GUNDAM BUILD JUMPERS

So, sick of all the war, death and killing Jumper? Tired of fighting for your life for decades? Maybe just want to get away and have a bit of stupid fun, maybe learn something about people and fun along the way?

Do I have a place for you!

Welcome to Gundam Build Fighters, Jumper- no wars, no conflicts, no Space Nazis, just Gunpla. It's serious business, sure, but this entire AU is a love letter to the many Centuries of Gundam over its many years of running- you now get to experience it firsthand. But first, a few stipulations:

This is somewhat of a 'vacation jump'- it's very difficult to die or to get hurt permanently, though I suppose it is possible if you Try hard enough. This is also a very 'low-power' universe- yes, the Gunpla featured can, in fact, sometimes fire enough generic Ki blasts to destroy the moon or make you think you wandered into a bad DBZ fanfic, but they're still plastic toys. Harmless to players, they only destroy their simulated battle environments and each other.

With that in mind, take this-

+1000 CP

-and remember, it's not about winning; it's about the fun you have with it and everyone.

[First reminder: These are flashy toys. Not giant robots. **Toys.** They cannot actually explode moons.]

Section 1: Identity

So, just who are you to stumble here? Roll either 1d8+16, or 1d8+7 depending on your preference for adolescence or childhood.

Nobody (Free)- You've just wandered into this store, it looked interesting. Hm, plastic model kits? This one looks neat, and it's on sale too. Maybe you'll try your hand at this 'Build Fighting'. You tend to play-by-ear, reacting to enemy movement and actions as they come. You're good at short-term thinking, but planning any way ahead tends to fall apart more often than not.

Builder (50 CP)- You make models- you've been into it as long as you can remember. You've built kits, modified them, maybe even scratch-built a few of your own parts. You are a master of the plastic. You…actually aren't all that good at fighting really. If you had a style, you tend to wait for the enemy to come to you and try to plan around taking advantage of one really well-known area.

Fighter (50 CP)- You fight with Gunpla- you've broken them, you've burnt them, you've split them. If it's Plavisky, you probably know something about it. You're a good combatant, planning and learning your enemies' personalities and capabilities, forming strategies on the go while still being

able to look ahead. However, let's say your hands aren't exactly steady when it comes to getting your Gunpla together. Here's hoping you've got a buddy to help with that.

Section 2: Abilities & Skills

Well, even if you're just building models and steering them around an arena you still need to know what you're actually doing.

100 CP Block

Inventive (100 CP- Free Nobody): Oh dear, you seem to have lost an arm. Might as well bludgeon someone with it. You're very good with coming up with stopgap 'plans' to keep your performance at a reasonable level. Your Jegan lost an arm the day before a tourney? Just take that Rosen Zulu kit you've not got around to building and slap that arm on there, it'll hold for a few matches.

Sprue Master (100 CP- Free Builder): When it comes to assembling fragile, easily messed-up things you're better than most. Your parts never have nubs left over, you will always manage to slot the correct part into the correct slot and you know how to apply stickers without any air bubbles or similar. Your models always look as if they were assembled, painted and applied by a master of styling, and it never looks 'weird' unless you want it to look 'weird'.

Gundam vs. Gundam (100 CP- Free Fighter): You've played and trained enough to know how much boost the Victory's got, how much your Heat Axe is going to hurt when you pull it out and can keep track of how close you are to being knocked out of battle. ITT: You fight good.

Gundam Fanboy (100 CP): You've got Gundam knowledge of almost all mobile suits, including those only appearing in manga. You have watched every Gundam anime and have extensive character knowledge. Almost none of this helps in combat, but be the pride of your forum or club by being able to name off even the most obscure units, weapons and series.

300 CP Block

Quick Thinking (300 CP- Discount Nobody): In the heat of battle, you have to be sharp- one missed glint of the light can spell your doom. You might not be able to plan ahead too well, but rushing in is much easier when you can catch and react to things out of the corner of your eye. This also helps with split-second plans, like 'Stop guy from stabbing me by cracking him across the head with a metal beam near me right now'.

Build It Up (300 CP- Discount Builder): Defense is your game- shields, beam shields, I-fields, plain old armor plating. Your suits may be bulkier, but they're much safer for it, and who's to say you can't put a beam saber in a shield? Or a gatling cannon? In addition, knowing how armor works means you can piece parts from different kits together better due to being able to modify and sand down ball joints, paneling and similar.

