

Steins;Gate シュタインズ・ゲート

Being a Mad Scientist is awesome. Converting your microwave so that you can send email to the past? *Awesome*.

Being stalked by a secret organization doing their *own* Time Travel experiments and dead-set on capturing or eliminating you? Not so awesome.

Like many of his friends in the Akihabara district, Rintarou Okabe loves to tinker with different gadgets and inventions. However, he's taken this love so far as to declare himself a Mad Scientist who goes by the alias "Hououin Kyouma" and imagines himself fighting all manner of evil government conspiracies.

One fateful morning - July 28, 2010, to be precise - he and his ditzy childhood friend Mayuri Shiina are attending a lecture when they discover the dead body of Kurisu Makise, a celebrated researcher. As they flee the scene, Okabe sends a frantic text message to his hacker buddy Itaru "Daru" Hashida... and suddenly everyone around Okabe blinks out of existence, only to reappear a moment later.

Shortly thereafter, Okabe runs into a very-much-alive Kurisu, and Daru mentions a garbled text message he received one week earlier. Investigating further, the team of wannabe scientists discover that by continuously modifying and upgrading their microwave, they've stumbled across the secret of Time Travel... or at least, the ability to send text messages back in time, which is a starting point, right?

Unfortunately, they're not the only ones interested in time travel. A shadowy organisation called "SERN" has been running their own time-travel experiments, and after they catch wind of what Okabe has discovered, they begin to close in...

You arrive in the world of Steins;Gate just moments after Okabe sends his first D-Mail, transferring from the Beta to Alpha worldlines as he does so.

Now, take this, and prepare to shift world lines!

+1000 CP

Origins

Any of the below Origin can be taken as Drop In, having no prior history or memories of the world. Age is 1d8+18 with gender remaining the same as your last jump, with either being changed for the cost of 50 CP.

Mad Scientist

When people think of mad scientist, they tend to picture the cackling villain seen on Saturday morning children's cartoons. This is also an apt description of your behavior, to those who know you, although in your case it's nothing but an act. Could be you're doing it to protect a special someone, so they don't slip into the depths of despair. Could be you're doing it because you find it fun. Could be something else entirely!

Whatever the case you're also a college student on summer break, enrolled in a university course of your choice at Tokyo Denki University, and begin standing outside Akihabara Station within Tokyo.

Supa Hacka

Despite what the name implies, you're not just good at hacking and cracking. Hardware repair and construction is something you're talented in too, whether that's fixing a broken microwave or combining various parts from a TV remote and toy raygun to make something with the features of both. Your knowledge of computers is vast and deep, allowing the minutiae of new programming systems — or really old ones — to be learnt in nothing more than a few night's in-depth study. With enough time dedicated, you could make something amazing with your knowledge.

You're also a college student on summer break, enrolled in a university course of your choice at Tokyo Denki University, and begin within an electronics store within the Akihabara district of Tokyo.

Genius

You're a genius, Jumper. Not quite the comic-book kind where you're building mecha suits in your garage as a kid, but you're still far ahead of the curve, having graduated college with a degree of your choice at the tender age of 17.

Could be you're on holiday as a break from some scientific research you're doing, working in a group for a prestigious research institution such as Victor Chondria University, could be you're here for research or to present a lecture, could be something else entirely. Whatever the case you find yourself in your hotel room within the Tokyo metropolitan area.

Time Traveler

You've had a rough childhood, Jumper. A rough life in general. The world's a dystopia ruled with an iron grip, conquered via judicious use of time travel to alter the past and cement the rule of a few despotic countries — like America or Russia. But hope still remains, perpetuated by little pockets of Resistance which hope to topple their regime and free the world once more.

In your particular case, by traveling back to the past in a stolen or invented time machine and preventing their rule from ever occurring in the first place.

You find yourself on the roof of the Radio Kaikan building in Akihabara, within your time machine. Something went wrong during transit, however, and the machine is utterly without fuel with no way to make more in this era; you're effectively stuck here.

Perks

Origin obtain their respective 100CP perk for free, and receive a 50% discount on anything else in their perk line.

