

Buddy Complex

Version 1.0.1



In 2014 a new power source was discovered in the insignificant central Asian country of Zogilia. Dubbed nectoribium due to seeming like a heaven sent boon, a nectar of the gods, this new power source provided great means of advancement to the world. It also propelled the Republic of Zogilia into super power status.

By the current year of 2088 the Republic of Zogilia has conquered most of Asia and Europe, and is now engaged in a war with the Free Pact Alliance or the Confederate Treaty of Liberty Alliance. These two superpowers clash across the world with nectoribium based weaponry, airships plying the skies, and valiancers - humanoid mecha more than a dozen meters tall - being used as fighting craft.

You will arrive in this world at the same time the man from the past Aoba Watase does, Zogilia's current regime enters its last days - unless something changes.

To help you during your time here take these:

+1000 CP

Good luck and good jumping.

Location and Time:

Your location is free for you to choose, at least from anywhere on Earth and would be appropriate for your origin. You will be arriving here at the same time that Aoba Watase arrives in the (to him) future in 2088 and will be staying for 10 years.

Age and Gender:

Your age and gender are your to choose as befits your origin in this world, or the same as they were at the end of the last jump if you choose to drop-in.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Man from the Past: You are not from this time. Instead you are a person from the first half of the 2010s somehow transported into the future arriving without any connections to the world around you in this era. Alternatively you may completely forgo a past in this world, and arrive as a drop-in.

Pilot: You are a trained valiancer pilot fighting for either Zogilia or the Free Pact Alliance. You will be familiar with how to pilot a valiancer and have at least some skill in their use; though simply taking this background will not make you a top class pilot. Likewise you are probably assigned to a task where you have a valiancer to pilot, but it will not be fiat backed or necessarily be a high end model unless you purchase one.

Officer: You are a military officer for either Zogilia or the Free Pact Alliance. You will have some training in your chosen role, represented by this origin's free perk, and possess rank above that of a private or front line combatant, though you will not be a captain of a vessel unless you purchase one as an item, instead serving some lesser role.

Researcher: Welcome to the STEM-fields. Whether you're a low end lab assistant, or you're actually pushing the cutting edge with the likes of Elvira, Fermi, and Hahm, you've got a place in this world as a scientific researcher. You may be a civilian researcher, or you may find yourself involved in an off-the-books military operation, or even the buddy system with Elvira.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Basketball Has Been Around Since So Long Ago (50): You're naturally athletic with a talent for sports; you could be the best player on your high school team with ease with this, and if you put in the effort you could become a professional athlete.

Such an Alluring Superior Officer (50): You have the sort of face, and body, people want to look at. You're not necessarily the best looking person in the world, but you could easily be the most attractive person of your gender on an airship like the Cygnus, or even on a modern big ship with a crew in the thousands like an aircraft carrier. Your appearance is somewhat self-maintaining as well. While this won't fix your make up or ensure you never have a moment where you look bad, your hair is easily maintained, and to keep in your preferred style with a little bit of work, and you will find it much easier than normal to maintain an attractive figure; if you live a life that's not exceedingly unhealthy your figure shouldn't suffer for it.

And of course as this is about being an alluring superior officer, you somehow seem to look even better than you normally would, no matter how attractive you become, when in a military uniform.

Buddy Complex (600): This really shouldn't exist. Still Jumpers outgrow mecha, so it'd be a shame to lock the most interesting thing in this world to where it's only useful for a mecha. You possess the ability to couple with a partner without a special cockpit, or even a mecha. This won't make it easy. In fact it has all the normal restrictions and dangers of the coupling system, just without the need for technology. This means you need to possess the right mental wavelength, which will require training for you and your partner, barring an ability like **Normal Wavelength**, and even then you'll need to have proper empathier levels being united in goals and desires to a sufficient extent. Like most couplings it will be time limited, normally to 3 minutes, though it's possible for bad conditions to reduce this, or for abnormally good ones to increase this.

It provides the normal benefits of coupling, however. You are able to share skills while bonded, which can help them learn the skills even if they do not retain yours afterwards. You will share sensations and sensory, and with sufficiently deep connections even thoughts and memories can bleed into each other. By sharing your cognitive structures it

also greatly boosts your thinking speed. Your minds are really more than the sum of their parts.

This comes with the basic safety features of the Luxon's cockpit built in. It won't accept couplings that fall into a dangerous range even if it would be theoretically possible to make them. It will work to prevent memory bleed over and ego deterioration. It will require the other individual to accept the coupling. It may be possible with time, practice, and experience to jailbreak the system more completely, becoming able to force couplings like with Hahm's cockpit, or to otherwise go beyond the limits of the Luxon. Only time will tell.