It's All In The Wrist (300 CP- Discount Fighter): When it comes down to it, victory is when your moves come out on top of your enemy's moves. You have good control over yourself, and can apply that to your Gunpla, and with the right additions to the model gain the amazing powers of- bending,

leaning, acrobatics and even martial arts if you wish to put in the training and modifications to do so.

600 CP Block

The Love of the Game (600 CP- Discount Nobody): Face it- some people take things *way* too seriously, even the silliest stuff. (Just look at some rabid fanbases.) Well, you have the unique ability to tell them *'Lighten up, it's a game, have fun'* and actually make it stick- unconsciously, people will not take things more seriously than they have to be. They'll still try to win, mind you, but there are no sore losers or grudges just because you won and they didn't. Not only applying to this sport in particular, you can apply this ability to any competition of skill- people will only take a competition as seriously as they need to. Playing to see whose soul gets sent to Hell will have no effect on them, while a game of football between friends will be fun, exciting and rewarding for everyone involved. Tryhards are no exception, but this ability takes longer on naturally-sore players.

Plavisky Practitioner (600 CP- Discount Builder): Plavisky Particles- who can even guess where they come from, but nobody denies their effectiveness. You have skill in integrating them into your models' function, allowing you to 'spend' particles you store in tanks to execute massive attacks, overcharge your model's stats for a short time or similar effects- it's your models, get creative. Don't get too reliant on these particles though, you only have a finite amount depending on tank size and in-battle it swings from extremely difficult to utterly impossible to refill. As a side-effect, you can build kits in 12 seconds flat- open the box, fling the parts in the air, cut them loose and fuse them together in a ball of Plavisky Energy. It does nothing to improve them, but it's a neat party trick.

G Wiz (600 CP- Discount Fighter): You've trained in a specific school of martial arts, and are innately capable of applying this to your model's combat. Out of the gate you must choose one of 2 choices, and may **not** purchase again to get the other- Strength, or Skill. You begin with the equivalent of 6 years of continuous training, and can only get better. If you choose Strength, you rely on finishing battles fast to keep from exhausting yourself and your models out with overwhelming power and destruction. Think ki blasts, showy single attacks and short matches both ways. If you choose Skill, you don't particularly rely per say on anything but yourself- you keep a match going as long as you need, using joint locks, throws, quick attacks and some auxiliary/supportive ki abilities to keep you in battle. In a nutshell, the difference could be described as 'DBZ vs. Wuxia/Martial Arts Movies'.

A-Mejin (600 CP): You want to gain skills/plot-armor (depending on how cynical you are)? You've got it with this. The Mobile Suit is nothing but an extension of your will, its appearance modeled after your very soul. You think, and it answers, a humble servant that will break open the heavens. Well, not really- seriously though, you've got the skill in there. You just have to have the will, the drive and the ability to keep pushing, and you'll reach even higher than the others to wield this title. May or may not be able to cause rain and flower generation in simulations by mere appearance, may or may not be able to multiply the amount of Flamenco in a given situation.

Section 3: Equipment

Well, even though you probably want to skim through to the next section there's still a few things here you may want. If you're still a child, you have a loving family that understands and accepts your hobby whole-heartedly. A Nobody Child has a good foster family.

Perfect Supplies (100 CP- Free Builder): You have paints that never run and go on only where you want them, decals that stick on permanently- until you want to remove them after which you can easily peel them off, extra parts in case you lose a generic joint or wrist or similar and need a replacement and a knife that only shaves off as much as you need it to. This basically ensures you can keep your gunpla at least functional and stylish at the same time.

Iori Shop Membership Card (200 CP): It's a simple blue & yellow card with Rinko Iori and her shop's logo on it, and with it you can buy models from her shop at lower prices, get exclusive deals that her store may only have and possibly be in the drawing pool for prizes and such. It's also good for getting to know the Ioris, if you so wish.

Store (300 CP- Nobody can only buy if over 18): This option makes it so that your parents or yourself (if you're old enough and wish to run such a place) run a model store specializing in gunpla models. It's a steady stream of income, and if your parents run it they might have more money to add to your allowance. It follows you between universes, and besides places where there's 0% chance to get customers you gain a livable amount of income from the store. If you don't run it yourself, you will be able to find hard-working employees to upkeep it easily.

