Valkyrie Drive: Mermaid

Jumpchain Compliant

By DOOM-Knight009

Welcome, welcome, to Mermaid. What's that? You haven't heard of Mermaid? Oh yes, of course, how silly of me. Well, here's the short answer to that question. Mermaid is a prison in a modern world much like yours that, or, more specifically, your prison. You see, this whole world is "suffering" from a plague called the 'Armed Virus,' so named because it literally allows the direct weaponization of the human body. All people, or rather, exclusively women, who show signs of the virus on any routine medical check, or from "activating" with another carrier are forcibly removed from their families and lives, for their own safety, and are isolated on islands just like Mermaid for quarantine and 'observation.'

Of course that's just the official pitch that the World Government tells the public. The full truth of the matter is that the Armed Virus is not a naturally occurring thing, it was designed, by none other than the Organization that puppets the Government. To them, the prison islands are little more than a long-running experiment where you concentrate the results to hasten development. They seek the development of the "Valkyrie Effect," a full actualization of the virus's potential. But of course, this is a biological agent that relies on mutation. So they simply have to wait…

Right, and back to you. This is where you'll be spending the next ten years. On Mermaid…. Well, I guess I can't really stop you if you REALLY want to leave and have the power to either breach or bypass the island's containment field I really couldn't tell you no. But, bear in mind that if you DO leave, both the Government and the Organization will come down on your head. The former for you escaping, the latter to try and dissect you to figure out 'how' you escaped.

You will receive 1000 Valkyrie Points, VP, to make your time here a little easier and/or enjoyable. Good luck.

Your age is likely 14+2d8, and you may choose your sex freely, because why the hell not?

You start on Mermaid, obviously, and with that misfortune out of the way I will allow you to start anywhere on the island you like. The castle, where the "government" of the island rules with an iron fist. The "village" where Kazami Torino cares for the outcasts from the castle. Or just out and about in the limited and mostly animal-absent tropical wilderness.

Backgrounds:

Drop-In (Free): Oh dear, you poor thing, falling out of the sky here of all places. You should know the drill by now, you start with no new memories to aid you, and no in-universe baggage to weigh you down.

Liberator (Free): You are the one who wields an Extar after "Liberating" IE, molesting them, into their transformation. While this means that you have no inherent power in and of yourself, it also means that you probably won't be bothered that much, unless you're putting your nose where it doesn't belong. If you happen to find an Extar with which you get along, you'll be the one getting shot at/stabbed/slashed in combat. At least you don't need to worry about losing your independence, directly.

Extar (-400): The meat of the plot, you are a carrier of the Armed Virus in one of its manifestations. Specifically, this allows you to bodily transform, in a small flash of light, into a weapon to be used by a Liberator or Hybrid. The rub, is that such "liberation" requires you to be… sexually stimulated first. No, I don't know why a giant Organization would have that as a feature of a genetically designed virus. How this origin will affect you is directly proportional to how much power you invest in down the line. If you come out of this as nothing more than an E rank, you will be ignored by just about everyone not interested in you for your body. Should you climb to an S rank, literally every Liberator, and the Organization watching, will want a piece of you. You're also rather helpless by yourself without a Liberator to use you, so bear that in mind.

Hybrid (-400 VP): Well aren't you special? Like Lady J and Rain Hasami you are one of the infinitely few hybrids, able to both transform into a weapon like an Extar and 'Liberate' other Extars for your own use. Your general "Rank" as both is set to "B" by default, and buying further ranks must be parallel.

General Perks:

Moe (-100 VP): Awww! Aren't you just the cutest thing EVER??? This perk does exactly what you'd think it does, anything and everything about you just becomes cuter. Minor flaws will be glossed over as little eccentricities and tripping over and falling flat on your face will only be greeted with helping hands up… generally. This is a prison island, remember? There are plenty out there that wouldn't hesitate to take advantage of a cute little thing like you…

Bodacious (-100 VP): Goddamn Jumper, with curves like that you could give Lady J a run for her money! Whereas "Moe" covers cuteness, this covers the more basic, carnal side of appearance. If you happen to be a man your musculature will become glorious enough to induce tears. And if you're female, your 'assets' will be of truly epic proportions free from sagging or back pain… I mean, unless you want that, you freak.

