# G.M.S.J.

## Generic Mecha Supplement Jump

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v1.0

Across the omniverse, there are many settings where mecha are the spice of life. And sometimes, getting your hands on one can be a bit difficult. No more!

Take **+1000 Construct Points** and go upgrade your mecha.

(You can also use this for powered armor, but I'm just going to refer to it as "mecha" throughout this document. After all, powered armor is just a mecha only a bit taller than you.)

This is a supplement-only jump. It requires another jumpdoc to supplement. There are rules for supplementing another jumpdoc later in this jumpdoc.

In addition, the power of these options is dependent on the setting.

# Types/Origins

These are dependent on what type of powered armor or mecha are present in the setting. If there are multiple types found in the setting, then you must select the type that fits best with the model taken in the Your Mecha section.

## Mechanical

Gundams, Variable Fighters, UNSC Mjolnir. Made of metal or composites, controlled by systems known to us today, and usually shooting bullets or energy weapons.

## Biotech/Nanotech

When you get right down to it, these are very similar things. Guyver, Extremis and Cutting Edge, Devil Gundam. In some ways adaptable, almost alive, and sometimes unpredictable.

## Magitech

The ideal suit for someone with magic powers. Zealot, Templar, and Adept armor for Protoss, Lambda-driver equipped Arm Slaves, Symphogears. Not only are they made for magic users, they're often powered in some way by this magic.

# Your Mecha

There are many like it, but this one is yours. Or, probably not, as is the entire point of this document. It will be replaced if destroyed in one week, and is refueled and rearmed between sorties. It is repaired over the course of 24 hours. It maintains all upgrades.

*You may only purchase one. Purchasing one is mandatory.*

### Paid Purchase (free)

If you bought a mecha from the supplemented Jump, feel free to use it here.

### Mass Production (free)

A common mecha found across the setting, like the CMC 300 (a.k.a. the Terran marine) in Starcraft, a combat hardsuit from Mass Effect, or a GM in Gundam. Oh, and this has to be in mass production, or still be common from an early run, when you get this.

It possesses all capabilities and equipment common to its type.

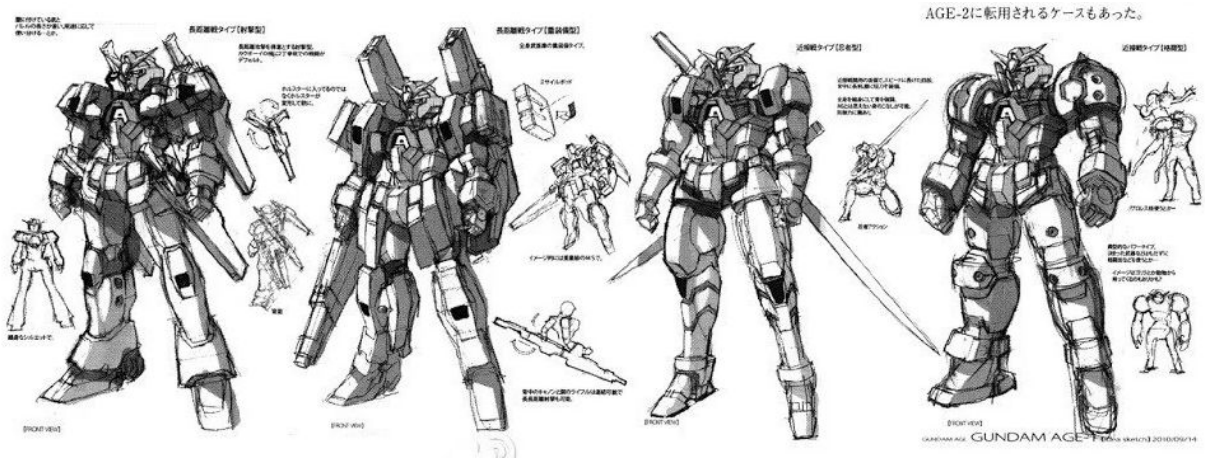
### Uncommon (100 CP)

A rarer mecha, this one is usually exclusive to elite groups, and should have never seen mass production on the scale of the common mecha. This may also be used to get a mass-production mecha that won't become common until later.

### Rare (300 CP)

Super prototypes, one-offs, or lost technology: this is where you come to get those types of machines.

