

The Sky Crawlers Jumpchain



Welcome Jumper to a world at peace, where the human race has managed to settle its differences and live without conflict... Except that is a lie. Conflict still exists, it is just managed conflict. Two companies in this world, Rostock and Lautern, have monopolised the concept of war between themselves. These two companies now wage an endless cycle of war, broadcasting their battles to the public almost like some kind of sport. They have even created a cloning program to create an endless amount of replacement soldiers to enact their proxy war. You're going to need some help to survive in this place, so take these 1000 Crawler Points and prepare for your first sortie.

Company

The Rostock and Lautern companies are rivals, fighting their proxy war for the world's entertainment. It's time to choose which one you work for or support. You will start outside a military base of either company depending on your choice.

Rostock: The "protagonist" company of the series, as it is the company that all the main characters are shown to fight for. They are the creators of the Kildren, and also develop their own aircraft. They have a smaller ground force than their rival Lautern, but make up for it in their powerful airforce and carrier fleet.

Lautern: The "antagonist" of the series purely because they aren't the main character's faction. Not much is actively shown about them, other than they are the eternal rivals of Rostock in their proxy war. Defections to Lautern are not uncommon for Rostock aces, the Teacher being a prime example.

Origins

All Origins are Free.

Civilian: You are a civilian, a mere spectator in this world. But that doesn't mean you can't make a place for yourself here. The various military bases owned by Rostock and Lautern need places for their pilots to go when off duty, for some level of human interaction and entertainment. Maybe you can provide these poor souls some small level of comfort?

Adult Pilot: You are an adult who has willingly chosen to sign up with one of the companies to fight in their proxy wars. This makes you something of a rarity, as most adults take up non-combat duties such as base commanders or mechanics for example. You might have what it takes to become a legend of the skies.

Kildren: Being a Kildren isn't exactly pleasant in this world. You are a mass produced clone, created after your DNA predecessor fell in combat. People who have met your previous self will find you familiar, as you will look a lot like them and have similar mannerisms and personality quirks. But your memories are an absolute mess, as the cloning process purposefully manipulates the memories of the clones. This gives them vague, false memories of lives they never lived up until the point they're assigned their first deployment. You are made to die.



Perks

All Perks are Discounted by 50% for their respective Origin, with the 100 CP Perks becoming Free.

Civilian:

Peaceful Times [100 CP]: The benefit of being a civilian in these times is that you have no need to worry about conflict. While two companies are waging war against each other for the entertainment of the masses, you aren't a part of it. You are able to go about your life knowing that you are at peace, and this feeling of peace can now follow you. As long as you choose to not involve yourself in any major conflicts, those conflicts will generally avoid you. This won't stop people from setting off super weapons in your general area, but you won't be bothered by the average soldier or other military personnel during times of war.

A Good Meal [200 CP]: You're a pretty decent cook. Good enough that you could work in a roadside diner and have customers come by every night to try your cooking after a long day at work. You'll even attract local pilots and soldiers from any military bases that are within a reasonable driving distance.

A Gentle Touch [400 CP]: When dealing with Kildren and adults who fight in war, you start to learn just how damaged people can quickly become. PTSD and other issues appear in all kinds of soldiers, so you've learned how to treat these people in such a way to help them relax for a while. Your words and actions can help put people at a sense of ease, even if just for a little while. And if they form an attachment to you, just thinking of you can help them relax a bit more when not in your presence.

Plane Mechanic [600 CP]: You know the ins and outs of every plane model available to this world, able to put one back together even after it has been shot out of the sky by enemy fire and crashed into the ground if you have the parts available. This'll make it easy for you to get a job as a mechanic for the military if you want a career fixing stuff.

Adult Pilot:

Piloting Talent [100 CP]: You may be just a rookie, but you've got some serious talent there. Your piloting skills will be a decent amount higher than most other pilots starting out, making it easier for you to survive out there in a dogfight.

Squadron Leader [200 CP]: You have what it takes to become a leader of men (and women). You are able to read a situation, direct your allies, and lead them to victory. Your ability to lead your squadron is improved with your wingmen quickly growing to trust your leadership. Lets just hope they can follow the plan without getting shot down, right?

Switching Sides [400 CP]: Turns out defecting to your enemy will make your current employer pretty upset with you, if you do so without proper cause. Thankfully you have a perfect reason to defect! No matter how flimsy your justification is, from something personal like wanting to fight the teammate you've become obsessed with to something silly like your current side adopting a

new fighter as their main aircraft that you don't happen to like, your reasoning will be accepted. You will be happily accepted by your new faction, maybe even get promoted for your trouble, and suffer almost no consequences.