Fisher King/Queen (-200 VP): I did mention that Mermaid was a prison, right? Well, that translates itself to the island being relatively barren in terms of general wildlife. That makes fish your best source of protein, and with this perk you will never need to worry about not having enough delicious seafood to sustain yourself. Hell, you could probably keep yourself fed with a string and a twisted paper clip, that's how good you are.

Armed Virus (-300 VP, Free to Extar, Liberator, and Hybrid): You, poor thing, are infected with the Armed Virus. Whether this was something you've carried since birth, or something that was dropped on you once you arrived in this world, you are one of the unfortunate masses that is removed from society to be quarantined on one of the prison islands. It should come as no surprise that this perk is required to purchase any perk under Extar, Liberator, or Hybrid. If you are a Drop-In and you purchase this, decide on purchase whether this perk makes you an Extar, Liberator, or Hybrid. If you opt for Hybrid, this'll cost you a total of 600 VP.

Smooth Operator (-400 VP): I figured you for that type the moment I saw you, Jumper. So here's your in-road towards that attempt. You become *exceptionally* charismatic and persuasive. Want that Liberator to lower the gun and just talk things out? You can do it, and maybe so much more. Need a place to stay in the pouring rain and your only option happens to be a private, occupied trailer? You just might get in, and then some. If you're a man and take this… well, I hope you know what you're getting into. Jealousy can get VERY lethal on this island.

Marksman/woman (-200/400 VP): Maybe you were a soldier in a past life (or Jump) or maybe you just grew up really liking guns. Either way, you are a respectable shot with all manner of ranged weapons. Yes, this does apply to Extars that transform into guns and the like. If you are an Extar, your weapon form becomes more accurate in the hands of your Liberator, or, I suppose if you got your hands on a normal gun. Either way. For 400 VP your accuracy starts to border on the absurd, like shooting coins off of people's heads from 100 meters away without messing up their hair.

Swordsman/woman (-200/400 VP): Well aren't you a wierdo, a close-quarters aficionado in this age of guns and missiles? What are you, a weeb? Regardless, I guess, you actually know how to handle a melee weapon in a fight and to do so effectively, be it an Extar or, say, a broom handle. If you're an Extar this will slightly improve the melee ability of the one wielding you. For 400 VP your weapon skill starts to defy the laws of physics. Want to swing an otherwise normal sword and shoot wind blades? The power of anime has your back.

Luck (-600 VP): As the old saying goes, "I'd rather win with Luck than lose with Skill." Now you have significantly better odds of doing just that. Fate actively seems to conspire in your favor in frequent, almost absurd ways. Win a contest via votes and one of your competitors is trying to cheat? Random, unaffiliated individuals will muck up that attempt and you'll carry the day. Liberator trying to shoot you? Her shots will inexplicably go wide, and mundane weapons fired at you will frequently jam regardless of how pristine they may be. Someone swinging a blade at you? They'll suspiciously trip, get sand in their eyes, or their hair will blow into their face, making them miss. There are obvious limits to this, of course. You aren't lucking your way out of being at ground zero of a satellite laser.

Drop-In Perks:

Survivalist (-100 VP, Free to Drop-In): Mermaid is really a harsh place to live, if you think about it. Sure the castle and the village might be small bastions of civilization, but the former is ruled by an iron fist and the latter essentially relies on scraps mercifully thrown down from the former. With this perk you won't need to worry about any of that. You gain the knowledge, skill, and grit to live in the wild to a

comfortable standard, even if you happen to be living in a wet cave by the beach. You will also never need worry about the difficulty of starting a campfire, which is also quite important.

Isolationist: (-200 VP, Discounted to Drop-In) You know, it kind of sucks to be on your own the whole time, by yourself, away from the crap situation at the castle and the equally crap setup in the village, utterly alone… Now normally that kind of living would drive anyone up a wall, not you though. You can go for months, years even without talking to or even seeing another person without having the loneliness wear on your sanity. Passively, this also helps you find ways to keep yourself occupied for those exceedingly long days by yourself. There's only so much time you can spend gathering firewood or fishing, after all.