# Upgrades




Prerequisites may be waived if the mecha already possesses similar capability as described in the prerequisite upgrade. This does not mean it actually possesses the upgrade in full.

Upgrades are based on the technology available in-setting whenever possible, and therefore possess the same performance and weaknesses as the regular, in-setting stuff.

Upgrades discounted for a Type are half off.

### Import (Free)

*May be purchased multiple times.*

You may import additional Mecha into this one. By default, your mecha starts in the appearance of the form purchased here, but this can be switched during downtime or in the warehouse, to either a previous size or appearance, or a merged appearance. Your mecha maintains all abilities and properties of imported mecha at all times. Some weapons and functions may have been merged into single systems with the properties of both.

**Defensive**

### Toughen Up (50 CP)

*May be purchased multiple times.*

Improves all defensive aspects quantitatively, but not qualitatively. Active defenses, shields, armor, even the integrity of the mecha itself. Each one gives an approximately 41% multiplicative boost, so two purchases will double your mecha's durability.

### Pilot Integrity Cage (100 CP)

Seriously powerful mecha can be held back by the pilot still being a squishy meatbag. This means you're no longer the weakest link. G-forces, shock waves, and being shaken around would normally do a number on you. As long as your mecha is in fighting shape, so are you.

I should note that extreme temperatures, pressure changes, and hard radiation can do a number on electronics that aren't designed to operate in those conditions.

Defensive Doping (100 CP)

*May be purchased multiple times.*

Removes a single specific, known-in-setting weakness of a defensive measure of the mech. These are vulnerabilities that disable, do disproportionate, or stop it from blocking, (I.E. EMPs against shields is a common one) but not limitations of the defense (shield integrity or emitter overheating). If they want to get through your armor, they'll need to pound hard.

Shield Buckler (150 CP)

An active defense, one that must be aimed to block an attack. Whether it's a physical shield, active psionics, or something else, it requires attention, and can only be used on one side. It might not be indestructible, but it's much better than taking a shot to the face.

May be purchased multiple times, and must be purchased multiple times for things much stronger than the armor or shields commonly used in the setting.

If you want something like shield drones, get them here.

Layered Armor (150 CP)

Another layer of defense, this is an omnidirectional protection of a different kind.

Basically, it's a shield or armor of a type available in the setting, but not present on your mecha by default.

Side-Channel Closing (200 CP, discount Magitech)

Protects against attacks that aren't intended to deal damage, but do other sort of harm to the mecha or pilot. Includes CBRN-rated seals and independent life-support.

Self-Repair (200 CP, discount Biotech)

Self-repairs the armor on combat scales. Might or might not also repair your internal systems, but see other self-repair setups in the setting for details. (If there aren't any, it doesn't.)

Security Upgrade (200 CP)

Hacking? Mind Controlling the pilot? Nope. What about the controls? Not without your permission. A blanket immunity to Gundamjacking and other methods of hostiles taking away your agency with respect to your mecha.

**Offensive**

Targeting Systems (100 CP)

A relatively basic set of targeting software and sensors that tags allies and enemies in your vision. It also attempts to calculate where you need to aim your weapon, based on the current velocity of the target.

ECCM (100 CP, discount Mechanical)

*Requires Targeting Systems*

Electronic Counter-Countermeasures attempt to counter enemy jamming, stealth, and other forms of sensor-based warfare. Flares, jamming, chaff, this program attempts to sort those out.

Sniping Sensors (100 CP discount Mechanical)

Requires Targeting Systems

Specialized sensors intended to allow acquisition and targeting at long ranges. It also includes stabilizers to help with the shakes.

**Mobility**

Agility (50 CP)

*May be purchased multiple times.*

Makes your mecha dodge better. Starting, stopping, strafing, sidestepping, all of that is improved. Each one gives an approximately 26% multiplicative boost, so three purchases will double your mecha's agility.

Speed (50 CP)

*May be purchased multiple times.*

Do you feel the need for speed? Each one gives an approximately 41% multiplicative boost, so two purchases will double your mecha's speed.

I suggest some purchases of Agility, lest you find yourself going too fast to stop and run into - or through - a wall.

Jumpjets (100 CP)

Your mecha can fly now! Well, sorta.

What's the difference between jumpjets and proper flight? Well jumpjets usually have poor horizontal maneuverability, and might also have a time or altitude limit. At least you can now get up cliffs easily.