It's almost like you hold some new type of power.

Man from the Past Perks

Is My Clock Out of Whack (100 CP): Your timegear automatically updates to the local present time. This even works with calendars. You can turn it off. But unless you do it will constantly be accurate to where you are without you having to check or set it. Even if your mecha traveled back 70 years to another era it could tell you what day, year, and minute you were in. Well assuming it had a functional clock that could tell you that normally.

Everyman Charm (200 CP): You might be lacking in resolve as a soldier, even the sort of person who endangers your own allies' lives to make contact with the enemy, you might be stupid, insensitive, and irresponsible, and an annoying busybody, but people seem to like you despite, or even for that. When you push yourself into the lives of others and just act like a person, even a flawed, inept, slightly sub-average, and utterly non-spectacular one, they just seem to grow to like you. As long as you are trying to have positive relations with them, and working to befriend people it seems to wear down their resistance to being friends, making even aloof and icy, wealthy, sissy boys quickly come to respect you and care deeply for you even if they're too tsundere to admit it to your face. This can even work to befriend - or romance - your enemies; you'll need to not try to kill them for that to be the case, and might need to let them escape a few times or even save their lives, but have a conversation with them, save their life, and let them go and you could probably get an enemy pilot to betray her homeland, her family, and everything in her life to be with you.

This is based on your intentions. You do have to want to befriend someone to befriend them, and have to want to romance them to romance them.

Normal Waveform (400): You are uniquely well suited to being someone's buddy or partner. This doesn't mean you're good at teamwork, you might be total shit at that still. What it means, though, is that for any system of linking minds like the buddy system, or similar ways of merging or blending two partner's minds and powers you are always considered a perfect match. This won't always get around problems that can fluctuate, such as requiring a proper empathier level or mindset, but regardless of your thought patterns for the purposes of the buddy system you would possess a normal waveform, perfectly identical to Aoba's or Hina's. This isn't limited to just mental sharing; you could host symbiotes, perform fusion dances, and the like as well. If a symbiote required a certain rare blood type or genetic factor, for example, you'd be considered to have it, but if it required a certain vitamin or protein in its diet you'd still need to provide the right diet. You could perform a DBZ fusion dance with someone despite your body type

being different or your power level, but you'd still need to do the dance right and sync your power level at contact. Other forms of connection will be similarly enabled.

This doesn't just help you establish them, though. You are able to push these fusions and joinings to their limits. They may last longer, or at least be easier to make last longer, provide better returns, or just be less tiring, but you do them better than an ordinary individual. Do be careful, though, as you're such a perfect partner you can slowly warp and ruin your partners' ability to join up with anyone else in a similar manner, especially if you push things to the limits.

Screwing with Time (600): How does time work? Why does sending your thoughts 1 nanosecond into the future remove the time lag that it takes them 1 nanosecond to reach your partner? Shouldn't that be 1 nanosecond into the past? How does it allow for time travel portals large enough to consume mechs to be opened when presented with a powerful enough beam weapon? Why was Aoba able to break the timeloop this time but not the last innumerable times? What made it different? How did old man Bizon get in charge in the past of the timeline Aoba was in to be controlling and manipulating it before the start of the series if Hina didn't get sent into the past so to be there as the Hina we saw in the first place why was he sent into a previous Hina's loop? Why does time travel change Hina's age but not Aoba's and why didn't it in the original instance but it does in future ones?

These are questions which are unlikely to be answered, as time travel in this series functions by the rules of 'it's a mecha show don't think about it', but you seem to have your own answer. The laws of time are somewhat less fixed when it comes to you. At its simplest level you are immune to meddling in your past. You send an enemy 70 years into the past to when you were an unprotected child and for some reason they won't just kill you in the intervening decades or even if they did it'd not affect you in the present. If your past would be changed you'll remember both paths without any issues you'd expect due to it. But more your emotions seem to be able to affect time travel. If you want time travel to work in a certain way with sufficient emotional intensity, the laws of time and reality will bend so it does. If you don't want to launch your girlfriend back in time to complete a causal loop, you can stop it and reveal that would just have made an alternate timeline. If you want to be protected by actions in the past only being able to be ones that had already been done? You'll find yourself unable to change the past, merely creating stable time loops. This can even allow your emotions to influence time travel devices and methods. This will require more, a sort of emotional intensity that a human won't normally possess on their own, but if you were coupling your mind with another's through a buddy system or similar you might find your emotional heights able to

supercharge a system for sending thoughts through time into sending entire mechas... if you had a sufficient energy source say about 50 megatons worth. This can apply to other time travel methods as well; maybe you manage to get a DeLorean going back in time at less than 88 miles per hour because you want it badly enough, to call all points in time simultaneously with your time traveling phone booth.