Slippery: (-400 VP, Discounted for Drop-In): What with all these Liberators and Extars going at it so frequently, it pays quite well to be able to just, slip away. Now you can do just that. As long as it might be at least "possible" to stealthily escape a situation, you can do so. Of course, do this a lot and you might just get a reputation as a coward. But you'll be an 'alive' coward at least. This also gives you a mild boost to your ability to escape restraints and/or imprisonment.

Guerilla Warfare: (-600 VP, Discounted to Drop-In) Yeah, Extars and Liberators think they're hot shit. Sure some of them might be able to blow up, or cut through, that whole mountain right there. What does that matter to you? They're both still squishy people, and they bleed just the same. With this perk you become a scarily efficient and effective master at the art of ambush, sabotage, and sowing fear. Even if all you've got to work with is a sharpened stick, you can take that stick and drop/capture just about anyone on the island, no matter how powerful they might be. Be warned, there are rumors out there of Extars capable of wielding themselves…

Extar Perks:

Weapon Form (Free and Exclusive to Extars and Hybrids): The direct question of, 'what do you change into?' Pick any mundane weapon, ranged or melee. This is now your weapon form. You may stylize this form as much as you like, as long as such cosmetic changes remain completely cosmetic.

Extar Rank: (Variable, Exclusive to Extars and Hybrids, Discounted to Extars): Another simple concept, roughly how powerful are you as a weapon? By default, with no purchases, you have a Rank of E, which makes you utterly interchangeable with a normal weapon that looks like you. For every 100 VP you invest in this perk, your Rank will increase, up to a maximum of five purchases at S. With each tier allowing you more power and a bit more exclusivity with what Liberators can wield you. For instance, if you as an Extar have a rank of A, you can effectively refuse to be 'Liberated' by any Liberator beneath your Rank. And, just for a bit of context, an A rank Extar is capable of demolishing a whole mountainside. This is by no means an absolute, simply a starting point.

Autonomy (-400 VP, Discounted to Extar): How, how exactly does this work? You see, normally if the Liberator goes down in a fight the Extar is forced back to their human state and the both of you are severely weakened. Not only is this no longer the case for you, YOU can now effectively wield your

wielder to wield yourself, say that five times fast. This has obvious benefits, especially since you can no longer gimped by a low-rank Liberator if that's all you have access to.

Valkyrie Effect: (-600 VP, Discounted to and Exclusive to Extar, Requires S rank): Ah, wow, ok, well, this is the big show right here, what the Organization was hoping to find with the prison islands in the first place. The absolute pinnacle of power you could hope to achieve as a weapon. Even an E rank Liberator wielding you would be akin to a demigod of myth. What's more, with your consent, your wielder can effectively devour other Armed Virus carriers to bolster your power even more, I mean, if you're comfortable keeping dozens if not hundreds of women locked in a fleshy pocket dimension of torture and rape as the virus is infinitely, painfully drained from their bodies. Alternatively, but at no net power gain to you, you can just suck out the Armed Virus, removing the Extar/Liberator status entirely. Which is frankly an instant win against another carrier.

Liberator Perks

"Liberation" (-100 VP, Free to Liberators and Hybrids): The natural barrier to most Liberator/Extar relationships is the fact of how the Virus works, and the mechanical way by which you actually change your partner, temporary or otherwise, into their weapon form. IE, effectively molesting them. This perk grants you both the mechanical skill to 'tease' your partner into their weapon form, and the ability to stomach the questionable nature of what you're doing… if you're the type who would be bothered by that. Yes, Jumper, this would probably also make you significantly better at foreplay.

Liberator Rank (Exclusive to Liberators and Hybrids, Discounted to Liberators): Whereas the Rank of an Extar might be a measure of their raw power, the Rank of a Liberator is more a reflection of their ability in drawing power out of an Extar. Depending on your skill and Rank, you could win a fight against an enemy with a significantly more powerful Extar just by being better with the Extar you have. In other words, even if you have a weak Extar, you will be able to get quite a lot of mileage out of them if your Liberator rank is high. Starting from a Rank of D, for every 100 VP you invest in this perk, your Rank will increase, up to a maximum of four purchases at S. For rough estimates, an E rank Extar in the hands of an S rank Liberator would likely be just as viable as a C rank, maybe even a B. And if you somehow got your hands on an Extar of an A rank, or S rank, good gods the power you two would wield. And, as a bit of a side effect, your physical abilities marginally rise with each additional rank. You won't quite be superhuman, but you'll get close.