Flight (100 CP)

*Requires Jumpjets*

Capable of as much maneuverability as the mecha on the ground, and with greatly reduced time and altitude limits if present.

Altitude (100 CP)

*Requires Flight*

Your flight endurance is unlimited. At least unlimited in the sense that you could stay in the air for as long as your normal operating time with no problems.

If the performance of the mecha is great enough to reach high altitudes, this upgrade pressure-seals the cockpit and adds life support.

Maxim 32 (100 CP, discount Biotech)

Your mecha is capable of operating underwater. This includes waterproofing it, as well as giving it a form of underwater propulsion. If it even needs that, see Iron Man's repulsors and Variable Fighters' reaction turbines.

Weapons may or may not function. That's on them.

Abyssal (200 CP, discount Biotech)

Your mecha is immune to pressure, meaning it can dive down into the deepest parts of the ocean. This also means it is highly resistant to the overpressure of large explosions.

Teleport (200 CP, discount Magitech)

Go from point A to point B in an instant, without crossing any of the intervening space.

Advanced Teleport (100, discount Magitech)

*Requires Teleport*

Improves the teleport in some manner. Perhaps range, perhaps cooldown, perhaps time to activate. This is specific to the exact nature of the teleportation.

**Utility**

Logistic Camouflage (free)

No one notices your mecha not using up fuel, ammo, spare parts, etc. Seriously, quartermasters for military and paramilitary organizations are diligent - at least the good ones - so your machine not using up those supplies and time would be suspicious if I didn't cover for you.

AI Slot (100 CP)

Lets a Companion with an AI form use the mecha like a body, or just help with system management and situational awareness.

They can load themselves into the Slot by touching the mecha, or if they can convert themselves into data they can load themselves into the Slot like any other data.

Remote Start (100 CP)

Sometimes, you can't get to your mecha. This means your mecha can come to you, instead. A simple synthetic intelligence is installed, capable of navigation and obstacle avoidance. Its purpose is to get the mecha to you.

Ease of Entry (50 CP)

Getting ready for combat should take as little time as possible. For powered armor, this means you can put the thing on with no more difficulty than some bulky cold-weather gear.

For a larger mecha, this means that the cockpit has some fast and easy method of getting up to it, like a motorized rope ladder or something, so you don't have to scramble in and out.

For both scales of mecha, it also optimizes the startup sequence to take just moments.

Self-Equipping Armor (100 CP)

*Requires Ease of Entry. Requires Remote Start or AI Slot. Probably only useful for powered armor.*

Simply put, this means you don't have to stop doing things like dodging, running away, or falling out of skyscrapers if you want to start piloting your mecha. It'll take care of that for you.

Transformation (150 CP, +50 CP for additional forms)

A transformation system gives access to different forms for different situations, or different approaches to situations. Forms have trade-offs in between aspects and capabilities.

You may Import vehicles you possess into transformation forms.

Core block (200 CP, discount Mechanical)

When in a pinch, you can eject. But don't just toss your pilot-suit-clad body into the midst of combat. Instead, the core block is a self-contained cockpit with thrusters. It's an escape method, and also a method of swapping out entire chassis like backpacks.