Section 4: Gunpla Construction Kit

The part you were all waiting for! Here's where you build your own little fighting model to be animated and sent into a simulated battlefield to fight for your own and others' amusement.

Section 4.1: Origin Series

Where exactly does your model come from? (Note: The series provided are only suggestions.) You may pay 50 CP to choose where your first model comes from. Roll 1d10.

1- Early Universal Century (MS-IGLOO, Mobile Suit Gundam, 08th MS Team, Zeta Gundam, ZZ Gundam, Char's Counterattack)
2- Late Universal Century (Unicorn, F91, Crossbones, Victory, G-Savior)
3- Future Century (G-Gundam)
4- After Colony (Gundam Wing)
5- After War (Gundam X)
6- Anno Domini (Gundam 00)
7- Advanced Generation (Gundam AGE)
8- Cosmic Era (Gundam SEED)
9- Regaled Century (Gundam: Reconquista In G)
10- Free Choice (Besides Gaia Gear)

Gaia Gear (200 CP): If you so, so wish, you may take a model from Gaia Gear. They are very powerful even unmodified/stock, but you will have an extremely tiny chance of finding replacement parts in-universe.

Scratch Build (100 CP): Your model's an original- you've built it yourself. Maybe you used another model as a base (You may roll to see what series the base came from, if you do not it's unrecognizable from any series but may still have references or homages) but it's still your personal timesink. You've made it the best you can, and it's easier to use than any other model because of how it's connected to you and how you built it.

Section 4.2: 'Rank'

Some MS are simply better than others. Can't have everyone getting the most overpowered suit, can we? (Scratch Builds are simply of equivalent power.)

Limited Production (Free): A suit that was made in limited amounts, head and shoulders above Mook Suits, but not a game changer by themselves. The GM K9 Sniper is an example of a well-customized Limited Production.

Prototype (100 CP): Any suit made in extremely small amounts, they're usually quite good but may be specialized in one specific area.

Protagonist Suit (200 CP): Any suit that was piloted by the protagonist of the series. They tend to be good all-rounders and can handle customization and improvisation very well.

Section 4.3: Additions

Well, unless you want to have a hard time you probably want something to make your model stand out. [Note: There may not seem like there's many options here, but a lot of what you can do you can get by just buying and merging kits together. Be that crazy diamond with the Moonlight Butterfly Ball.]

Pride of Char (50 CP): Your suit is red. Very red, actually, and maybe also have a mono-eye or spikes similar to his custom Zaku II, Gelgoog or Sazabi. It's only 1/3rd faster than normal models of its type, but it catches people's eyes quicker and makes you seem cooler.

Deployer (100 CP): Maybe it's a mobile railgun platform, maybe its 2 small drones that attach to your shoulders- whatever it is, it's a remote-controlled/AI buddy. It's only able to do what you program it to do and it's more like a LEGO Mindstorms machine than anything, but it's useful to get around someone and hit them where they don't expect it.

Custom Loadout (100 CP): No matter what 'canon' set of equipment and weaponry your model had, it's now replaced with your choice- be mindful, 4 bazookas take up a lot of energy, fire slowly and make you a sitting duck. Not to mention you might not fit regulations with such firepower.

Hardpoints (100 CP): Whether armor, weaponry or extra equipment, your model has some form of attachment system to hold armor (which can be jettisoned at command), weaponry (which if modified can fire from said mounts, don't expect accuracy) or equipment (which can be used if it's reasonable, like a grappling hook).

Transform! (200 CP): Your model has 1 alternative mode of transportation- maybe it's a jet, maybe it's a tank, or maybe it turns into a tiger or something. It's a way to trick people, get out of danger (or into it) quicker and it generally doesn't look good unless it was built around the transformation. (In which case the MS mode probably doesn't look good.)

Try Harder! (200 CP): You want Obari? That's a stupid question, of course you do! Here's the jist: have (at least) 2 gunpla with this addition? You can turn them into a Super Robot, like everyone's favorite Super Gundam- Tryon3! Note: Obari-face must be applied by user, only appears when in the heat of battle.

Melee Master (200 CP): It's common for MS to either be good at close range or long range- your model is the former, either from weaponry, tuning or simple skill at doing so, at cost to long-range game. Can be bought with Ranged Master to cover all your tracks.

