



Have you ever wondered how much one small decision could affect the course of history? Well while this might be an example on the more extreme end of the scale, one choice is how it all split apart.

22 years ago, a huge alien artefact is found on a construction site and (unknowing of its alien nature) the foreman orders it to be destroyed. Here is where the world splits into two. In one world, let's call it world A, the worker who examined the artefact tosses away the small piece he picked up and the artifact is destroyed. In the other, world B, the worker keeps the artifact, presumably taking it to be examined and leading to the discovery of alien technology that changes the world.

Fast-forward to current day and world B is in the midst of a 'war' that is more a competition, with battles declared well in advance to allow for evacuations, fought only by mechs, and injuries are rare since at any time either side can surrender with no losses but the territory. On one side of the war is the RaRa army lead by Hiroshi Rara who got his hands on the artefact and used his knowledge of it to great effect. On the other side is the Earth Defence Force under the command of Ken Sanada.

World A on the other hand is essentially boring current-day Earth, Rara is a rich Nobel prize winning scientist, and Sanada is regarded as a bit of a crackpot with his research into alternate dimensions after losing his shot at a Nobel prize to Rara. Meanwhile Kazuki Yotsuga, the son of the construction worker who caused the split in the first place, is having extremely realistic visions of giant robots fighting...

You start this jump the same day that Mitsuki Sanada asks Kazuki Yotsuga out on a 'date'.

Oh, and before I forget. The aliens whose technology all these giant robots are based on got scared of the power the males of their species could unlock and decided to both limit the power of the mechs and completely lock-out any male from piloting. Somehow these restrictions carried through to the reverse-engineered models and all pilots, current and past, have been female.

You have **1000CP** to spend.

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## **Origins.**

### **Student: Free**

Age 16 or 17.

An ordinary person living an ordinary life, you attend a generic high school in a generic section of Japan. You may or may not have friends, family, and memories of both, but you will at least have an apartment and legal identity. Better make it to class on time.

### **Soldier: Free**

Age 2d8+16

A soldier of either the glorious RaRa army, or the U.N. backed Earth Defence Force. If you do not purchase a mech, you are assigned to the control room of your faction, or if female can choose to be a backup pilot in case one of the normal three are unavailable. If you do purchase a mech you are instead a pilot, though if you're a male there will be many curious individuals looking into how that's possible.

### **Scientist: Free**

Age 2d8+30

Look at all these children, running around in their giant robots like they're the best toy in the world... Well they might not be wrong, but at least you know how they work. You are a scientist of some repute, and while that might get you noticed in world A, it's a great way to achieve a leadership position in world B with either faction. Whichever world you end up on, you've already published a few papers and are relatively well known.

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## **Gender.**

Since this jump includes things that can only be done by certain genders, unless backed by perk or protagonist power, you are allowed to switch gender for free at the start of this jump.

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### **Faction Choice.**

Soldiers should pick which faction they belong to, while Scientists can either pick a side or be freelance (though this does not prevent them from picking later.) Students, while they will most likely be getting involved with both factions, do not start in contact with either.

### **EDF**

Lead by the scientist Ken Sanada, with U.N. backing and oversight, they field the three core robots in an attempt to halt the RaRa army. They have the assistance of the alien D. who inhabits a bioroid body due to the grievous wounds her original body sustained. Their main base is built over a large alien artefact.

### **RaRa Army.**

Lead by Emperor Rara himself, this group was formed when he realized the power of the alien artefacts he was studying and decided to use what he'd learned to take over the world. They have the assistance of the man-hating alien Kumu, and control of numerous alien artefacts including the first unearthed mech.

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### **Locations:**

Roll 1d8. If the number is odd you end up in the World A version of said location, if the number is even you're in World B. Or pay 50cp to choose.

#### **1&2 High School.** Free pick for Students.

In world A this location is a completely average Japanese high school.

In world B this location is dangerously close to an ongoing battle at the time the jump starts; you might want to watch out for falling giant robots as one is scheduled to fall on the building any minute now.

#### **3&4 City Hall.** Free pick for EDF.

The location of the construction site where the alien artefact was uncovered.

In world A this is City Hall, once again completely normal for its surrounding area. Expect decent security.