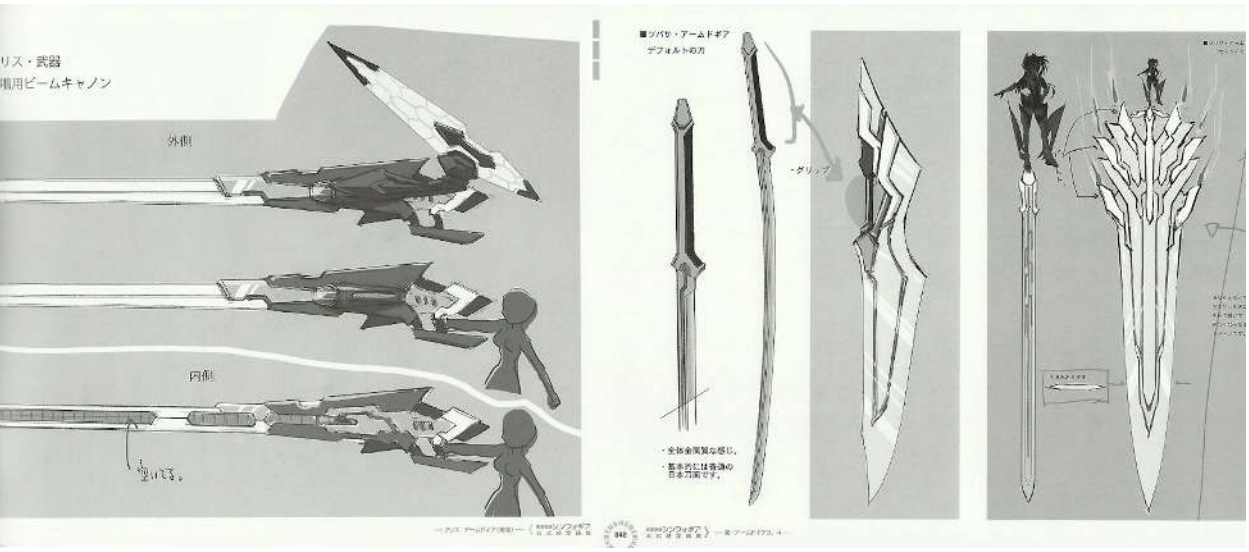
# Items

You get a +200 CP item stipend

All Items are rearmed, refueled, and repaired in between sorties. Replaced in three days. May purchase multiple of each. Items may be merged into the mecha itself for no cost, but this makes it harder to replace and repair the Item.

These must be in-setting technology.

You may import Items into any purchased item for free, but these must be like-to-like. (Melee to melee, ranged to ranged.) You start with the standard equipment for your mecha model and unit for free.




Weapon (varies)

You get a standard loadout for your mecha free.

50 CP for additional common, light weapons from the setting. If you want to dual-wield your standard mecha rifle, go ahead.

100 CP for additional heavy weapons, like anti-ship weapons. These also must be from the setting.

Rarer weapons cost twice as much. (This does not affect upgrade prices.)

Also includes specialized spellboosting stuff (like the equipment on Protoss armor) if that's available in the setting normally.

Superweapons are purchased under Special Equipment

Bottomless Magazine (-100 CP)

Whenever the bolt comes back there's another round. There's always just a bit of juice left in the power cell. Don't worry about reloading now.

Underbarrel (-50 CP, varies)

Add another weapon to your current one, combining both of them into a single weapon. Must be melee to melee or ranged to ranged. Ranged energy weapons may be combined to share the same barrel, letting you have a "multimode" weapon. Projectile weapons probably can't share a barrel.

Costs 50 CP + the cost of the new weapon.

Attack Drones (varies)

Attack drones amplify the firepower and crossfire capability of a mecha. For drones that pack equivalent firepower (in total) to a 50 CP Weapon option, they cost 100 CP. Drones with notably less firepower pack 50 CP.

Backup Dancer (200 CP, +50 per copy)

Sometimes you want heavier support. This is a drone nearly the size of your mecha, capable of carrying almost as firepower as you. It gets 150 CP worth of Weapon purchases.

Pack (150 CP, +50 CP per additional type)

Flight packs increase the agility, speed, or flight endurance of the mecha.

Armor packs increase the survivability of the mecha

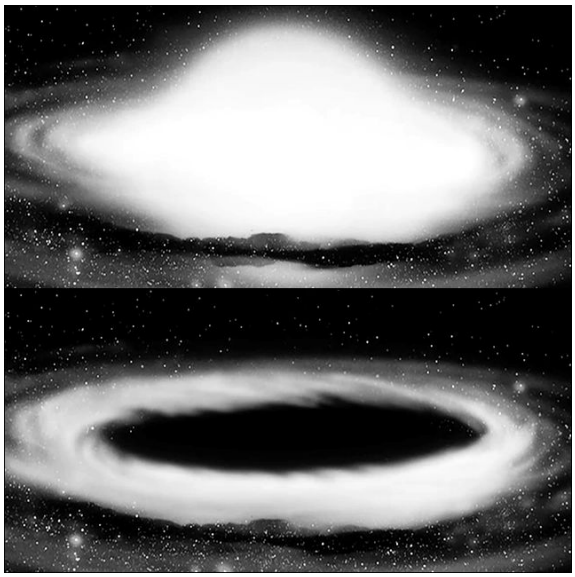
Arsenal packs increase the firepower available to the mecha.

Submarine packs not only provide underwater propulsion, but weapons capable of operating underwater. Though this doesn't provide waterproofing.