Teacher [600 CP]: You've become a legend among pilots, both friend and foe. The mere suggestion that you might be participating in a battle will fill your enemies with unease, while bolstering the morale of your allies. If the enemy can confirm you are facing them, for example with a signature emblem or paint job for your plane, they will quickly panic and either try to flee or make critical mistakes during a dogfight with you.

Kildren:

Kildren Biology [100 CP]: Being a Kildren has a few benefits, despite the fact you're forced to fight. You are effectively immune to physical ageing, remaining around the physical age of a teenager for your entire life. You are also unaffected by disease and poor health, making it so you are unable to die from natural causes. You can still die from being wounded, so don't get shot.

Desensitised [200 CP]: As a Kildren you were designed to fight in war, so you are rather desensitised when it comes to violence. The stresses of war can still catch up to you over time, but in combat you will have no trouble gunning down your enemies one after the other. You also lack a fear of your own death, able to face your enemy until your final breath.

Survivor [400 CP]: Being a Kildren means you are expected to die in battle, but that isn't always the case. In extremely rare cases a Kildren can survive long enough to be promoted off the front lines. You might be able to become one of these rare cases, if you're lucky. Should your plane take enough damage that you either have to eject or crash land, you are almost guaranteed to survive so long as you don't jump out the cockpit without a parachute. This also doesn't save you from being killed while piloting, so if your cockpit gets riddled with bullets you will still end up dead.

The Cycle [600 CP]: The cycle of being a Kildren is a harsh one. A clone is born, it dies in combat, another clone takes its place. But there is a strange phenomena that has been noted to manifest, in which the next clone in the process holds over a little piece of the last. For example a Kildren obsessed with an individual can pass on an echo of that obsession to their replacement. How this happens is unknown, but you go a little beyond that. So long as you are able to be cloned your memories will resurface over time, allowing you to live on through your clone. This is essentially a form of immortality but with some drawbacks. Your memories will take at least a few months to fully resurface, and if you are unable to be cloned then you will stay dead, ending your Chain.



Items

All Items are Discounted by 50% for their respective Origin, with the 100 CP Items becoming Free.

General:

Pilot's Jacket [Free]: Can't fly in style without this, can you? This is a high quality leather jacket with a fur lining, to keep you warm and comfortable. It can have either your company logo, your personal emblem, or be blank on the back. Your choice.

Pack of Smokes [Free]: An endless pack of cigarettes, always filled with new cigarettes once you open it. For some reason every pilot seems to smoke in this world, maybe it helps with the stress?

Sky Crawlers Media [Free]: This is a collection of all the media related to the Sky Crawlers franchise. The original books, manga, movie and video game. Includes the OST's. Enjoy.

Civilian:

Sweet Ride [100 CP]: That is a pretty nice car you've got there. It can be any design you like, but it is quite the stylish ride. Has enough seats to fit five people comfortably, two in the front and three in the back. Will respawn fully repaired after a week if you crash it.

Roadside Diner [200 CP]: This is a humble roadside diner with a homely feel to it, providing travellers with filling meals and cheap drinks. It isn't very large, but it has enough space to serve

multiple tables of guests. Comes with a TV installed on one of the walls to broadcast all the latest news, sports and battle reports from Rostock and Lautern.

Seedy Mansion [400 CP]: It's a known fact that prostitution has followed the military for centuries. Where an army goes, their physical needs will follow. This mansion will be placed nearby the military base of your chosen Company in your starting location, or anywhere you wish in future Jumps. The men and women who work here are skilled in attracting clients who will buy their services, but they are also able to provide more than just physical comfort. They are able to put their clients at ease with their words as well, counselling them in their intimate moments together to help lessen their traumas even if just a little.

Mechanic's Garage [600 CP]: This is your personal playhouse. Here you can work on any crashed planes you manage to recover that have been abandoned, or put together a whole new plane from parts you acquire. It has all the tools you will need to put a plane together by hand, which admittedly isn't efficient. But it's the fun of putting the plane together that matters! In future jumps this garage can be placed wherever you wish or become a Warehouse attachment.

Adult Pilot:

Callsign and Emblem [100 CP]: There is power in a name. You are given a unique callsign, along with an emblem of your choice that can be painted onto your plane. Comes with an endless bucket of paint that can be used to touch up the emblem should it get scratched up or destroyed during combat.

Beer Fridge [200 CP]: This is a fridge you can keep anywhere you're deployed, which when opened will be freshly stocked with a local brand of beer. It will refresh every time you close and open the door, providing you with unlimited alcohol. A great way to relax after a sortie with your wingmen.