Pilot Perks

I Was Able to Come Back This Time Because I Was Lucky (100): Piloting military vehicles can be pretty dangerous, perhaps especially when it comes to mecha. Cockpits get blasted all the time. When you are piloting a military vehicle you have somewhat absurd luck in coming back alive; if it's at all possible for you to survive its destruction you will. This only saves you from the attack that brings it down and any resultant crash, so make sure you know how to swim, and have some way to get a ride if fighting in space.

Elite Pilot (200): Just taking the pilot background might give you some basic skills in piloting a valiancer, but this gives you the talent and skill necessary to be considered a top pilot. You possess the skills and reflexes of an expert valiancer pilot, and like Dio, or Gallant, you seem to be able to bring the best out of your machine. This won't maximize more esoteric features such as the coupling system or newtype based tech in a more well known Sunrise series, but a mech you're piloting just seems to get more out of its more mundane parts, as if it could go slightly above its maximum specifications; you just seem to be that good.

Special Discipline (400): Whether it's Aoba or Hina, discipline for pilots is a little lax; at least with decent commanders. And you seem to have a tendency to find decent commanders. As long as you possess special powers, abilities, or simply skills which make you valuable, your superiors are extremely lax when it comes to discipline for you. Sneak someone's crippled sister into a ship carrying military secrets and you'll maybe get yelled at, but no real punishment, endanger yourself and everyone else by attempting to befriend the enemy on the battlefield and you'll get guilt tripped but again not really disciplined. This only works when you are trying to help in some way, and not for actively malicious actions. Still if you can produce results you might be able to stop your side from shooting down escaping enemies stealing super prototypes without issue.

This is especially effective when you're suspected of crime or treachery. Even without any special skills, or being part of a clear hierarchy, the law, and people in general, are more likely to leave you free to act, though watched closely, giving you the chance to prove your loyalty and innocence, instead of imprisoning you. This portion only works on suspicion not on certainty; if they really believe it's open and shut that you're guilty they will lock you up just fine.

Gallant (600): Commander Gallant stands out among the military command of Zogilia. In part because he's honorable, but more than that because he alone was selected for merit and not connections to some political party, and he was given much more leeway in his ability to requisition supplies and choose his own tactics. Now this applies to you to some extent as well. You are able to cut through nepotism, politics, and entrenched power. These factors can still help you if you choose to play the game. But you will find that people will give you promotions and authority based on your merit and abilities, even when normally those positions would go to those who held political or family connections. Beyond forcing the world into a meritocracy where you're concerned your competence seems to directly translate into both leeway in following orders from your superiors and trust and respect from your subordinates. You don't even need to get big flashy successes; if you fail against impossible odds instead of being dismissed as a failure they will respect the level of skill and ability it took to put up the fight that you did.

Officer Perks

Officer Training (100): You have actually been trained for an officer position on a military vessel. This won't put you to captain on its own, but you might could be the XO, chief medical officer, or engineering chief with all the training and experience that would be expected of the role.

Relaxed Command (200): Normally acting like you're ready to nod off or half there in the middle of combat would be a bad sign in a commander and cause your underlings to lose faith in you and military discipline to suffer. Not so for you. Instead the more laid back and relaxed you act the more they'll view you as a father to your men, or at least a figure to be respected and loved. Their discipline will not suffer for your relaxed demeanor, and instead stay nice and stable. Machievelli might have concluded that it was better to be feared than loved, but there's still power in being loved. And of course if you're usually relaxed it will make those moments where you do crack down with full focus, seriousness, and attention that much more impactful.

Recognizing Value (400): You're an excellent judge of people. You don't have some magical complete knowledge of their abilities or psychology, but you can quickly recognize what their talents are, and who can be trusted with only a little observation of their behavior. This makes you excellent at figuring out who you have available for a role, and putting them in the position that you need them in.

Wakatta (600): You might not stand out as a military genius, but that'd only be because you're not trying to make a name for yourself. You have the makings of an extremely capable captain; from an understanding of battlefield tactics, military logistic, and even how to use the environment and weather for your advantage, but also the political realities of war, and how a war is but an element of a larger field of geopolitical strategy. You might not be able to change the tide of battle in a valiancer by making it punch far above its weight, but you could change the tide of war with your tactics, strategies, and even spur of the moment plans, able to keep up with the ever changing nature of the battlefield, and the introduction of new technologies.