In world B this is the headquarters of the Earth Defence Force. Security here will be much tighter.

#### **5&6 Rara mansion.** Free pick for RaRa.

In world A this is the home of Nobel prize winning scientist Hiroshi Rara, who is currently out giving an interview. He might have some issues with you being there if he catches you.

In world B this is the main base of the RaRa army, full of soldiers and military equipment.

Escaping here might be a bit more difficult and you might find something (or someone) you're not supposed to if you wander around.

## **7 Ken Sanada's Basement.**

This is where the dimensional transfer equipment is in both worlds, so pick your choice of dimension. Keep in mind that while this lab is abandoned in world B, you might run into the man himself in world A.

## **8 Free Pick.**

Pick anywhere on either world A, or B.

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## **Perks.**

Perks are not restricted by faction, though they are only discounted if both Origin and Faction match. Independent scientists can pick one perk of each tier to discount.

100CP perks are free when discounted.

## **No Restrictions: 400**

This perk lets you ignore any pesky restrictions on items or abilities such as race, age, gender, or affinity allowing you to use them to their fullest capability, though this does not break past any limiters that are placed on the item/ability itself. It doesn't stop people from noticing that you don't have these but hey, you have a perfectly good reason for being a male pilot when only females are supposed to be capable of piloting don't you?

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## **Student**

### **Parallel World Viewing: 100**

You can see into parallel worlds, if they exist. Over time and with experience, you'll get better at this, able to see further from your own location and maintain the effect for longer. At first, your ability to target specific parallels will be fairly random, but as you get used to a specific setting and its parallel worlds (if any) the better able to target the specific one you desire you'll get. This does not grant you remote viewing, but instead allows you to view an overlay of what occurs in a parallel world onto the area you are looking at.

### **Unwitting Charm: 200**

There's something about you, Jumper, and people notice it. Those of your preferred gender find even the smallest of kind gestures from you extremely charming and will misunderstand situations in ways that make you seem charming to them as long as you don't mind it happening.

**Lucky: 400**

Have you ever tripped and found some money or found exactly what you're looking for at a yard sale? Expect things like that, only with much better rewards. This perk will get you stumbling upon ancient ruins, advanced technology, and important McGuffins whenever you go out looking for something interesting.

**Flames of Romance: 600**

Fighting alongside those you care about gives them a passive boost to their skill, strength, and intelligence. Fighting alongside or protecting those who care about you increase your abilities as well. Deeper feelings inspire more extreme boosts, and the boost to you also increases with the number of people that this applies to.

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**Scientist****Science: 100 (Both)**

Physics, Biology, Chemistry... You are a master of at least one of the broader fields of science, and well versed in many others. This perk can be purchased more than once, though the discount for scientists of either faction only effects the first purchase, allowing you to master other fields or increase your knowledge of one you purchased previously.

**Eccentric: 200 (EDF)**

You are amazingly good at putting someone off balance or breaking a bad mood. Once you get a read on a person you have a way of pushing their buttons, and your jokes will make even the tensest situations at least a little bit lighter. Of course, you could always decide to go the other way with it and make someone focus on you, or lead a peaceful crowd into becoming a mob. But that's up to you.

**Family Man: 200 (RaRa)**

No matter how much responsibility you have weighing down on you, you can always find the time to spend with your family when it really counts. Forms get filled faster, red tape doesn't take quite as long, and traffic clears up just enough that you can always have time for those most important to you. Also helps ensure that you aren't unintentionally late to dates.

**Introspection: 400 (EDF)**

People make mistakes Jumper, but that doesn't mean you can't learn from them. With this perk, as long as you spend at least a little time looking back on past mistakes you can see where things went wrong, and what you could have done differently for things to turn out better. When you learn from your mistakes you'll be much less likely to repeat them, and this will allow you come to terms with them and keep them from weighing you down.

**Playing the Villain: 400 (RaRa)**

Sometimes you have to commit evil to prevent a greater evil. Or at least appear to. You can convince others to come together to fight you on your terms, and they'll follow along as long as those terms aren't too unfair. Prevent countries from going to war over alien tech by taking the alien tech, making your own army, and staging a 'war' that doesn't kill anyone against the rest of the world. As an example. Just because you're only playing the part of a villain doesn't mean you can't reap the benefits though.

