarded by some powerful Filth.

Larva Horde - 300
Either you or the Regios you are on will be beset by a massive horde of nearly a million Larva. No queen in sight, so you probably want to get looking for the queen or queens before they spawn more.

Psyharden Weirdo - 400
Some nutcase who uses a Katana and Kei will keep challenging you at random times to fight for the next 5 years, if he should perish then someone else will and so on for the duration. This will happen at least 10 times during the 5 year period, usually at inopportune moments.

Maturation - 500
Larva hatch in half the time, this could have dire consequences not only for you but everyone.

Split the Party - 500
Whenever you encounter a Mature Filth, they will split into two mature Filth from the first attack.

Layfon? Who is that? - 600
Layfon Alseif never arrived at Zuellni because he never lost his position as a Heaven's Blade. You take his place, regardless of chosen origin, in the story as Zuellni City's greatest defender. This overrides your starting location, and you can not leave the vicinity of Zuellni if it is in danger. If Karian or someone in authority of Zuellni authorizes you may leave the city to perform missions or protect Zuellni. This lasts for 5 years.

Final Choices

After ten years in the setting you are required to choose one of these options:

1. End your Jumpchain game and return home
2. End your Jumpchain game and remain within the setting
3. Continue your Jumpchain game and move on to the next Jump

Notes:

- By Soulreaper31337, because Chrome Shelled Regios is amazing and needed a jump.

- For those that want a better idea of what Kei is: think Ki from Dragonball, Ranma ½, Negima, & Yu Yu Hakusho. All Kei users are superhuman level minimum, but the limit is never really seen in the Novel, Manga, or Anime. The mutants in this world reach moon busting levels of power at the minimum, and the strongest human Queen Alsherya Almonise could probably crack a planet while having movement speed at or faster than light levels.
- Looker lets you choose your gender and appearance as you enter a jump, setting, etc.
- Alchemy prodigy is my nod to both Saya and Harley being insanely talented engineers & alchemists.
- Kei Teacher eventually grants the perks, if you have them: Kei Vein, Kei Concealment, Kei Conservation, Kei Healer, Nen'i Kei, Kei Recovery, Aurora Kei, & Kei Talent to everyone you awaken Kei in. The time it takes will vary drastically given the talent and work that each gives to learning it. Kei Talent is the last perk you can awaken/train/give to someone. Added, if you take this along with the Mutant perk then you can train your Soulmate/spouses in all the perks you have except mutant. Since I was asked, yes children of those you teach will inherit Kei along with infinite potential but will not have the perks.
- Kei Healer will start out with the Kei equivalent of high level healing Kei spells & medical Knowledge, and the ability to advance without limit in Kei healing. So it is easy enough to master it with time and practice.
- Zero Domain is the only nod I am giving to the dimensional madness of this setting. It grants you protection from others utilizing time and/or space against you, but you can still manipulate them with no problems. So no time traveler wiping you out and no space manipulator dumping you in the sun.
- Survivor does have its limits when it comes to heat and cold, without additional perks the sun would kill you. Absolute zero would freeze you, baring additional perks.
- Quite a few individuals showed elemental attacks with Kei, so people having affinities makes sense.
- Psyharden Sword Technique seems to be usable with different weapons besides the Katana, hence why I state it can be used with any weapon. The dense and pure Kei is due to the fights between Psyharden users and how their Kei seemed more solid than others.
- Without spoilers Chosen of Saya, represents the best possible Heavenly Blade wielder. As for the knowledge you will gain knowledge of the martial arts of each of the heaven's blade wielders, along with all of the kei techniques and spells used by the Queen and the heaven's blade users.
- The Training Perk puts you somewhere between an advanced and expert user for those skills.
- Nen'i is weird in this setting, it's a mix of internal and external kei that grants Psychokinetic abilities but can not use external kei. Since you are paying for it you get the telepathy and telekinesis without losing Kei capabilities. You can improve your telepathic and telekinetic abilities, and even learn new ones.
- Kei Recovery was never actually stated but most seem to be able to fight with Kei after using it up after an hour or less. This basically gives you 5% recovery of your kei every minute and 3 times quicker recovery with all other energy types.
- Aurora Kei is a simplified form of the aura particles and Zero Domain that grant the powers in CSR.
- Honestly the Mutant perk might be weaker than the actual immortality and regeneration they have in the setting.
- For the Outfit it will somehow still work even if it has a skirt. You can boost all of its properties from the self repairing to the resistances, but as long as you have the Kei/alt energy and you can boost these properties to higher levels at a higher cost. Updated Outfit to include knowledge of how to make more, along with getting two outfits with each additional purchase.
- For the Regios you can import any vessel, ship, or space station to upgrade its capabilities. If you are actually designing a Regios it can take any form but it has to use the technology of the Regios reality. Though you can use the Alchemy Prodigy perk to further enhance your designed Regios. If you choose to import one or more purchased Kei Cannon's into your Regios they are integrated into its power network, and your Kei Cannon's can be networked into any applicable systems for the Regios. Energy put into the Cannon's will now be used to half the fire time as long as the internal batteries have energy remaining.
- For the Saya DITE, if you pick a pair of weapons you can use them how you wish. You are not stuck only using them together, it just gives you a pair of DITE's that can be used to your desire, separately or together. Had someone ask so I thought I would add it here in case anyone else had the same question.
- Renamed companion Gang to Platoon, I don't know why I ever had it named Gang.

- Also renamed Lintence Acknowledgement to Kei Talent. Kei Talent applies to alt energy type spells and techniques like magic, chakra, the force, psionics, etc.