Mad Scientist

Reading Steiner (-100)

Normally when travelling from one world-line to another, you lose all memories of the proceedings. The world erases them in a burst of contradiction. The only ways to get around it are to travel to the past of your current world line physically (eg; via a time machine) or possess this ability.

Now and in future jumps, any and all attempts to unwillingly alter your memories fail utterly, bouncing off you like water off a duck's back.

Mad Scientist (-200)

A Mad Scientist invents things, much like a normal scientist, but in ways which cross the boundaries of resources, logic and morals. Especially those last two. Any time you invent something it could potentially turn out far different to what you intended, such as no-stick shower curtains becoming a portal gun, but whatever the result it's guaranteed to be much cooler than what you were aiming for originally.

World Line Convergence (-400)

It's impossible for you to die, Jumper. The very nature of reality prevents it. Well, prevents it until your fated time, that is. Anything which would normally kill you is instead avoided or survived, sometimes by the barest of margins, as you're fated to die on a set date and not anytime sooner — August 10th 2025.

In future jumps, this instead acts as a one-up, allowing survival of a single thing you would have normally died from in that jump. Refreshes each jump.

Tricking Out Time (-600)

Normally when you travel to the past it's impossible to alter an event which you've already seen or experienced, due to paradox. Someone who you saw dead is going to die, whether they're stabbed with a knife, shot with a firearm, heart attack or some other method entirely. That said, it all depends on *perspective*.

If you saw someone lying on the ground in a pool of blood and fled the area before checking they were alive, then you've simply got to make it so you react the same way to have them alive again — they could be unconscious, the blood not their own, and as far as past-you is concerned the result is exactly the same. This and similar methods are what allows you to alter fate, achieving an event which would otherwise be impossible provided the circumstances are generally the same as what you remember.

In future jumps this acts as a resurrection ability on one person of your choice. Provided their death isn't confirmed without a doubt, such as atomization of the body, then you'll discover them alive and unharmed a few hours or days later.

Supa Hacker

Machine Guru (-100)

You're experienced with machines, Jumper, like you've been fiddling with circuit boards and whipping up software since you were a kid. While you're not a master of the mechanical or software wizard you're still perfectly capable in both fields, able to get a job as a hardware repairman or software developer without issue. Why, if you wanted to you could create hardware resembling objects from fictional media, such as a TV remote resembling a raygun, and have it actually work!

...As a TV remote, that is.

Barrel Titor (-200)

Codenames and pseudonym are rather important when acting as a terrorist attempting to topple a corrupt regime, so as not to be found out simply from the government checking the birth registry. Helps impress and gather morale amongst troops, too. In your particular case almost anything is capable of being used as an alter ego, even things only superficially different from, and based off of your actual self — such as Itaru Daru's 'Barrel Titor' persona.

As an additional boon, it's impossible for anyone to discover who the persona actually is or trace them back to you unless you want them to know.

Impossible Repairman (-400)

Normally in order to repair something, you need to know how it works. Blueprints, instructions, even a picture depicting how the object looked before it broke, these things are indispensable in reversing the damage of an object so it functions the same as before it broke.

In your case, you don't need that. As long as you have a good grasp of what something is meant to do, or the person who constructed it and their way of thinking, it's possible for you to repair anything. A time machine built by yourself twenty years in the future, using theory and technology principles you barely understand today, or that don't even exist in the present time? No problem!

Supa Hacka (-600)

Hacking is something you're a bonafide genius in, capable enough to hack into extremely secure government or organizational facilities without them ever knowing you were there, all from a single fixed location. You can't manage to bridge the gap between net-connected and air-gap systems, nor parse the code of anything requiring special software and hardware such as the IBN 5100's proprietary code without actually *having* said hardware, but apart from that you're able to get anywhere and do anything involving computer software.

Genius

Genius Intellect (-100)

Most people graduate high school around 17 or 18, going on to further study at university afterwards. You *completed* university when you were 17, earning a Master's degree in a subject of your choice, and have the theoretical knowledge and mastery of the subject as is appropriate, as well as the genius to allow someone to even achieve such a thing so young.