**Mechassiah: 600 (EDF)**

Giant robots are your legos now. You can build them, take them apart, combine them, and integrate most anything you can think of into their design with ease. To aid this, you are extremely proficient in analysing foreign technology, and reverse engineering it to fit your needs.

**Alien Understanding: 600 (RaRa)**

The secrets of the aliens are now in your hands, from teleportation to black hole generation and beyond. This also allows you an uncanny ability to know the purpose of any advanced technology you come across and how to operate it. Even if you can't understand the science behind it quite yet you can at least figure out how to use something safely and what each button does. Gives no understanding on how something works, just understanding on how to work it.

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**Soldier****In shape: 100 (EDF)**

Being a soldier is tough work, and also requires you to be tough to work. This perk gets your body up to a level of fitness comparable to those in military special forces units. Simple as that.

**Fabulous: 100 (RaRa)**

Who says soldiers have to look drab in their uniforms? Especially when most of the fighting is done inside a Mech. Your fashion sense is absolutely amazing and you can pull off styles that would normally look ridiculous.

**Teamwork: 200 (EDF)**

Two people working together can take down a much stronger opponent, and many people working together can result in amazing things. When you decide to work with another person or group of people you seem to just click into place, everyone will naturally end up in the role they are most suited for and any issues that group members have with each other will either be resolved or not effect group performance.

**Self Applied Trance: 200 (RaRa)**

Charismatic and Domineering one moment, a Shy Wallflower the next. You have the skills to hide your true personality from all but the shrewdest of observers . Of course, even if you show someone a second personality it doesn't necessarily have to be your true one. This also works to your advantage for skills and abilities that require intense concentration or a specific mindset to be most effective or even work.

**Natural: 400 (both)**

Some people just have a natural talent for things, and piloting giant robots just happens to be what yours is. While others may struggle at the controls just trying to move, you are able to perform stunning acrobatics and push your machine to its limit the minute you get behind the controls.

**Soul projection: 600 (EDF)**

Very interesting, you've picked up quite the ability here. While meditating you can now send your soul out of your body, where it is intangible, invisible to those you do not wish to see it, and share your powers, abilities, and skills with other people by maintaining contact with them. With enough practice you can learn to move your body to your soul, effectively teleporting yourself, and to possess sufficiently lifelike (but uninhabited) bodies such as bioroids.

**Behind the throne: 600 (RaRa)**

Whether it's an organization that you yourself created or one you've joined you quickly rise in power within it and not just that, you've perfected the art of the patsy. This allows you to hide the fact that you are the one in power despite still calling all the shots. At least until you decide you want to demote the emperor down to janitor or something and reveal yourself.

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**Mechs.**

All mechs reappear in your warehouse at the start of your next jump if damaged beyond repair. Any mechs purchased with CP will act as though their purchaser has the No Restrictions perk. If you want to bring any mechs along from previous jumps it's free, though if you want to import one into one of the options below it remains the listed price.

**Core Robot: 300 Discount Soldier (EDF)**

One of three (now four) giant robots reverse engineered from Zinv. Humanoid in form with a feminine profile with surprisingly human levels of mobility and flexibility. Its propulsion systems allow it to hover, both in place and in a sort of skating motion, as well as to jump large distances. Your choice of color scheme though white, red, and blue are taken already. Comes with a scaled up assault rifle and your choice of minor backup melee weapon.

**RaRa Robot: 400** Discount Soldier (RaRa):

Normally with a more monstrous form, and usually with gimmicks, RaRa have the resources to produce Mecha of greater size and power than a core robot. More heavily armored and less mobile than the Core Robots, comes with weapons systems integrated into the robot itself.

**The Original: 600** Discount Scientist

Found inside the Artifact alongside Zinv, though not nearly as strong, this Robot is the basis for all RaRa army Robots. Capable of wide-scale atmospheric and electromagnetic manipulation, the power of this machine is able to crush multiple city blocks in a moment and shield itself from attacks. As an intact sample of alien technology, researching this machine will be very informative.