Kildren Production Facility [400 CP]: You're not supposed to have this, so you best keep it a secret from your superiors, but you've managed to obtain a facility that produces the modified humans known as Kildren. If you're ever in need of pilots for your aircraft, vehicle operators to man some tanks, or even foot soldiers, you can grow them here. As standard they will be given vague memories of their past lives, be highly skilled combatants and loyal. Just don't give them a reason to defect, and watch out for any personality anomalies like obsessions over certain individuals. In future jumps it can be deployed anywhere you desire or attached to your Warehouse.

Skyly J2 [600 CP]: A modification of the latest single engine tractor plane developed by Lautern, the Skyly-D, upgraded to the Teacher's specifications. This has vastly improved the performance of the plane, but has also greatly increased the skill requirement of the pilot to use it. With this you could dominate the skies. Armed with four Machine Guns as standard, but can be equipped with various sub-weapons like bombs for various missions.

Kildren:

Kildren Pilot Suit [100 CP]: This is a pilot's suit that has been designed with Kildren in mind. It is thickly padded to keep you warm and help you endure the g-forces your body will be put under during intense combat. Comes with thick gloves, a hat with ear protection and goggles, and a rebreather mask to provide you with oxygen at high altitudes. Fits you like a glove no matter your size.

Military Bike [200 CP]: This is a rather simple motorcycle that is used by both Companies for their soldiers to get around. If you ever want to leave base and head to the local diner, having one of these is the fastest way to get there.

Airbase [400 CP]: A rather simple airbase has been put under your direct command, perhaps because you survived long enough to prove your worth. This airbase is small compared to others with only a command centre, barracks, eight hangers to hold your planes and four repair bays. The airbase is protected by a small array of anti-air machine guns, but not much else, relying on its fighters to lift off and defend it during an attack. In future jumps it can be deployed to a location of your choice or become a Warehouse attachment.

Sanka MK-B [600 CP]: The latest in single engine pusher aircraft design created by Rostock, a successor to the Sanka MIII, it boasts superior manoeuvrability to any other aircraft currently produced by Rostock. Its design allows it to perform extreme roll manoeuvres with ease which can make it a deadly foe in dogfights. Armed with two Machine Guns as standard, but can be equipped with various sub-weapons like bombs for various missions.



Company Hanger

Rostock and Lautern produce a variety of their own aircraft for their war games, which are now available to you depending on which Company you've joined! You will be given a 50% Discount for your chosen Company, with 100 CP planes becoming Free for that Company. You are also granted a 200 CP Stipend to purchase planes from your Company, how generous of them!

Rostock:

Suiga [100 CP]: The Suiga is the primary Rostock fighter, a single engine tractor fighter. It is well known for its stability during flight and spacious interior so it can be modified for any mission at hand.

Shougu [200 CP]: This single engine tractor craft is a paradox of lightweight design and survivability, making it a durable and manoeuvrable plane at the same time. It has been reported as rather tricky to pilot.

Seiei [200 CP]: This plane is an experimental design, fusing both tractor and pusher propellers into one. With a propeller on its fore and aft, this plane is very fast compared to others and surprisingly stable at such high speeds. But it suffers in manoeuvrability.

Senryu [400 CP]: This single engine, twin-fuselage aircraft is a multi-role design. While unable to carry many weapon systems, it is heavily armoured. It has a large cargo capacity, making it useful as a personnel or cargo transport, or a bomber if required, and even a scout craft. It is said the design was initially supposed to be a fighter craft.

Someaka [400 CP]: A dual engine pusher aircraft, it is noted to have a larger wingspan than most other fighters, and the dual engine design lessens the torque that the aircraft must endure. It also has the highest maximum altitude of any plane developed by Rostock, and is quite smooth to pilot with a good amount of agility.

Sanka MII [600 CP]: A single engine pusher aircraft, this is the predecessor to the Sanka MK-B. While the overall design of the plane is the same, the internals are where the changes reside. It suffers from slightly less performance than the MK-B, but is overall one of the best designs fielded by Rostock.

Itsuha [600 CP]: Similar to the Sanka in design, this single engine pusher plane is highly experimental. This plane has perhaps the lightest armour of the Rostock roster, but due to this it is also the most manoeuvrable and extremely fast. Perhaps too manoeuvrable to the point of being unstable for any pilot that isn't a highly trained ace.

Lautern:

Fission [100 CP]: A twin engine, twin-fuselage fighter plane design. It is a stable plane during flight, but it suffers from a weak engine which makes it rather slow and difficult to manoeuvre.

Tulip [200 CP]: A single propeller, twin-turbo tractor plane. While it has high mobility, it is not the fastest plane and suffers from weak armour, forcing the pilot to focus on evasion to not get shot down.