Compatibility: (-400 VP, Discounted to Liberator): A sad fact of this island is that a lot of personality conflicts can get in the way of people working together, and this goes double for a Liberator trying to work with particular Extars that have difficult or squeamish attitudes. By being pragmatic, or otherwise just smooth, you have the ability to significantly lower or even negate these personality differences for at least long enough to get the job done, whatever that job might be. If you're rough with the Extar in question though, don't expect them to forgive you once you're done, and if you have to work together again this perk's benefits will be reduced.

EXCEED (-600 VP, Discounted to Liberators): Extars? Bah, who needs them? Definitely not you if you take this perk. You now possess a perfected, non-life threatening version of Mirei's EXCEED ability. With

a simple exertion of will your body will sprout black and green metallic plates on your face, forearms, and shins, while you grow stronger, faster, and all-around better able to beat the piss out of anyone that gets in your way. Initially you may not be able to sustain the transformation for more than a few minutes at a time, but with practice and training you should be able to extend the duration of your EXCEED state, perhaps eventually reaching 'indefinite.'

Hybrid Perks

Wanderer (-100 VP, Free to Hybrid): It's a lonely existence, you know, a being as rare and special as yourself. No matter where you go you'll always be on the outside looking in, either coveted and/or feared for your uniqueness. Well, that doesn't bother you very much at least. With this perk you are offered a great deal more freedom of movement than you otherwise would, your sheer force of presence stopping people from bothering you unless you try to go somewhere genuinely restricted. As a side perk, you can dress however you like and people won't find it weird, even if the total amount of fabric in your outfit wouldn't fully clothe an infant.

Special Snowflake (-200 VP, Discounted for Hybrid): Turning into weapons is all well and good, but, it's just far to "Normal" for someone as amazing as you. With this perk, your options for your 'weapon' state expand dramatically. Want to turn into a motorcycle like Lady J? Go right ahead. Whatever bizarre form you decide to take, a Liberator or Hybrid trying to use you will inexplicably be able to effectively utilize you in combat, again, combat motorcycle is the rough standard here. Go nuts.

Synchronicity (-400 VP, Discounted to Hybrid): It's such a pain, being able to use/be used by literally everyone on the island, every carrier in the world. How in blazes are you supposed to stick with any one long enough to build a decent rapport? Well, that's not an issue for you anymore. When you pair up with someone, no matter how little you know each other, you'll find yourself able to work together as if you'd spent years, side-by-side. This is naturally a short-lived boost, as you'll probably move on after only a little while. But, think of how far you could go if you *did* decide to stick around…

Super Move (-600 VP, Discounted for Hybrid): You've got it, that one thing, that one technique that can turn the tables and snatch a win out of even the direst of circumstances, usually. Whether this manifests as some kind of great, earth shaking sword swing that could split a castle in half, a funky energy shot that forces Extars back into their human state, or just a really, really big laser, you've got a truly magnificent ace up your sleeve. That, or it's just so obnoxiously ostentatious your foe won't find the wherewithal to get out of the way. It's a free debate on that. And given time, you could perhaps develop different moves, transformations, insane combo attacks… Etc.

Items and Goodies:

-**Fishing Rod** (1 Free to All): Since it'd be horrible for you to just, you know, up and starve, not to mention incredibly boring, you get this single, indestructible fishing rod. If you lose it, you'll somehow find it back where you kick up your feet at night.

-**Mundane Weapons** (-100 VP, Discounted to Drop-In): A completely normal assault rifle, pistol, or shotgun of any make you want. Now you might not think they'd be useful on an island where half the locals can turn into likely stronger guns, but do remember, they have a transformation window that you'll never have to worry about with these. You start with three clips for each weapon on purchase, but, if you buy all three, I'll do away with the clip thing and just give you a bottomless magazine for each one. Go show those stuck up carriers who's boss.