Researcher Perks

Explanations (100): One does not truly understand a thing unless they can explain it simply. Or so some say. Well you are pretty good at explaining things simply. You know how to talk people through basic instructions with ease, and when you do they seem to do a little better than you would normally expect them to; you won't be turning an untrained kid into an ace pilot, but you could inform one how to make their mecha move non-disastrously with a few sentences.

You are also skilled in explaining scientific, or other advanced concepts, in relatively simple terms so that even if an individual does understand the math and science behind it, they get a clear understanding of the general gist of how it works.

Eavesdropper (200): You're fairly stealthy for a scientist, you know that. Oh, this won't make you an elite special ops team on its own or anything, but you've got a good sense of how to hide and move about quietly. You could probably tail someone for a decent time before they noticed you.

Moreover, you're excellent at eavesdropping. This goes beyond hiding from them. That's the easy part of eavesdropping. You seem to have a tendency to hear relevant information when you listen in on people, or maybe just find people talking about things that interest you when they think you're not around. This seems to be part luck in arriving at the right time, and part luck in having people decide to talk about topics that interest you that they might otherwise not. This won't guarantee every time you go listening in on people you find something juicy, but it will definitely make it much more likely.

Military Engineer (400): At its most basic this gives you the knowledge and skill needed to work on, maintain, or even create the military technology of this world. This won't cover the buddy system, for that you'll need another perk, but you can work with the physical engineering of mechas, airships, and giant necstar cannons. More than just a trained engineer, though, this makes you an expert one, capable of pushing the envelope of what is possible and making the next generation of super prototypes.

But let's be serious, mechas are just not feasible by real world laws, and nectoribium may be hard to come by in future worlds. First this helps make mechas you design function despite all the issues that should come from their weight and tendency to crush the ground beneath them. This won't help make them immune to traditional rockets and the like, but at least they will be able to move like in a mecha anime, assuming you have a sufficient power source. Second, you are highly adept at utilizing high energy power sources even if they are of an exotic nature, and adapting your machines to use a new and

different replacement power source. You might not have nectoribium in future worlds but you could easily adapt a mech to use a naquadah generator, dilithium crystals, captured blackhole bleeding off Hawking radiation, or even some magical power source instead, and can make them emulate the weight reducing qualities of nectoribium.

Science of the Mind (600): Here is the inside and out knowledge of coupling tech making you the equal in it to any of Alessander Fermi, or Elvira Hill. You might not match Hahm's mecha design skill with this alone (for that you want **Military Engineer**), but like Elvira you would edge him out when it came to the buddy system and the coupling technology required to make it work.

Beyond granting you knowledge of the technology and ensuring that you can replicate it in future worlds, this perk makes you a positive genius when it comes to mind-machine interfaces, technology designed to enable mind-to-mind connections, or even simply technology to interact with the human mind. This will even make you highly talented when it comes to understanding or creating technology which boosts, restrains, or simply interacts with psychic powers and forces.

Items:

You may purchase multiple copies of items. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Eat a Little Something and Unwind (50): This is a small chocolate bar which seems to be in your pocket if you need one a few times each day. Giving one of them to someone in a bad situation will help improve your first impression with them and cheer them up a little more than it normally would.

Electric Wheelchair (50): This is a fairly simple powered wheelchair. It does seem to always have power, at least for its normal use, never needing to be recharged, and will repair itself within an hour if completely destroyed and in a shorter time frame for lesser damage. Finally it has a tendency to be there when you need it, as long as you didn't already have it in use somewhere else.

Self Driving Car (50): Not as big or flashy as a giant robot, but that might be a good thing. This is a car capable of being voice controlled - and locked to your voice if desired - or controlled via GPS (does not require GPS satellites) and which will drive itself better than a professional human chauffeur. If lost, destroyed, or totalled will be replaced/repared within a week, and other damage will be automatically repaired over time in less time. Maintenance will automatically be performed when it is not in use, and it doesn't actually seem to require fuel or an energy source.

Space Combat Modification (50): This is less of an item and more of an upgrade to an existing item, either from here or another jump. This modifies a mecha or vehicle to be able to function in space - including being airtight, protection against the radiation expected in outerspace, and balancing in microgravity. It won't give them more than minimal thrusters on its own so you'll probably want to use this on something that can already fly. Does come with a detachable booster that is capable of allowing escape from the atmosphere, but will not be able to provide delta v for anything more than that.

Convertible Interception Carrier (100): This is a large submarine which doubles as a carrier for valiancers. Besides acting as a carrier it does come with anti-air missiles, missiles, and torpedoes. While its ammunition is not infinite it will resupply over the course of a week, and it does not require fuel or power for its standard operational use. It will automatically maintain and repair itself when not in use.