**Artifact Robot: 600** Discount Student

A mech on the level of Zinv and Himiko, whose battles could devastate worlds. Even with a limiter placed on them they are vastly superior to the core robots and have the ability to manipulate a force of nature such as gravity. Also capable of independent action. If its limiter is released then its manipulation abilities increase greatly, it gains the ability to fly, and the ability to manifest Wings of the Light Hawk.

**-Unbound: 400**

This removes the limiter placed on your Artifact Robot. You can still get the limiter removed without taking this, it will just be difficult to manage.

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**Items.**

All items other than money and Command Location reappear a week later in your warehouse if destroyed. The Command Location requires 5 years to reappear.

**Money: 50**

The local equivalent to 50,000 american dollars now appears in your warehouse at the start of each year, this perk can be purchased multiple times with each purchase doubling the amount.

**Dual! Box Set: 50**

A box set of the Dual! Parallel Trouble Adventure anime. Some people might be confused if you watch it in their presence or show it to them.

**Unlimited Tenchi Works: 100**

A collection of all anime, manga, novels, etcetera that take place in the universe of Tenchi Muyo. Might be useful if you somehow manage to stick around for a long, long, LONG time after the jump was supposed to end. Or can get into contact with some of the beings who exist outside of time.



**Bioroid Body: 200**

This body, of your choice in gender, was created using both alien and human DNA. While this does not give it any special abilities, it is a great receptacle for disembodied souls, or tool for those who have injuries preventing movement but can remotely control bodies.

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**Student****Mini-Laptop: 100**

A laptop the size of a book, currently able to view and edit text documents, run simple programs, and connect to the internet through a cable.

**Disguise Suit: 200**

This seemingly form fitting suit alters itself to let you appear as the opposite gender, and includes a clear helmet that uses a hologram to match your facial expressions and mouth movements onto a customizable face of said gender all in real-time. Also includes a voice modulator to let your voice match your appearance. Don't get carried away messing with the two most noticeable additions now guys. Can also function as a standard piloting suit.

**Simulation Pod: 400**

Essentially a cockpit removed from a mech and modified to be able to rotate endlessly in any direction this type of pod is designed to simulate combat against generic enemies in a generic environment in order to train pilots. This specific pod, however, has been modified to perfectly recreate any location, opponent, and or vehicle to the best of your knowledge to allow for a much broader range of training options.

**Alternate Self: 600 Requires** Artifact Robot. **Take** the drawback Lost Mech for no points.

The Artifact Robot is now (somehow) the version of you native to the other world, creating a bond between you, increasing both your abilities and those of the robot itself.

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**Scientist****Really Tall Chair: 100**

A throne that has a backrest a story and a half tall. Don't know why you'd need this, maybe you just find it funny.

**Unlimited Coffee: 200**

Exactly what it says on the non-metaphorical tin. A can of Unlimited Coffee. Don't go expecting fancy blends, but it's better than most blends you'd find in a can and will keep you awake through long nights. Plus, it'll never run out.

**Dimensional Transfer Machine (limited): 400**

A room sized setup that all leads to a single chair. If they has a connection to an alternate dimension, or the proper information is input into the machine, then the person sitting in the chair will be transported to said alternate dimension when the lever is pulled. This comes with all of the blueprints and information needed on how to build and operate it, though actually finding alternate dimensions is something it can't do. The principles behind this machine scale up so that if you build a larger machine, more and larger objects can be transferred. Limited to parallel dimensions until post-spark.

**Dimensional Fusion Notes: 600**

These are Ken Sanada's notes on how he managed to fuse the two collapsing parallels into one stable, fused world. While he never intended on the technology to be used to fuse dimensions outside of an emergency situation, or with any fine control over the outcome, those can be easily achieved with these notes as a springboard. The process does take time however and requires fairly complex machines, the time needed and machine complexity only increase with the number of differences between target dimensions. These notes can also give insight into how to prevent dimensions from being fused together or destabilizing.

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**Soldier****User Manual: 100**

A detailed handbook showing the specifications of your machine detailing its control systems. Also includes information on parts standard to it, any nonstandard modifications, what to do in an emergency general maintenance information, and the style of combat your unit was designed for.