Feel free to take any pack available in the setting, including those designed for other mecha.

A minor overlap is fine, a major overlap is not. See notes.

# Special Equipment



Every mecha show has some cool equipment. Whether that's a really powerful gun, a super mode, weird drones, or just some "simple" advanced sensors, they're there.If nothing else in the document would let you get it, try here.

Your mecha already has its standard equipment loadout installed, including any equipment that would be purchased under here. But perhaps there's something missing that you'd like? Or several things?

Remember that these scale with technology in-setting. If taken as external equipment, it's an Item and follows the same rules for sorties and respawn. Can be integrated into a Pack if you want. (For future accounting purposes, the Pack is one Item that costs what the Pack costs plus what the Special Equipment costs.)

Pick one level. That level determines how useful and powerful it is.

### Tweaks (50 CP)

Minor functionality that, really, you could lose and be just fine probably as far as combat goes. Mag-clamps for climbing, a periscope in your finger to peek around corners, things like that.

It's 50 CP, what did you think it was going to get you?

### Modules (100 CP)

You'd rather have this than another gun, usually. (And try to evaluate that statement without the effect of imports and extra weapons in mind.) It's a noticeable part of your equipment, and if it gets shot up you will notice and care. But, when the chips are down you can still fight well without it. Electronic Counter Measures and sensors are a common example here.

### Add-ons (150 CP)

This might be equipment mounted on a dedicated vehicle (like truck, not warship) in this setting, transplanted to your mecha. If it's used in direct combat losing it will affect your combat capability noticeably. More powerful sensors are found here.

Specialization (200 CP)

This is where we start to get into the toys super robots play with. Big guns, flashy toys with plenty of uses, and so on.

Conversion (400 CP)

Solidly in super robot territory right now, and on the very upper end of the “real robot” genre. If used for combat, expect to be at or above the firepower of ships.

Limit-Breakers (600 CP)

If you want to get your money’s worth out of this, you’re going to specialize your combat style around this equipment. This can dominate your combat plans, and if you do so, your enemy will have to adapt their combat around this.

Foreign Engineering (200 CP, may be mandatory)

Not a level, this is a required fee for technology that can’t be made in the setting. The performance of your equipment might be a bit better than what could actually happen, but that won’t require this. What does require this is stuff that’s not shown and can’t reasonably be extrapolated from what was shown.

# Companions

Already in the Squad (free)

Any companion Imported in the supplemented Jumpdoc may make purchases from this Jumpdoc. They get +1000 CP.

AI Core (100 CP)

Create an assistant for your armor. They can provide tactical awareness, E-war support, or system management for you. Depending on the AI technology available in-setting, they may have additional abilities, like Cortana’s ability to transfer between different systems, or AI’s (Full Metal Panic!) ability to use some kinds of noospheric technology.

Unless the local AI technology allows it, they’re fairly stuck-in to your mecha. Buying AI Slot will alleviate this.

# Supplemental Rules

- You may use this supplement as many times as you want, but only get the +1000 CP and +200 CP item stipend once
- Companions only get the +1000 CP and +200 CP item stipend once
- CP is kept separate between the two documents
- If you don't use all the CP you have in this document, you may store it for later uses of this document.
- You may use this in Jumps where PA or mecha (giant humanoid robots) are common (you could reasonably expect to see them during the Jump without going too much out of your way.)
- If you want to use this in a setting where PA and mecha are not common, (like the MCU,) you must purchase PA or a mecha to use this.
- Companions may use this for a Jump even if you don't.

# Drawbacks

Only the party member taking the Drawback gets the effect, and the points. All party members can take Drawbacks, and there is no Drawback cap.

Drawbacks fall off at the end of the Jump... or when all that rope I just gave you pops your mecha's head off its neck.

Delayed Import (+100 CP per attempted Import)

Your mecha does not receive any imports until you leave the Jump. It of course receives no property associated with any of the imports.

Standard Color Scheme (+200 CP)

Your mecha is stuck with the default paint scheme. If it weren't for the squad number painted on the shoulder or tail, they'd have trouble identifying you. No custom colors or fancy nose art allowed for you. What do you think this is, an anime?

### Background Mecha (+200 CP)

*Requires Standard Color Scheme*

You know how mecha protagonists tend to have plot armor, while the faceless, identical grunts don't? Yeah, you now don't have any form of plot armor. There's no protection from being randomly hit by a missed shot on someone else, or your squad getting ambushed by the enemy elites. It's all physics and people making their decisions.