Base Complex (150): This is the makings of a military base. While it doesn't come with staff or food, it does come with a small replenishing supply of nectoribium to provide power to its basic functions and weapons. It has the weapon emplacements you'd expect of a military base in this world, though nothing on the scale of the Gorgon necstar cannon, as well as landing fields, barracks, and the like to serve as a full scale military base.

Airship (200): This is a military airship similar to the Cygnus, Gae Bolg, or other such airships shown in the series. It comes with some tools for electronic warfare, scanning, and hiding from such scans, as well as necstar cannons capable of firing off long range energy blasts powerful enough to vaporize a valiancer with a direct hit. It does not seem to require fuel or energy for standard operational use though it may need time to 'recharge' after heavy or prolonged combat use if some fuel or energy source is not provided for it. It will automatically maintain and repair itself when not in use.

Elite Squad (200): This is a squad of 4 ace custom valiancers. Each of these valiancers also comes with a highly trained pilot. While not up to the level of Gallant or Dio, they could still be considered a highly skilled pilot fit for service in special forces or an elite unit. These pilots count as followers.

You may increase the size of this squad by 2 for every additional **50 CP** you spend.

You may buy Valiancer Add-Ons for these Valiancers, any such purchase applying to the entire group, and may pay **+100 CP** to upgrade their Valiancers to NEXT Valiancers.

Nectoribium Mine (300): The special energy source that both makes the valiancer and airships possible, and allowed Zogilia to go from a minor country to a world superpower in a matter of years. This is a mine built around a massive vein of it. The exact amount is unclear, but yours constantly regenerates at a rate that if fully utilized could match $\frac{1}{2}$ Zogilia's yearly output alone.

Gorgon Class Necstar Cannon (300 CP/450 CP): This is a 420 meter long energy cannon with an estimated power of 50 megatons of TNT; enough to destroy a large portion of a fleet while firing through a mountain. Capable of super long range fire though this takes a long charge up time on the scale of half a day to fire from Alaska into the continental United States. Can be fired at shorter ranges under 8 kilometers much more quickly and rapidly, theoretically 15 minutes apart... but the amount of nectoribium

it requires is equal to that which Zogilia mines in a year. Yours will provide itself with one shot's worth of power each year, and this can be stockpiled, though you may want to find an alternative power source.

For the higher price it is now a spacebased kill sat providing it with limited mobility, a greater arc of fire, and making it several times larger. It is now able to charge its weapon for long range strikes substantially quicker, as quickly as the ground based one could fire on close range targets, and its full power shots are still roughly as powerful by the time they've made it through the atmosphere and strike the ground. This does have a higher energy demand, but it will still get a free charge (that can be stockpiled) each year.

Valiancers

You may import an existing mecha into either of these options; this will give it an alt-form on the scale of a valiancer (about ~18 meters) if it was not already on a similar scale.

All valiancers will automatically self-repair and maintain when not in use. Expended ammunition will be replaced within 24 hours, and they will fully recharge within 24 hours as well.

MP Valiancer (50 CP/100 CP): This can either be the AG-6 Beryl used by the Free Pact Alliance, or the ZEH-N-110 Kugel used by Zogilia. It is your basic valiancer unit with unimpressive specs, but still serviceable especially in the hands of a sufficiently skilled pilot.

For the higher price it is instead a ZEH-N-112 Gwardia used by Zogilia's elite homeguard. Possessing somewhat higher specs, and expandable mines it is a legitimate threat to an ace custom or even an uncoupled coupling valiancer.

Either way for each **additional 50 CP** you pay you can triple the number of valiancers you get; paid twice this would give you 9 such valiancers, three times 27, and so forth. If you import a mecha into this option, only one of the MP Valiancers acquired will gain the benefits of having it imported into it; buying a larger squad will not copy the imported mecha and only provide basic MP Valiancers, though they will gain any add-ons bought for them. If you paid to have a companion get the same class of Valiancer(s) as you purchased for yourself, they will get the same size wing of MP Valiancers as you do.

Ace Custom (100): Similar to the valiancers used by Gallant's squad, this is a valiancer with higher base specifications than the mass produced models. You may choose to have an Ace Custom that excels in a single field such as being a heavy armored model, or one designed for maneuverability, or a generalist model. A generalist model will be equivalent to the Luxon or Bradyon when uncoupled, and slightly superior to the Gwardia. A specialized model will fall behind comparatively outside of its specialty, and more so the more thoroughly specialized it is, but will be superior in its specialty; a close combat specialist that completely forgoes ranged combat ability and has Beryl (or worse) level armor might be able to almost keep up with a coupled buddy valiancer and match or best one in close combat.