**Mech Deployment Aircraft: 200**

This long range aircraft has been designed for one purpose, and that is to transport mechs to where they need to go. Fairly large for its speed, this aircraft is specially designed with clamps towards its rear that will keep a mech locked in place during transport. Unless the mech doesn't want to be locked in place.

**Remote Piloting Capsule: 400**

This hexagonal unit allows remote piloting of a mech with no falloff in efficiency or ability, with a range of half a planet. Each unit includes three piloting chairs, each chair can be connected to an individual mech, or if necessary the three chairs can be linked to the same mech. If the controlled mech is destroyed, the pilot(s) linked to it will receive a painful feedback, though this effect can be 'patched out' with some work and technical knowhow or dodged by ejecting the pod beforehand.

**Command Location: 600**

This item grants you either a Command Center or a Command Ship. Both are suitable as the main base of operations for an army including barracks, a mess hall, other essential rooms or buildings, a launch catapult to field both fighters and mechs, and bulkhead doors to seal off hazards or intruders. The Command Center is can be deployed once per jump and cannot move itself, though it is heavily armored and includes numerous sublayers that extend deep into the earth. The Command ship is mobile, if not particularly fast, and mainly relies on stealth while it is deployed.

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**Companions**

Companions can not take drawbacks or more companions.

**Canon Companion: 200**

Find someone you want to bring with you? Maybe you've fallen for someone, or feel like they'd be a big help down the line? This option will let you bring them with you as long as they agree to it.

**Companion Import: 50 each, 200 for 8**

Import up to 8 pre-existing companions, they each get 600CP, an origin with any freebies and discounts it provides.

**Kazuki Yotsuga: 600**

The protagonist of the series and as such he comes with all of the Student perks, the artifact robot Zinv, ace pilot, and Alternate Self. He might want you to bring along whichever girl(s) end up winning his heart, but if you don't want to spend on a bunch of canon companions and can convince him to come along without them then go ahead.

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**Drawbacks.**

**1000 CP limit** from drawbacks, Three Angry Ladies does not count towards this limit.

**Sideways not upwards: +0**

Originally once the events of the series have ended the protagonists decide to use their giant robot technology to explore space (where billions of years later, Tenchi Muyo happens) and apparently completely forget about their dimension hopping. Take this if you would instead like to explore alternate dimensions one things calm down a bit.

**Uncertain View: +100**

This drawback essentially gives you the perk Parallel World Viewing, though with one key component missing. Control. Every so often you will see something occurring in a parallel world and not realize that it is a vision instead of reality. This might be giant robots fighting or maybe just an extra person or two walking down a road, but you'll never immediately be able to tell the difference between what is real or not and this might get you an unfortunate reputation.

**Whoops: +100**

Jumper... You have a problem, and might want to avoid important or dangerous machinery whether it's active or not. With this drawback you have the bad habit of leaning and sitting in the wrong places. Namely, on the activation levers and launch buttons of important machinery which for some reason never have measures to prevent this from happening. I'd advise not going in any rooms that have nuclear launch capability.

**Master of Disgui... Nevermind: +100**

Doesn't matter if you have fake breasts, a voice changer, full body suit, and a high tech faceplate that mirrors your expressions onto a hologram. People will somehow see through your disguise instantly. And probably laugh at you.

**Interdimensional Lag: +200**

Wondering why everyone is calm, even though you were just forcibly dimension-shifted in a pitched battle? Or how someone who was there when you left is already set-up and waiting for you when you arrived? Well jumper, for some reason it now takes you a month to cross between dimensions even if it seems instantaneous to you.

**Lost Mech: +200** requires a mech.

If you purchased a mech in this jump, it is hidden somewhere that will take weeks of searching, or an extremely lucky moment to find. Until you do, you will be stuck using a backup mech that is greatly inferior to the one you purchased.

If you intend to use a mech not purchased from this jump it will end up in a hidden enemy research base, and must be reclaimed. The enemy **will** be studying it.

**Locked Out: +300**

The current instability of the local dimensions has cut you off from warehouse access. Estimated time until the connection can be re-established is 10 years. Hope you have something or someone to water your plants while you're locked out.