Ranged Master (200 CP): It's common for MS to either be good at close range or long range- your model is the latter, either from tuning, skill or weaponry at cost to close-range game and tactics. Can be bought with Melee Master to cover all your tracks.

Funnel Them (300 CP): Your model is equipped with at least 6 remote-controlled weapons, either melee (bits) or ranged (funnels). They can automatically seek out other MS and fire on them until their allocated energy runs out and they come back to you to recharge. They're energy-efficient, but they aren't very powerful- bits are on-par with a single beam-saber stab, and funnels are equivalent to a single blast from a basic beam rifle.

EXAM Time (300 CP): Thankfully with being a plastic model kit there's not actually a trapped Newtype soul being used as the power source, but it still fights like it does. In short, this ramps up every one of your model's stats to a good degree for 300 seconds at the cost of making it harder to control, and once those 300 seconds run out you can't use it anymore until you reset it manually.

Section 5: Problems

Even here, you might think that you want a challenge. These lovely contestants down here are happy to give you some. There is a Drawback Limit of +600 CP, though, so don't go too nuts.

No, That's Not How It Happened (+0 CP): Oh, yeah. Remember the Gundam Jump (including the separate SEED jump) you probably went to before this? This option makes everything you did in that Century canon here. Episodes changed. New MS- even your Ace Custom- added, with people buying them. The story has changed. People bitch about your waifu-ing on */m/*. Or maybe they think you're a goddamned genius for going after best girl. It's pretty damn awesome, really.

He Tried (+0 CP): Don't like team battles? Don't like Team Try? This gets rid of both- team battles never come into vogue and Team Try never forms as a result of it. They all live happy lives, just not being the protagonists of Build Fighters Try. Don't worry- the game won't get boring. Still sparks of life all the time when it would normally turn into Try.

Mook Lover (+200 CP): Something about these little, underpowered guys speaks to something inside you. You start with only a 'mook' plamodel (Zaku II, Leo, Acguy, Zygok, etc.), and find yourself attracted to mook models overall- but that specific one you cherish and love, to the detriment of any actual Gundams or even simply more powerful MS. What's that? Sale on Strike Freedoms? Can't right now, putting my finishing touches on the Asuraguy- it's got 6 arms, ain't it cool?

I'm Sensing A Pattern Here… (+300 CP): It seems every other model around here is either a SEED or 00 MS. Your own first model is exempt, but it's hard to find even another store that stocks a G Gundam, X, G-Reco or even Wing gunpla in any reasonable quantity. They always make a good showing, you're going to be fighting against them constantly for your time here and they tend to be made to look good more often than not.

Carpal Tunnel Syndrome (+400 CP): You've managed to completely strain out your wrist and fingers- it's chronic, unable to be cured and painkillers and ice packs only do so much to calm the pain. Building? You can hardly type a paragraph without the stinging of a thousand angry wasps. Fighting will take a serious amount of will. Or maybe Ziplocs full of ice.

(Be a) Tryhard (+500 CP): You don't like to lose. That's an understatement, actually. You *hate* losing with a passion equal to your passion of *loving* to win. You're very condescending to those that 'play for the fun of it'. Plebeians, what's the point of competing but to **win?** You are a particularly dickish loser, and if you get frustrated enough your mind might start wandering towards the prospect of **cheating**.

(Get a) Tryhard (+600 CP): Oh, that one above? Try being on the business side of one of these people for 10 years. They'll never stop lording their greatness over your head, they'll never shut up about the *one time* you lost to them, and yes- they will try to cheat eventually, and no, they will never be caught. Be on your guard, and please, please try not to elevate your blood pressure too much. (The Love of the Game will never work on this guy.)

NOTES:

Gunpla is Gunpla. They are not Gundam, and they will never really be Gundam unless you go through the effort of upsizing them all the way up to full- and even then, they won't be able to pull off half the crazy ki-shit you could do here. That simply is something beyond their power.

After this jump, you have a portable 'stage-designator' placed in your warehouse. You can take this where you wish and plonk it down anywhere in the wild to make a battle simulation of your desired size. Train against computer opponents- or introduce the sport of Gunpla battling to another world? Your choice. Creates booths when placed, cannot be moved again until turned off and battles terminated, extremely hard to modify.