NEXT Valiancer (200): Instead of being roughly equivalent to the valiancers at the beginning of the series you seem to have skipped to the end. While this will not provide you with a coupling system in your valiancer, this will provide you with a valiancer with base specs on par with the Luxon NEXT or Bradyon NEXT. This will make it significantly faster than an uncoupled Luxon or Bradyon, and generally on par with a non-highly specialized Ace Custom in all aspects. This will also improve its armaments allowing for mecha sized necstar rifles, not equal to a ship-based necstar cannon but still able to easily destroy most valiancers with a single clean shot and relying on energy instead of traditional projectiles.

Valiatlas (400): Properly speaking this is not a valiancer. Instead this is a machine on the same scale, and to the same specs as the ZTA-N-101 Karkinos. This is a larger and more powerful mecha which dwarfs ordinary valiancers. More importantly it possesses a system allowing coupling with a virtual personality built into the valiancer. This puts extreme mental strain on the pilot, potentially causing brain damage or death with prolonged use. However besides giving newtype-esque reactions and superior performance from the valiancer as normal for coupling, it produces an interference field that jams other attempts to couple, and since you're paying CP for this it will work on other mind-machine interfaces, telepathy, and attempts to send information from the future. This pilot-machine coupling is not capable of creating time warps like with two coupling machines. Of course it could still couple with another machine of the same general configuration.

If you'd prefer you may instead have a NEXT level Valiancer with this virtual personality system. You will still get the Space Combat Modifications and Buddy System for free (and still be paying the full price for Valiatlas).

Valiancer Add-Ons

If you have bought a valiancer above you may improve it with certain add-ons shown below. If bought for an MP Valiancer it will apply to all copies provided, and if a Companion would get the same class of Valiancer as you purchased it will be applied to them as well.

Inflatable Mines (50 CP): Like the ZEH-N-112 Gwardia your valiancer is equipped with several explosive mines which can be deployed into the air. They will quickly expand in size to be large spheres which if approached too closely will explode, providing a means of hemming in or limiting the movement of enemies.

Space Combat Modification (50 CP; free with Valiatlas): This modifies your valiancer to be able to function in space - including being airtight, protection against the radiation expected in outerspace, and balancing in microgravity. It won't give them more than minimal thrusters on its own so you'll probably want to use this on something that can already fly. Does come with a detachable booster that is capable of allowing escape from the atmosphere, but will not be able to provide delta v for anything more than that.

Yes this is identical to the item upgrade in the items system, only placed here to make it clear that it can be bought for the **Elite Squad**, applied to the entire **MP Valiancer** group, and carries over to any valiancers companions get from being imported at the higher cost.

Necstar Cannon (100 CP; discounted Ace Custom, or NEXT Valiancer): This is a weapon more akin to what would be expected to be seen mounted on a warship than carried by a valiancer. Like Gallant's necstar cannon, this is a massive beam rifle, capable of firing blasts that will completely eradicate a typical valiancer on a direct hit, and is capable of doing significant damage to a warship with a single strike. It does have several drawbacks, however, as it requires a relatively long charge-up time in which you must be mostly immobile, and is too large to move around easily limiting its use to long range engagements and sniping.

If purchased on a Valiatlas you may either get a weapon comparatively scaled up, making it a threat to eradicate a whole chunk of a warship in a single shot, or one which has a significantly reduced charge time and ease of mobility, allowing it to be used as a somewhat bulky and slow firing normal rifle.

Buddy Valiancer (200 CP; discounted with Ace Custom or NEXT Valiancer, free with Valiatlas): This add-on will provide your valiancer with a coupling system like that used by Luxon or Bradyon (or the Luxon or Bradyon NEXT on a NEXT Valiancer); if you have a generalist Ace Custom you may choose to have the valiancer be a direct copy of either such Valiancer. You'll need a second valiancer with a coupling system to make the most out of it, though. When coupled its speed and maneuverability greatly increase and it allows the pilots of the coupled mecha to link their brains.