-**Pallet of Canned Peaches** (-100 VP, Discounted to Extar): Canned peaches you might say? That doesn't sound very important. And you'd be wrong. Remember that prison island thing? Stuff like this is worth its weight in gold, and you have a whole pallet of the stuff. For free, no matter where you hide them, they'll never get discovered or stolen by anyone else. At the end of every week, any consumed cans will be replenished. They also never spoil, and open via a tab. No can-opener required.

-**Giant Bunny Doll** (-100 VP, Discounted to Liberator): What the, how did this… Anyway, exactly what it says. It's a giant, fluffy bunny. And when I say 'giant' I mean it's literally about as tall as you are. I don't know what exactly you'd do with something so childish, but, I guess it'd be nice to cuddle with at night, if you're feeling lonely or are scared of the dark or something. Or, you could give it to someone as a gift. I bet they'd love that, whoever that is.

-**Skimpy Outfit** (-100 VP, Discounted to Hybrid): Well, if you want attention this is definitely one way to get it. You could probably find underwear models dressed more conservatively, but if that bothered you, you probably wouldn't be buying this. On the plus side, it seems impossibly good at keeping your naughty bits covered, inexplicably so.

-**Magic Bra** (-50 VP): I mean it when I say it. This thing is freaking magical. By which I mean you could be obnoxiously busty and this thing would still somehow compress your enormous bust down to the point you could pass for a guy if you wore loose clothes. But who in hell would need something like that? Not sexy in the slightest, but, I suppose the surprise factor might get someone going when you take it off. Reappears in a day if you somehow lose it.

-**Fancy Dress** (-100 VP): A gorgeous, not to mention incredibly expensive looking, dress. If you picked up "Moe" or "Bodacious" you could very likely be a strong contender in a beauty contest if you wanted. Or you could just prance around the island like you stepped straight out of a fairytale book. The dress is indestructible, but offers no protection at all, it just looks nice. It will also fit you perfectly, no matter how curvaceous you might be. Shows up in your Warehouse in a week if you lose it.

-**APC** (-300 VP): Because for some reason the Organization thought their experiments needed to be able to drive around in armored personnel carriers. You now have one of your own, with a cosmetic design that fits your tastes. It's completely unarmed, but is very durable and never seems to run out of gas. You could probably fit ten people in the back, and if you lose it or it gets destroyed it'll reappear in your Warehouse in a week.

-**Fancy Trailer** (-300 VP): I mean, as far as mobile homes go this one is rather nice, if basic in amenities, not that I'd know how in hell it got here. The interior's theme is completely up to you, and if you have a

motorized vehicle, or a lot of brute strength, you can move it wherever you want. Having an actual roof over your head should never be underestimated in terms of morale, or having a nice, quiet, private place for "fun."

-**Artificial Arm Mk1** (-400 VP): The option for the individual that doesn't want to bother with making connections and just wants to kick people's asses. This robot has roughly the strength of a B rank Extar and is fast enough to dodge bullets, and lasers. It is completely and unflinchingly loyal to you, and doesn't take a Companion slot. Can be set to guard your stuff, or sent as an attack dog. Additionally, you can determine if it attempts to disable/capture, or kill. If lost or destroyed, it will reappear in your Warehouse the following week. Its appearance and armament is up to you, even if it's "anatomically correct."

-**Artificial Arm Mk2**: (-600 VP): Ok now, this thing is complete overkill. This artificial arm has all of the qualities of the above, except that it could possibly outclass an A rank Extar due to its robotic processing speed. Also, anyone who meets you will for some reason believe you to be a Liberator even if you aren't. Curious. The Governor of the island, Akira Hiiragi, has an Arm just like this one, if you wanted a comparison. They never seem to need to use it though. If lost or destroyed, you get a new one in your Warehouse the following week. Its appearance and armament is up to you, even if it's "anatomically correct." Again, this machine does not take a Companion slot. Also, I suppose, given this model's higher spec compared to the other model, if you perhaps had an AI just lying around, you could put that AI into this body… Just saying. Of course, that would then make this machine your Companion instead of just a tool.