It's on you if you don't want to die. Or you could wind up dead like all the other poor bloody infantry, just to make the guy killing you look cool.

### Logistics Union (+200 CP)

Looks like your ground crew has unionized. Now they need to resupply your mecha with fuel and run maintenance checks on it. And they need to use spare parts to fix it. Your mecha, and all its accessories, are just as dependent on a supply line as every other mecha of its model.

### Logistics Breakdown (+200 CP)

*Requires Logistics Union*

It looks like you're always running short on parts. Expect to have to choose what part of your gear you actually want maintained, and which part you leave up to chance if it randomly fails.

If you decide to cannibalize a piece of gear for parts, don't expect a replacement for a while.

### Average Pilot (+300 CP)

Any form of reflex enhancement, or any set of skill boosts you have for piloting-related skills, (aiming, flight, etc.) is on hold until you leave the Jump. This applies to anything you have received from before this Jump.

### Research and Development (+300 CP)

Any upgrades or equipment you didn't get for free (i.e. isn't standard for your model) will take time for you to get. It will take the entire Jump duration for your upgrades and gear to come in.

### Mooks On Sale (+300 CP)

*This setting must have basic units for you to fight. So most Kaiju settings are out, for example.*

Where did all these junkers come from?

It seems that your enemy has twice as many basic units as they would otherwise, as well as twice as many pilots, twice as much transport for them, and so on.

### Prototype Redundancy (+300 CP)

Why are there two of a one-of-a-kind prototype mecha? Because you took this Drawback.

This doubles the number of advanced, specialist, and elite units your enemy has.

Red Comet (+300/600 CP)

An enemy in this Jump has gotten a better mech. Their upgrades and items are equal to what you spent in those sections. I will decide on their upgrades and items. For 600 CP, they also receive the benefits of imports, giving them a similar boost as you got from your own imports.

Oh, and for both tiers you'll definitely run into each on the battlefield, and probably soon. And frequently, until one of you dies.

Protagonist Mode (+400 CP)

So, do you think you have what it takes to handle all the problems in this setting?

Because congrats, now you have to deal with all the problems.

Pick a main character from the setting - you take their place. Now you have to deal with all the problems that they did. Every fight that happened will have a corresponding fight for you.

It's not like you can't take care of your enemies and opponents in a more peaceful or subtle way, it's just that you'll get an off-brand replacement if you do. Expect them to come from nowhere, and for them to be less effective than the originals.

# Notes

Defensive Doping: The weakness doesn't have to currently be known at the start of the Jump

### Images

Title: Guyver and Mobile Suit Gundam
Types/Origins: Starcraft
Your Mecha: Mazinger Z
Upgrades: Gundam AGE
Items: Symphogear and Macross
Special Equipment: Gunbuster
Companions: Mass Effect
Drawbacks: Gundam 00, Gundam as-a-franchise

### Packs

Super Packs from Macross are generally just Flight Packs, as they increase space endurance. While they do store some missiles, that is minor. Armored Packs are Arsenal and Armored, with the exception of the VF-25 and -31, which don't lose out on fighter mode and therefore can benefit from the increased endurance the remass tanks provide. Those two are all Flight, Armor, and Arsenal.

The Hulkbuster armor is both Arsenal and Armor pack for the Iron Man armor.

Unicorn Full Armor (Gundam) is an Arsenal and Flight pack (endurance and weaponry, not a lot of defense.)

### Special Equipment

Examples are here. Prices in other settings might vary, depending on relative capability.

- ECM system (100 CP usually, setting-dependent)
- Cloaking (100 - 400 CP, setting-dependent)
- Psycoframe (G:UC) (400 CP)

- Orbital Frame (ZotE) storage system (200 CP)
- Orbital Cannon (Gundam X) (200 CP)
- Hijack drill (TTGL) (400 CP)
- Protocrafter (SupCom) (150 CP)
- Guardian Shield (Starcraft) (150 CP)
- Exotic Maneuvers (Diebuster) (400 CP)
- Cloaking field (Zero-K) (150 CP)
- Plot/Context Sensitive Button (Megas XLR) (600 CP)
- Gattai/Combining mecha/”And I’ll form the head!” (100 CP, on each mecha involved in the transformation. Probably also requires Transformation.)