This coupling system won't retain its ability to futz with time, however, unless you pay an **additional 50 CP** (this additional cost is not discounted or free for any base type of mech). Even then it will require similarly immense emotional peaks from both pilots, and mental strain, as those shown in the show. This was still enough to allow the Luxon NEXT and Bradyon NEXT to briefly time jump minutes into the past through repeated series of second long jumps, and with multiple such next generation valiancers and a rather large external power source - the equivalent of a particularly large thermonuclear bomb - to create a time warping singularity though even then that involved several such systems of the next generation from the basic model.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain a background as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

You may pay the price to import one or more companions an additional time to give them each a copy of any valiancers you purchased for yourself; for clarification paying the price a second time will follow the same scheme as for normal import (1 companion you already imported getting a free valiancer would be 50 CP over the price of importing however many companions you did, 2 or 3 would be 100, 4 would be 150, 5 to 8 would be 200 and any beyond 8 would be an additional 50). This will not copy anything from mechas imported into your valiancers, though they may import their own mechs into their new valiancers. If you bought the **Valiatlas** you must pay a one time cost of **50 CP** to allow it to be copied for each companion you paid this additional price for, otherwise they will get a **NEXT Valiancer** with all the add-ons that you purchased (including the freebies from Valiancer).

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character.

Timecrossed Lover (100 CP): This is an individual who would travel through time, who would condemn themselves to an eternal time loop, for your sake. Or they will be? You see they're from a different timeline than you. They may be a time traveler who has come and is convinced that you saved them in their own time, or maybe you met another them briefly before the jump began (or soon after) and they don't remember you. Either way you two definitely have a connection, seemingly being soulmates, and whether they start off on your side or against you, you are destined to end up together. They possess all the perks of both the Pilot and Man from the Past origins, and an Ace Custom Valiancer; if you pay an additional 50 CP they will have a copy of whatever Valiancer you purchased for yourself, including the Valiatlas.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Long Path to the Future (Toggle): Ah... It would seem you aren't arriving at the time when Aoba Watase would arrive in the future, but instead arriving when Bizon Geralfi would arrive in the past in 2014. Like Bizon, though, you'll be finding yourself having to make it back to the future via the long path, your stay in this world extended to cover until the jump would normally end in 2098. You'll get to see the discovery of Nectoribium, the rise of Zogilia, and development of Valiancers, unless you change history that is.

Self-Insert (Toggle): Want to insert as a character? Assuming you've got the proper origin/purchases feel free.

Abnormal Wavelength (+100 CP): There's something about your jumper nature which seems to interfere with your ability to make a good coupling. Even with a virtual personality which is a copy of your own brain you just can't couple. It might be possible to fry your brain trying, but you will never be able to gain any of the benefits of coupling with another individual during your time here; this will apply to other mind-to-mind, and mind-machine interfaces rendering you incapable of benefitting from such links.

Average Whatshisname (+100 CP): You are bland, milquetoast, and uninteresting. You have been turned into an everyman character, your personality traits leveled out and your morality and ethics made acceptable to the normal Japanese shonen demographic. However unlike most such characters in anime, you will find you don't benefit from some sort of likability aura or inexplicable charisma; in fact any charisma, likability, or cool factor you'd have from other sources will be taken from you. You can still get people to like you, if you work hard, and maybe save their lives a few time.

Crazy Childhood Stalker (+100 CP): Somebody loves you, isn't it wonderful? They love you so very very much, and you will see them as a friend, ignoring all the warning signs or potential danger they might represent, but you will never feel the same way for them. And they will try and tear down anyone who they see as a rival for your affections, and eventually they will snap and attempt to tear you down as well. Only then might you try and put a permanent stop to their actions. Not that it will ever work. They'll always survive somehow, or show up from an alternate timeline, or maybe have a clone decanted, or a copy of their personality uploaded into a mech... Whatever the means they will perpetually return to torment you.

Just a Civilian (+100 CP): Whether from age, maturity, experience, perks, or just your background here there's a good chance you have grown accustomed to the horrors of war. Not any more. You will find that you are stripped of emotional, psychological protection and resilience, reduced emotionally and developmentally to a teenager with all of their raging hormones and the emotional maturity of an average teenager. While you can grow out of this with time and experience, it will take the normal amount of time and experience, and you will not possess any emotional or psychological protection beyond the average save that gained the hard way here; you will be fully capable of suffering the normal problems of a child soldier.

Pointy Pointy (+100 CP): Allow me to break it to you gently. You're a total tsundere not just in romantic relationships but friendships and relationships with others in general. You might be able to make friendships and close connections with time despite this, but you will be slow to open up, often push others away and treat them coldly or outright mean, and any perks, powers, or abilities which would make them simply ignore this and like you anywhere are disabled.

Paradoxed (+100 CP/+200 CP/+300 CP): You seem to have been caught up in some time travel shenanigans. They've left you with amnesia, and deposited as a young child several years before the plot. Thankfully you will be adopted as a war orphan... and raised to be indoctrinated with a patriotic loyalty to your side. Only when you reach mid teens at the start of the jump's normal time will your time in the jump really begin, with your out of jump abilities beginning to manifest at the beginning of the jump proper though slowly enough to allow integration. You will however lose all access to your warehouse, out of jump items, properties, non-imported companions, followers, pets, and the like until the last day of the jump.