-**The Castle** (-800 VP): Oh, so I guess there are going to be two of these on Mermaid now. You now have your own literal castle, with an entire town ready to receive occupants. Additionally, the structure houses a fabricator that produces everything that whole town outside could ever need to live a happy, full life, barring the island prison bit. How much of that bounty you actually share with the people that inevitably flock to your gates is up to you. Post-Jump, this castle will follow you, appearing somewhere nearby with an equally nearby, willing group of people wishing to live there.

-**Arm Factory** (-800 VP): Wow, just, wow. These things exist? Well, here's the skinny on your new property. As you would expect, this facility builds artificial Arms for your use, and all Arms produced are absolutely loyal to your word. The time it takes to construct an Arm depends on the model you want to build. Roughly two weeks for a Mark 1, or a whole month for a Mark 2. These machines do not take up Companion slots, and you can make as many as you like. But these machines do not return if they are lost or destroyed. Post-Jump, this becomes an attachment for your Warehouse.

Companions:

-Fellow Carriers (-50-200 VP): The classic Import/Creation option. For a mere 50 VP I will allow you to create/import a Companion to any of the backgrounds except Hybrid. They receive 600 points to spend on Perks and Items and may accept up 300 points of Drawbacks. Alternatively, for 200 VP you can bring in/create up to 8 Companions with the same benefits. Also, they can all become female for free, if they weren't already. Though I don't imagine some would be happy about being TG'd.

-**Canon Character** (-100 VP): Got your eye on that special someone? No worries, for that 100 points I'd be happy to make a favorable introduction to you and that girl of your dreams (Everyone on Mermaid is a girl, spoilers). But, then again, you're missing quite the swath of the population… This option can only be used to make a Companion out of a character that does not have a canonical "relationship." For example, Akira Hiiragi, Charlotte Scherzen, or Kazami Torino.

-**Canon "Couple"** (-200/-300 VP): This is the option you want if you feel the need to take Lady J, Mirei, or Mamori along with you across the multiverse. For 200 VP, you are allowed to attempt to convince one half of one of these pairs to come along with you, but don't expect it to be easy. For 300 you can try to convince both of them to come along, and for this purchase they will share a Companion slot from here on out.

-**Liberator** (-100 VP, Free to Extar): Upon arriving on the island, in short order you will encounter this individual who, like you, is currently alone on the island, and she seems drawn to you specifically. She comes with either the first level of Swordswoman, or Markswoman for free, and a C rank as a Liberator, plus 300 VP to spend on Perks and Items.

-**Extar** (-100 VP, Free to Liberator): Shortly after your arrival, you will stumble upon this young woman being accosted by a pair of AV carriers. However you escape or resolve the situation, she will become practically attached to your hip for the rest of your time here. She comes with either Moe or Bodacious for free, Synchronicity for free, as well as a C rank as an Extar, plus 300 VP to spend on Perks and Items. Her Weapon Form is up to you, curiously enough. It's almost like she was made for you.

-**"Useless Woman"** (-50 VP): An older woman, ie, she's been on Mermaid for twenty years, who is a complete societal pariah. Not because she was abrasive, crude, or anything of that sort. Indeed, she's a genuine sweetheart the likes of which you'll rarely meet. She's an outsider because she's an absolute, garbage-tier E rank Extar. Her weapon form is a tiny, almost useless knife with little piercing power and even less cutting power. No Liberator with even an ounce of self-preservation would give her the time of day, so, she just left. She's been getting by on her own since then, and I guarantee that if you take her with you and either make her feel appreciated or useful, she'll think the world of you. On more pragmatic terms, living on her own for so long has made her shockingly good at survival. She has the full benefits of the Survivalist, Wanderer, and Fisher-Queen perks, along with a very extensive array of ways to cook the fish she catches so you won't get bored. What's that, you… ah, of course. You want to know what kind of body she's packing. Due to being out on her own, middle-aged, and, ironically enough, considerably better fed than most, she's quite pleasantly plump, all over. Good for you though, her standards aren't that high.