Fortune [200 CP]: One of the only pusher designs fielded by Lautern, it is a twin engine design. Designed as an all purpose fighter, it performs averagely in all areas, a true jack of all trades fighter plane for any mission.

Incident [400 CP]: This aircraft has a unique swept wing design, built as a twin engine and twin-fuselage tractor fighter plane. This design grants it an impressive level of speed, making it one of the fastest Lautern aircraft available.

Vice [400 CP]: A twin engine tractor aircraft, it has been designed with dogfights and anti-surface combat in mind. With all of its machine guns positioned in the nose of the aircraft, it has a highly formidable amount of firepower aimed at any target in front of it.

Sanka II-C [600 CP]: The Sanka model of aircraft was originally designed by Rostock, but with multiple defections to the Lautern side the design has been looked over and modified by Lautern mechanics. As formidable as the Sanka MII in combat, it has been upgraded with better armour and stability without any sacrifice in manoeuvrability.

Skyly D [600 CP]: The newest single engine tractor fighter designed by Lautern, it is equipped with exhaust turbines that can deliver an impressive amount of power. This allows it to operate at a high level of performance in all areas, making it a true ace's machine. Yet even the base model can be improved upon, as shown by the Teacher's J2 modifications.



Companions

Canon Companions [Free]: Should you choose to take any of the individuals you meet in this Jump with you, should they still be alive at the end of your time here, you can take them with you for free.

Imported Companions [Free]: You may bring as many Companions as you like into this Jump for free. They will be given an Origin of your choice and can choose to be part of either Company, though if they are part of the enemy Company they might be pushed into fighting against you until they defect. They will be granted 600 CP to spend, along with the Stipend granted in the Company Hanger section.

Good Boy [100 CP, Discounted for Civilian]: A dog, specifically a basset hound, has decided to hang around you and the base you either live near or are deployed at. There is nothing special about this cute little guy, he's just a good boy.

Obsessive Wingmate [100 CP, Discounted for Adult Pilot]: This is a Kildren pilot who has been assigned to your squadron, and will act as your wingman/woman depending on their chosen gender. They will have all of the Kildren Perk line and be granted a 600 CP plane from the Company Hanger depending on which Company you've chosen to work for. Even if their original self perishes during the Jump, their next clone will hold the same obsession for you and seek you out to fight by your side again. Their loyalty is unmatched.

Old Veteran [100 CP, Discounted for Kildren]: While not exactly an old man, he's still an adult and that means he's old to you. A pilot with many years of experience, he will act as a mentor figure for you and train you to survive in this dangerous game of war. He will have all the Adult Pilot Perks and a 600 CP plane from the Company Hanger as befitting his position as an Ace pilot.



Drawbacks

Take as many as you want, no CP limit.

Extended Contract [+100 CP]: You can stay here for another ten years, if you want. Good luck and have fun.

Coping Mechanism [+100 CP]: Smoking, drinking, or perhaps even the usage of drugs. You require that little extra something to get you through the day, perhaps to cope with the knowledge you kill people as a job or some other reason. This can be overcome with time, but it will take effort.

Rookie [+200 CP]: No matter what Perks you've brought into this Jump or selected from the available options here, they temporarily longer work properly. Instead you will be starting from the bottom and have to work your way up, your Perks returning to you once you've managed to become an Ace the old fashioned way.

Memory Issues [+200 CP, Mandatory for Kildren]: Something is wrong with your memories. It's like they've been covered by a fog, blanking out important details. You can remember you have a family, but their names and faces aren't there. You remember having a home, but you don't know where. It's almost as if someone has purposefully stripped these details from your mind, but why?

PTSD [+400 CP]: The horrors of war have affected you, even if this war is just a game. Real people, adult and Kildren, die in every battle fought between Rostock and Lautern. You will have trouble sleeping as nightmares will remind you of the horror and death, the sound of gunshots will trigger you into a panic, and various other symptoms. I hope you can find a good therapist.

To Be Mundane [+400 CP]: All of your out of Jump Perks and Items are no longer available to you, they're far too spectacular to be used in a mundane world like this! And the Warehouse is also locked shut, you aren't allowed inside until you leave this Jump.

Priority Target [+600 CP]: You've managed to piss off the top brass of your opposing Company, maybe because you defected without a good reason to the other side, maybe because you killed a number of their pilots in the past. Whatever the reason, enemy pilots are now more likely to try and shoot you down, ignoring your teammates to target you.

Teach You A Lesson [+600 CP]: Now you've really done it, Jumper. The Teacher has caught wind that you think you're a better pilot than him, so now he is coming for you. He is by far the best pilot within this setting, able to kill entire squadrons of Kildren by the dozen all by himself. He will be flying his signature Skyly J2 and won't be holding back, so prepare for a tough battle.