For 200 CP this applies to your companions as well, and you will even find that some of them are on opposite sides from you, especially whichever would give you the most trouble to deal with; you must have at least 1 companion to gain this (as having no companions mean no companions are fighting you).

For 300 CP not only are you companions amnesiac and some of them fighting against you (if you have any) but you are caught in a temporal loop where your actions will cause you to go back in time and become your amnesiac past self. Each time this loop is completed you, and your companions, will be reduced, your out of jump powers and abilities beginning to fade along with your status as jumper. If the loop continues long

enough you will lose your status as a jumper entirely. Unfortunately you, and your companion, are stuck in a series of actions leading to the loop continuing, and it will take a native helping you despite your own intentions and desires to break free of this loop.

Forsaken Childhood Friend (+200 CP): Congratulations you've found love. Or you will shortly. Unfortunately they love someone else. And no matter what you do they will continue to love this other individual even when that love puts their life and well-being into repeated and continuous danger. But you will only love them more and more, even as your jealousy swells. And you will not be immune to the feelings of pain, jealousy, and loss as they inevitably slip from your grasp.

Gundam Scaled (+200 CP): If you took out the time travel Buddy Complex is basically Gundam without the moral ambiguity and a smaller scale. The super weapon hits like a thermonuclear bomb not a major asteroid strike, and has a range that's less than global as opposed to interplanetary, 8 valiancers is a large force as opposed to dozens of zaku being deployed in battles, the ship flies in air instead of space, etc. Now it's scaled up. Both sides have space colonies, the Cygnus is a space ship, a full-scale fleet deploying the maximum force one of the two sides could gather on short notice would contain hundreds of ships instead of dozens and be something that you can expect to see deployed multiple times, Valiancer scale necstar rifles are commonplace instead of a unique super prototype of an ace custom mech, the super weapon will be capable of shooting across the solar system instead of across a continent and will require far less than half a day to charge a shot at that scale, etc. This applies to both sides evenly thankfully, but the war has just become far more intense, with civilian casualties and the chance of total extinction rising exponentially, you can expect both sides to commit Gundam-level atrocities as well, and this scaling up doesn't apply to items you purchase and even ones you take through your warehouse will be scaled down to what they normally would have been post-jump. You can expect the 2 episode sequel sans death sat to be something like where things start off as far as an average battle, and for the scale to only expand proportionately from there.

You Don't Believe Me Do You (+200 CP): People don't buy your stories without very hard and concrete proof; and no, showing them your memories doesn't count unless they have an objectively verifiable way of knowing those are your memories and not something you faked. Even outside of this you find that people seem to not believe you're a reliable source, seeming to expect you to be a liar and to be an untrustworthy person in general. While this won't make them jump to you being a traitor, you can expect them not to trust you fraternizing with the enemy for any reason,

Endless Escalation (+300 CP): Your enemy, whichever side that is, is not only far more committed to the war, but they seem to have far far more resources. Whatever you do to defeat them will see them escalating the war further, pulling out new hordes of valiancers, fleets of ships, super weapons, and technological advancements over and over again. And if you do nothing they will win, and they will bring the fight to you. They won't necessarily be able to handle your out of context powers, while they will develop new tech and resources to counter - and are surprisingly good at following you if you try and run or hide - it will ultimately be rooted in this world's technology base but they will definitely put up a long, and bloody fight.

This naturally will get worse with Gundam-Scaled as everything starts off several times stronger, and the escalation will likewise increase in speed until you can be expecting things to reach the end of a super robot show where galaxies are weaponized and robots can destroy and create 'infinite' realities by the end of the decade.

Slave of Zogilia (+300 CP): Or maybe the Federation? Either way you've been drugged or something because you aren't acting like yourself. Instead you are in loyal and slavish service to whichever side you'd find serving to be more repugnant. The glory and service of the fatherland is the only motivation that seems to matter to you, besides obeying its most reprehensible authority figures. Your companions' wills are still their own, but you will fight them with everything you have if they get in your way.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

According to the wiki an untranslated Japanese web page says that Nectoribium has weight-mitigating effects hence the airships and mecha.

In case it needs to be said I did not hate the show. I did find it a mostly by the numbers Gundam clone with inconsistently applied time travel rules (and when the anime says countless loops happened only showing 3 is a flaw in the wiki).

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Removed mention of origins in Items (as there are no items discounted for origins).