-**Miss Temperamental** (-50 VP): Ooh, are you sure about this? Well, you're head I guess. This young Liberator has been here not that much longer than you, though her personality has seen her ejected from both the castle and village for her 'issues.' What are those issues? An explosive temper and an itchy trigger finger. She gets by stealing and beating what she needs out of roaming islanders, though she hasn't killed anyone, yet. You find her in a compromising state and help her out, and she hasn't left your side since, insisting that you need her around. She is a C rank Liberator with the first level of Marksman/woman for free. She also has an ordinary shotgun with a bottomless clip, that she just "found," and an APC that she stole on the way out of the castle. She's also suffering from the effects of the Drawback 'Hair Trigger.' Hmm, her body? Of course. Fitting with her attitude she's quite athletic,

and improbably curvy where it counts. But, you have heard the phrase 'don't stick your dick in crazy,' right?

-**The Charmed One** (-100 VP): Ah, a man of culture, good on you. This lady skates through life blessed by the winds of fate, you know, apart from being stuck on Mermaid. She was rich back home you know, from winning the lottery, six times. And while she has had a bit of trouble adjusting to life on Mermaid, particularly with the oppressive climate of the castle, she doesn't let it get her down too much, confident that things will work out eventually. She does tend to rely on her luck a bit too much though. On purchase you will encounter her on the beach, occupied with one of the rare moments in which her luck has failed her, and your assistance will convince her that she should stick with you. She is a D rank Extar with the perks 'Bodacious,' 'Special Snowflake' (a hand grenade that somehow returns to your hand after four seconds), and 'Lucky.' And she also "suffers" from the Drawback 'Overburdened.' But she's a lady of leisure, what does that matter to her, or you, for that matter.

-**Mommy** (-100 VP): Ha, like being spoiled, Jumper? Exactly as you'd think with a name like that, she's a mom, or, at least she was back home. She even managed to avoid being pegged as an Armed Virus carrier late into her twenties, by accident, but still no less impressive. Of course, once she was outed she was taken away from her child, and that doesn't sit well with anyone. It's been five years for her since, and she's adjusted about as well as one could expect. Though, of course, she's taking her 'mom' instincts out on everyone else now. Or, at least she did, until you picked her up. Now you exclusively are the target of her "affections." Whether that stays "maternal" or morphs into something else… She is a C rank Liberator with Bodacious, Liberation, the second rank of Marksman/woman, and the drawback Overburdened. And yes, she has an EXTRA THICCC MILF'y body.

Drawbacks:

Take as many as you'd like, if you're feeling brave.

-**Stranded** (+100 VP) Now you ARE stuck here for the full ten years, and any power that would allow you to escape the island now simply does not work if you try to leave. I'm not going to stop you from, oh, say, teleporting around the island, but that containment field isn't budging for you.

-**Railroaded** (+100 VP): Well, now you get to experience the events of the show firsthand. Mamori and Mirei will come to this island, and you get to either follow along in their wake or try and muck it up. Upon Mamori's "ascension" when she drains the Armed Virus from everyone on Mermaid, you can choose to surrender yours if you are infected.

-**Unfortunate Name** (+100 VP): If you didn't have one already, your name, at the very least for the duration of the Jump, shares a spelling, pronunciation, and or just sounds close enough to a derogatory term that the island inhabitants will insist on twisting the metaphorical knife every chance they get. It's not going to hurt you, but good GOD is it annoying.

-**Destructible Clothing** (+100 VP): I hope you don't mind being naked. Because your clothes are not going to last at all. Doesn't even matter if you don't get into fights. Mischievous vines, roots, and other environmental hazards will all conspire to strip you at the slightest of opportunity. Hell, other

inhabitants of the island might rip your clothes off on a whim just because you looked at them funny, even if you didn't.

-**Hair Trigger** (+200 VP): It's supposed to be a process, getting an Extar to transform. Well, you're definitely not going to have that problem. Because you can't seem to hold it together long enough to get anything done. Sometimes it feels like just the breeze is enough to set you off. If you aren't an Extar or Hybrid, this translates to a negative personality trait, such as an explosive temper, or horrendous weeping fits. Whatever is the most inconvenient.