Genius Pervert Girl (-200)

Some hobbies people have are rather embarrassing, whether from what it involves, the hobby's reputation or the niche nature of the thing leading to misunderstandings from the name or basic concept. An @channeler would have a reputation for being rude, condescending or an avid shipper of characters, for example.

You're excellent at hiding this, though. Anything you want to hide or obscure about yourself, ranging from your appearance to your anime obsession to the 'power level' you give off from the amount of ki you possess — they're all impossible for anyone to notice unless they're in the same ballpark as you.

Theory to Practical (-400)

Most of the time when someone comes up with a theory for something, there's several steps between that and something useful. Testing the theory, making sure it holds up to scrutiny and isn't biased on the observer's part — not to mention being possible to reproduce — results in quite a few delays between idea and useful product.

In your case, that delay is less 'weeks and months' and more 'days'. If you discover a time machine built out of a microwave, working on theories of black holes and radiation you're mostly unfamiliar with, it'll take you less than a week to work things out enough to both reproduce the time-travel on demand and improve on it in some manner. Like sending memories back in time, instead of banana ripped to shreds and jellified by the process.

Iron Determination (-600)

Sometimes you need to perform a task you really, really would prefer didn't need to be done. Tasks which sacrifice something amazingly valuable or personal to you, such as the memories of your friends and loved ones, the life of someone close to you, or your very existence.

Sadly, these tasks sometimes have no alternative, with refusing to do them just making things worse. Feel confident at knowing that whenever you're faced with such a decision you'll be free to perform it without hesitation, protected by the knowledge that no matter what anyone you're trying to assist shall turn out fine in the end. They might get badly injured, they might end up on the very edge of death, but they'll heal and recover to the point it was as if they were never harmed.

Time Traveler

Guerilla Fighter (-100)

You've got experience in fighting, Jumper. More specifically the various ways in which an underground resistance movement can hassle and obstruct a governing power hunting them down, whether that's destroying key infrastructure and information or being trained in the use of unarmed combat and firearms.

Part-Time Warrior (-200)

Getting a job is tricky. You need contacts, prior experience in the task, to be good enough at the job to actually perform what you're applying for and charismatic enough to stand out from competitor and get hired in the first place. Or at least, most folk do.

In your case you can get hired simply by rocking up to the business and asking, with a smile on your face and a little white lie about why you wanted it. Schools, business, secretive organizations, you name it — if you apply to them you'll get accepted, no matter how blatantly untrue your statement appears to outside observer.

Ripple-Effect Proof (-400)

Time's a bit funny sometimes. Change a single event in the past and the effects ripple onwards, altering events even tangentially related to them far into the future. Sometimes this can even result in people not being born, dying sooner than they otherwise would or being a different gender entirely.

Not you, though. No matter how someone changes the past you're immune to the Grandfather Paradox and similar alterations of yourself, being impossible to erase or alter. If they want to change you, they'll need to do it in the present.

Promised Rinascimento (-600)

Maintaining hope against seemingly hopeless scenario is quite the tough thing, particularly if everything you try to achieve a positive result seems to result in the same thing *or worse*. It's easily enough to make one shatter like glass, despair overwhelming their mind to the point they just give up and accept their fate.

Well, not you! If you find yourself in such a situation you're able to keep pushing on and trying new solutions, even if it takes hundreds or thousands of variations to achieve success. Time-traveling 3000 times into the past, risking life and limb to do so against the enemy? You'll do it without blinking, and when you get where you need to be revive the hope of your friends in the bargain.

Hopeless situations aren't when you get involved, and as long as you keep pushing onwards you'll find a solution eventually. This also gives you an aura of supreme confidence, inspiring those around you to try their best, even if they were just moments ago ready to give up entirely.

Future Gadgets

Any good Mad Scientist needs some nifty tools, products demonstrating their genius to the world, and yet getting the funds to build them can be somewhat tricky. You get 400CP for this section to help you out in that area.