**The Most Common Drawback: +300**

Yes jumper, you've probably guessed what this does already. If you take this drawback all powers, abilities, etcetera not purchased from this jump will not work for the duration of this jump.

**Genre Shift: +400**

Whether the aliens who created the artifact that started this all are alive or dead is no longer a mystery. They've noticed the energy signatures given off by use of their technology and have decided that they don't want humanity using it. They're also nowhere near as friendly as D. and appear to have been taking notes from the giant robot side of the shows inspiration, Neon Genesis Evangelion. This is no longer a harem comedy with giant robots, expect full on psychological horror.

**+Kumu's Nightmare: +200**

Either Kumu only managed to modify the robots that ended up on Earth or the rest of her species ended up getting rid of them because now the ranks of enemy pilots include males. This fight just got a whole lot tougher Jumper.

**Jumper's Alternate: +400** (Can't take with Alternate Self.)

An alternate you has appeared, and decided to support whichever side you did not. They have been to the same jumps as you, though they did not necessarily take the same perks. Don't worry, this isn't actually another version of you that is a jumper, they've been created specifically for this drawback and retroactively been given perks and items.

**+Companions: +200**

Alternate you now also has companions. Not necessarily the same ones as you, but from the same jumps.

**Three Angry Ladies: +1000**

You've attracted the ire of some VERY dangerous individuals Jumper. The Chousin, a trio of super-dimensional deities responsible for the creation of the multiverse of this jump and all of its higher dimensions of existence, want you dead. Effectively Omnipotent, Omnipresent, and Omniscient, the only being stronger than them doesn't exist yet so you better be ready to hit the ground fighting running or hiding, and be extremely skilled at your chosen method. Good luck Jumper, you'll need it.

**Ending:**

Your 10 years here are up, time to make a choice.

**Go Home.**

**Stay Here.**

**Keep Jumping.**

## Notes:

This is, in fact, a Tenchi Muyo spinoff. This note is here because I've had to answer that question multiple times and even two big Tenchi Muyo fans had never heard of it. The events of this series happen sometime in the 'pre-history' of Shin Tenchi Muyo and Seina Yamada is confirmed to be the reincarnation of the protagonist.

Zinv is the protagonist's robot, Himiko is the big bads' hidden aliens' robot.

Zinv (AKA Jinbu) is, while under the limiter, a slightly bigger and much stronger version of the core robots with added armor. With the limiter removed it is an absolute monster, and while its appearance doesn't change it easily creates, maintains, and directs a micro-black hole as well as generating wings of the light-hawk (basically Tenchi-flavored divine power).

Himiko doesn't get explained much apart from the fact that it can only be piloted by those experiencing negative emotions, wrecked D's planet, and was a match for Zinv (if they both had limiters on/off). It also has a 'final form' style transformation.

It was really hard to not type Rara as RaRa all the time.

RaRa Mechs are generally superior to EDF ones, create your own just don't go crazy on it, it's still something that can be beaten by a skilled pilot in a Core robot. The EDF only really got by cause they got ahold of the protagonist and his harem powered up when he was around. They lost four battles in a row once he was captured, and only started winning again once he was back.

Don't try and cheese the unlimited coffee please, no you can't sell it to give yourself a merchant empire based on providing coffee or continuously dump it out to form a giant mound to climb out of a pit or whatever. It's just there for making coffee to drink.

Yes, this series was pretty heavily inspired by Neon Genesis Evangelion, you don't even need to look for the parallels (pun not intended, I typed that before realizing it). Alien artefact buried under the good guys base, color coded feminine humanoid robots fighting monstrous ones, emotionally stunted (partially) alien love interest, life sympathy levels instead of synchronization... they just took away a lot of the horror and added in Tenchi-style harem antics.

Examples for eccentric: A military inspector might request a classified audio file, and then completely forget about the file when they get angry that you sent them the audio to porn instead. Or running up to an interesting person who was brought to you and hugging them while rambling about how they're the chosen one, completely breaking the tension of them being brought to see you by armed guards.

Family Man only gets things done quicker if you would use the time as family time.

The Alien technology in the series isn't really explored, all we know is that it's extremely advanced.

Special thanks to SJ-Chan for feedback and punctuation assistance.

Jump by: GhooHg