-**Pervert!** (+200 VP): I mean, you probably are. But with this everyone else on the island is going to think so regardless of your actions. Expect a lot of things to be thrown at you. You will be able to calm the opinions with time, but it's going to take a LOT of effort to get people willing to talk to you.

-**No Lewd** (+300 VP): Ah, ah naw, why would you do this to yourself this it practically the point…! Fine, you will witness nothing of an even vaguely sexual nature during your entire ten years in this world. Even if you sneak up on a pair making out heaven and earth will conspire to throw sand in your eyes and obstruct your view of the goods. Even if you're an Extar or Liberator, you will black out while either teasing, or being teased by, until the transformation is complete.

-**Overburdened** (+300 VP): Well, I, I guess Lady J can't claim to be the curviest on the island anymore. That's you now, and reality is 100 percent kicking in exclusively for you. Not only is doing basically anything going to be uncomfortable, it'll affect you even if you're an Extar in weapon form. That being, your weapon-self will be horribly unwieldly for any but the strongest of Liberators. Post-Jump, you can keep this over-endowed figure if you like, and can decide if it will still affect you.

-**Hunted** (+600 VP): Maybe it's your Jumper nature, or maybe you have the in-universe distinction of possessing the Valkyrie Effect, true or not, the Organization now has a mad-on for capturing and experimenting on you in the more direct sense. This will kill you, and will end your chain. They'll be sending terribly powerful, artificial Arms after you and will not hesitate to send in the Government military if things get really bad.

-**Enslaved** (+600 VP): Exactly what it says. If you're an Extar you've been locked into your weapon form for eight of your ten years and you are in the possession of a very cruel, evil little girl who will abuse the crap out of you in battle, and sometimes for shits and giggles. At the end of those eight years you'll have the opportunity to escape, but really, where are you going to run on such a small island? If you aren't an Extar, your slavery is of the more traditional kind, and just as humiliating and painful.

Scenario: Arm-aggedon (Optional)

It's just not fair, you know? None of us asked for this, none of us wanted to be carriers for a virus that literally weaponized people. Most of us could have gone through our lives completely ignorant of what we carried in our blood. We didn't need to be ripped from our friends and families and dropped on a rock out in the middle of the ocean, it's not fair!

Well, now you have the opportunity to do something about it. Instead of starting on Mermaid, you are instead somewhere in the rest of the world, at large, with a warrant out for your arrest and quarantine. Your task, if you're brave enough to attempt this, is to topple both the hopelessly corrupt Government that would allow this nonsense, and the Organization that created the Armed Virus in the first place.

This WILL not be easy. You're alone, at least at first. But there are people out there that are sympathetic to your plight, the life forced upon you. And there are others like you, other carriers that could join forces with you.

You must first locate and free those trapped on the prison islands like Mermaid, then you must show the Government exactly why they quarantined so many of you in the first place. Even with so many Virus carriers though, it'll be an uphill battle. You will literally be fighting the armies of the entire world before the Government will buckle. And that's not even factoring in the Organization, who will certainly not go down without a fight either. Expect them to support the Government with lethal Artificial Arms and genetically modified carriers like you. Oh yes, and they have satellite lasers at their disposal powerful enough to destroy entire islands.

Should you accomplish this herculean task though, your rewards will be twofold.

First, out of supreme gratitude for freeing all carriers of the Armed Virus from their unjust imprisonment, you are allowed to take three more characters from this setting along with you as Companions, ignoring the pair mechanic from before if you wish (they can all get back to their lives, so it would have been goodbye anyway).

And second, you personally receive an intact sample of the Armed Virus for yourself, along with the knowledge to both make more of it, and modify the Virus further. With time and effort, you could foreseeably multiply the strength of the "infected" many times over, work out the kinks making the virus so lewd (if you wanted), and even remove the block on men becoming carriers.

Well done, Jumper.

What now?

Go Home: You've had enough. Return home with all Companions, Powers, and Items you've acquired.

Stay Here: Has Mermaid enchanted you that much? Or do you have another reason? Well, you do you, things back home will sort themselves out.

Into a New Dawn: There’s always another Jump, Jumper. But Mermaid will always remember you.