Future Gadget #1 — Bit Particle Cannon (-100)

A Laser-gun shaped TV remote control. However, only the "Channel +" button works, and you have to turn on the TV manually to use the remote. Inspired from fictional anime 'Mobile Brave Gunbam'.

Also acts as an actual laser-gun, unlike the one made by the Future Gadget Laboratory, running on AA batteries capable of providing hundreds of shots before expiring.

Future Gadget #6 — Cyalume Saber (-200)

A Lightsaber-like glow stick, filled with cyalume of a colour of your choice. Upon hitting something, cyalume launches out, making it an excellent prop for pretend sword-fights with red cyalume. Inspired by the fictional media 'Spark Wars'.

Your one acts as an actual lightsaber, capable of cutting through thick steel beams as easily as a hot knife through butter.

Future Gadget #4 — 'Moad Snake' (-300)

Super-instant humidifier. Boils a large amount of water using heated electric coils, blowing out a huge amount of steam. Good for the dry season. Looks like a claymore mine, can be used as a prop or to generate smokescreens. Inspired by the fictional stealth game 'Metal Moad Solid: Rising'.

Your copy can also generate steam hot enough to scald flesh from bone, thus acting both as camouflage and weapon.

Future Gadget #7 — Active-Shell Optical Camouflage Ball (-400)

Fake optical camouflage device. Uses 12 type-6 Braun Tubes arrayed in three dimensions, interspersed with miniature C-MOS cameras, to project on each side of the object a camera image from the opposite side. Within the intervening area, a blind spot is created, while the space behind it is still visible! Inspired by the fictional manga 'Ghost in the Squad'.

Your one is considerably smaller, the size of a mobile phone, and is capable of refracting light around the wielder to render them totally invisible to the naked eye. Doesn't mute sounds, though.

IBM 5100 Portable Computer (-400)

This device was one of the first ever portable computers, invented in September 1975, and supports both APL and BASIC programming languages to perform tasks. It can also use a proprietary language only this particular model can read and write, resulting in encryption near-impossible to break for sensitive files. Many people would be quite interested in owning one of these...

In future jumps it can encrypt software and render it unreadable to anyone lacking the device, regardless of the tech difference between the IBM and the hardware it is interacting with.

Future Gadget #8 — Phone Microwave (name subject to change) (-500)

The Phone Microwave (name subject to change) is a Remote-controllable Microwave oven. It heats your meals while you are out, but you need to put foodstuff in the microwave before you leave, which isn't very sanitary especially in summer. Has the ability to generate Kerr black holes, allowing data and objects to travel back in time. However, anything other than data that goes through the black hole is 'gelified'. Additionally, only objects small enough to fit in the microwave can use it to physically travel back in time (such as bananas).

Can be used to send D-Mail into the past, changing history, provided you have the phone number of the receiver during the time period you're sending it. Also works with devices prior to phones, such as pager, as long as they can receive alphanumeric or voice messages. Requires a phone to be connected to the microwave via a special holder on its side to parse messages from phone text data into microwave code.

Additionally, this comes with the Time Leap improvement, adding a helmet with memory-reading capacity to the device, allowing you to send your memories back in time in the same manner as D-Mail. Causes intense pain upon receiving memories, enough to make you want to crack your skull open and scoop the grey matter out to eat, just to make the pain stop.

Unlike the one originally created by the Future Gadget Laboratory, you're not restricted to 36 bytes for each message, and thus can send messages as a single text instead of being split up into three smaller ones. Video files and images can also be sent, with no limit to how far you can send things into the past beyond requiring a cellular network.

Amadeus (-600)

Amadeus is the name of a memory storage and artificial intelligence system, which Makise Kurisu is involved in developing and researching at Victor Chondria University in the US along with Hiyajo Maho and the university's Senior Chief of Neuroscience, Alexis Leskinen. The system is able to convert human memory data into digital data and create an externally-stored version of a person in the form of an A.I.

Normally this would require all sorts of fancy high-end hardware such as a supercomputer for storage and data processing, CGI programmer to generate an avatar, voice recordings to have the AI mimic your speaking patterns and so on, but that's all handwaved. All you need is to plonk this special helmet on your head, with an ethernet connection port at the back, and hook it up to a computer.

The AI created in this process mimics you perfectly at the time of creation, possessing all your memories and mannerisms, although none of your powers follow over. They're able to communicate through computer speakers, see through video camera and hack their way into a variety of electronic systems in the blink of an eye.

If you're less concerned about morals this technology can also be used to copy someone's personality into another's body, although that comes with the caveat of erasing the second person's memories entirely.

Future Gadget #204, 2nd Edition Ver. 2.31 (-800)

Created by the Hashida Itaru of the year 2036, via the manipulation of Kerr black holes from a mass of electrons this machine is capable of traveling both forwards and backwards in time. Has enough room inside to seat two people, although due to the mechanics of travel passenger are placed under intense gravity from passing through the eye of the black hole. Air doesn't exist beyond a small pillar within the center of the machine, between both seats, and the length of time it takes to travel between periods enlarges depending on the distance from your starting period — a single month might take a few minutes, while twenty years could result in a six-hour journey. Due to lacking any way to move in its base state, if something happens to occupy the same space it transports to the two objects are fused together; it's recommended to place it somewhere you know will be in the same state before and after your trip. Has an infinite amount of fuel, and if you're a Time Traveler this is the machine you came here in.

Resembles a satellite, being a spherical silvery machine roughly the size of a large car with solar panels attached on both sides.

Drawbacks

Sometimes what you're given isn't enough for a job, and you need to improvise. Sometimes you need to go through hardships to make it out the other side, to reach Steins;Gate itself. If you desire that, take the below, as many as you want.

World Line Shift (0)

Normally you'd be heading to the 0.571024α world line, which Okabe travels to at the beginning of the story, and which sets off the plot. Now, however, you can pick any of the [other ones](#) mentioned in the series, arriving there instead.

Time Leap (0)

But what if you don't want to begin on August 10th, 2010? What if you want to bum about with Suzuha in the 1970s, or encounter Mr. Braun before his wife died? This option's for you, in those cases and more, as you can now pick any time between the start of the game and January 1st 1954 to arrive in.

Does not provide any method of temporary aging immunity, and you still leave on August 10th 2020 regardless of when you choose to begin.

Chuunibyou (+100)

Chuunibyou. Characterized by an affected attitude of nihilism or cynicism, extreme self-centeredness, delusions of power or superiority, and a consuming fear of being treated like a child — all of the above describes your behavior to a T for this jump. Expect to be making up random organizations to talk to on the phone, acting as if you're part of a fictional organization and other ridiculous things.

Gentleman Pervert (+100)

You're a pervert, although not in the 'molesting people' sense. Cracking dirty jokes or innuendo amongst your friends is common, your love of girls and moe is unrivaled, and the yearly visit to Comima is more of a pilgrimage to your religion's holy site. Expect to be devoting large amounts of time to all of these hobbies, possibly at the expense of other, more important things.

Don't Look At Me (+100)

On the internet, the above term is a common saying whenever you see an image of someone or something looking towards the camera, but in your case it applies in reality. You're extremely timid, finding it very difficult to make eye contact or interact with someone without using another medium to do so, such as a notepad or email. This is probably going to cause issues for your social life.

Jumper NyanNyan (+100)

Maid cafe are love. Maid cafe are life. Catgirl maid are doubly fun, and also something you'll find yourself acting as for your time here. While you may not be working at Maid Queen NyanNyan or a similar establishment, the persona of a maid catgirl is something you embrace wholeheartedly in everything you do.

Expect to be calling people Master, adding -nya to the ends of sentences and generally adopting the behavioral traits common in both maid and catgirls for your time here.

Someone This Cute Can't Be A Girl (+200)

On the internet, the above term is a common saying whenever you see an image of an extremely feminine boy, to the point that on first glance or without knowledge of the media they could be mistaken for a girl. It also describes you in reality, your behavior and looks fitting the general behavior of those of the opposing gender to your actual one.

Comes with a general feeling of insecurity about your gender, and a desire to be the one you resemble.

Legal Loli (+200)

The above term refers to a character in anime or manga who appears to be no older than an elementary schooler, but is in fact over 18. This is also an apt description of your appearance now. Have fun with people dismissing you as a child at first glance, refusing service to certain products or locations without showing proof of age, and all the other issues resembling a kid would bring.

I killed Her! It was me! It was me! (+200)

You've got PTSD, Jumper, specifically regarding the death of someone very close to you.

This doesn't need to involve you having caused their death, either literally — such as via euthanasia or manslaughter — or figuratively believing you were the cause, but whatever the reason you feel a deep abiding guilt and sorrow over their death. Expect nightmares to haunt your sleep, small things to remind you of them and result in an outburst of tears, and all the other things common to this sort of guilt and sorrow.

You can recover, in time, but no matter what you're going to be feeling pretty down in the dumps this decade.

Voice of God (+300)

You've heard the Voice of God, Jumper. Or more specifically, what you believed to be it.

Unknown to you you've been brainwashed by the Professor, an American scientist from 2035, and have numerous triggers encoded within you to prevent anything threatening the alteration of the past via time travel.

You'll zealously follow any orders given to you by God, ignoring any pain or hesitation over your actions, in order to prevent people meddling with time. It's possible that a strong enough trigger could break this, such as powerful feelings of love and protectiveness towards a parental figure, but with nobody even aware brainwashing is possible in this time how could such a thing even occur...?

Jellified (+300)

SERN knows of your existence. They know you're from another dimension and potentially possess the knowledge of how to create a working time machine. They know, and with the capture of one of your companions, you're going to assist them in developing a time machine of their own so they can rule the world. Whether through the theoretical inventing side or acting as hired muscle to obtain IBN 5100 and stop anyone else from doing so.

And if you say no? If you refuse, attempt to disrupt their activities and tear the entire organization down into rubble? In that sort of scenario you'll get your companion back — as nothing but a failed time-travel experiment, their entire body shredded at the molecular level by the intense gravity caused by passing through a Kerr black hole. Nothing remaining of them but their general shape, now composed of goopy green jelly, resting embedded in an object somewhere in the world.

You actually need a companion to take this drawback, for obvious reasons.

Jumper is Unnecessary (+300)

SERN is aware of you, Jumper, and know you've learned of their time-travel experiments and plans for world domination. They'll be sending the Rounders after you, highly trained assassins recruited from the shut-ins of the local society who can be easily emotionally manipulated to do whatever SERN desires. They're well-trained professionals, capable of infiltrating and overwhelming Akihabara within a matter of hours, as well as being extremely hard to notice if they're trailing someone.

They'll be an ever-present threat for your time here, another group appearing if you somehow manage to defeat the local Rounders within six months of their deaths or capture. Despite that they're still ordinary humans, and if you can disrupt communications with the leader of the locals odds are they'll just waste away at home instead of coming after you — good luck finding them, though, as they'll never attack alongside the Rounders or have any contact with their underlings beyond e-mail or phone texts.

Dystopia (+400)

You're not heading to 2010, Jumper, but instead a World Line a few decades later, in 2030. Within this time the world has been utterly conquered by a single group, who used time travel to rise to prominence and crush any threats to their continued rule. Rebellions are nonexistent, prevented bare days after they're formed by messages from the future to the dystopian government, and the entire globe is controlled under an iron fist.

The rulers could be SERN and their mysterious allies the Illuminati, Russia, America or some other group entirely. Whoever they are you need to take them down within the decade, defeating the ruling order and destroying all knowledge of time-travel across the globe. Fail, and you remain here, just another cog in the wheels of the ruling body in a dystopian future.

Can you achieve victory when your every move is known days, months or years in advance, Jumper?

What Next?

Your time here has concluded, Jumper, and it's time to make a choice.

Do you desire to **Stay**, and continue your life within this world?

Or would you rather **Go Home**, returning to the familiar, your family and friends?

Perhaps **Moving On** has more appeal, continuing your adventures and exploring worlds vastly different from what you know?

Notes

Created by Mizu, with aid from X aldreca and Kharmitas.