

Welcome to this universe! ... I say universe because despite what it may appear at the surface level, this jump involves more than what happens on just one planet. In a week's time the criminal Geega will escape to planet Earth, bringing with him a weapon capable of ending all human life on earth and with Space Federation cop Birdy Cephon Altera in hot pursuit.

Once on Earth she is forced to pose as an idol while searching for Geega, whom she will eventually locate in six months' time. When confronting him she would accidentally kill an innocent bystander and be forced to share bodies with them while continuing her investigation and the bystanders' body is healed. She will soon learn it is not only aliens which are causing trouble.

You will be dropped in the jump one month before Geega manages to escape to Earth. Have **1000 CP** to get you started.

Origins

Choose your background

Drop in – You enter this world with nothing but the clothes upon your back.

Student – You start off as a student at university level. You are all set up for a relatively calm and laid back jump.

Space Federation Cop [100 CP] – Like a cop, but from space. Taking this origin means that you are part of the Space Federation's police force and have likely been with them for a while. Opposed to the Federation are several groups such as East Alta and Isdalta, terrorist organisations with varying goals, such as the uplifting of Altans whom they claim are being suppressed.

Space Criminal [100 CP] – You start off as a criminal on the run from the Federation. At some point in the past you committed some kind of crime, whether big or small, and caught the Federation's eye. This comes with a very diluted version of *Wanted*, such that they will try to arrest you if they see you, but won't actively seek you out with any kind of force.

Race

Human: You are a bog standard human. You don't stand out on the galactic scale in anything apart from looking identical to an Altan. You may start in Tokyo for free.

Altan: This alien race is very similar to humans but are much more technologically advanced, at the level where they can travel the galaxy with ease. These aliens make up the smallest fraction of the Federation and are physically the weakest, but make up for it by having the most advanced technology. You may start on Alteria for free.

Garbelantan [100 CP]: These aliens are insect-like humanoids. Generally having a form similar to that of beetles, this race can stick to walls and ceilings and conceal three pairs of arms underneath their robes. Their eyes also have a much greater field of vision. You may start on the Sky Hole for free.

Ulgarian [200 CP]: These aliens are humanoid in shape, but share characteristics similar to that of animals from Earth, from mammals to reptiles to amphibians. Some of these races are much stronger and faster than humans, two elites being able to take down an entire military base. You may start in The Hidey Hole for free.

Location

Choose where you will be starting for 50 CP or roll 1d8 for free

1: Tokyo City.

2: Sawajiri Village, a village in the mountains with some glorious views.

3: The Hidey Hole, commonly used camp for aliens coming to earth.

4: Altaria; Homeworld of the atlan Birdy.

5: Sky Hole; a veritable den of thieves... it also happens to be a space station.

6: Atole Satellite Prison, a prison where criminals from the Federation are sent whom have committed grave enough crimes to deserve a life sentence.

7: Lost Bird, a boat owned by the secretly insane businessman Shyamalan. Try explaining how you got aboard.

8: Free Choice



Perks

General

Singing Idol [100 CP]

You have the voice of an angel, or atleast a very talented singer. Your concerts could draw thousands if you get your name out there.

The Model [200 CP]

You look great. No, really, you do! Man or woman you'll be turning heads left and right. Perfectly proportioned and with a body most would die for.

Bottomless Pit [300 CP]

No matter how much you eat, or how unhealthy it is, you never seem to put on any unwanted or excessive weight. Of course all that food has to go somewhere, and in this case it turns into energy. It may make you a bit hyper until you can work it off, but in some situations, all that extra energy could do wonders.

Drop In

Now You See Me [100 CP]

You have the ability to blend into the background with ease, easily escaping any eyes searching for you in a crowd. With this also comes the ability to easily disguise yourself, quickly and easily changing from homeless and poor to rich and snobbish.

I am NOT Embarrassed! [200 CP]

Sometimes you are called on to do things you'd rather not. This perk lets you do these things with your head held high, not a trace of reluctance to be seen, even if it is felt.

Investigator [200 CP]

Much like a certain persistent journalist who managed to intuitively know when something wasn't right, you are adept at seeing through people's facades to see who or what they truly are. That idol might just have been a bit too lucky with their jobs. Those business men can't possibly be that clean. Whatever the case, you will soon get to the bottom of it.

Well Connected [300 CP]

Much like Irma you have an expansive intelligence network made of people who all share a certain trait. This trait will vary per jump and can be something like everyone in it being connected by being a certain Race, Religion, Species etc.

Combine [600 CP]

Much like Birdy and Tsutomu you can, with permission, fuse with another person. Things such as physical strength and any abilities that you have are shared between your bodies. Additionally, the body does not need to be intact for the fusion to occur, as it is more like a joining of your minds or souls. In the Federation, it is not uncommon for a fusion to happen in order to save a person's life. Their mind lives on with someone else while their body is repaired elsewhere. When combined with others, the host can switch between the bodies of the fused people, even if the body is left behind. There is a limit of only one person fused at a time.



Student

University Education [100 CP]

With this you gain a university-level education in one subject of your choice. This could be anything from poetry to robotics. This perk can be purchased multiple times.

Social Butterfly [200 CP]

This perk grants you an increased ability to socialise and fit in with your peers. You are able to branch out into many different groups of people and can bring them together if you wish to and put in the effort.

What Do You Mean I Shouldn't Be Here? [200 CP]

You are blessed with the Gift of Gab, able to talk your way into buildings or meetings that you shouldn't really be entering. If you are caught trespassing on private property, you can likely talk your way into getting off lightly.

That's Convenient [300 CP]

Isn't it amazing how often the protagonist is in just the right place at just the right time to advance the plot. Now you too will share this trait to be in the right place at the right time. This won't affect how you act or where you decide to go, but will make fate conspire to make it so that what you do will sometimes intersect with some major event that is happening.

Plot Armour [600 CP]

The ability to survive in situations where you would otherwise not. You could stumble into the middle of a fight between superhuman beings inside a building that is collapsing in on itself and walk away with only a few bruises. This doesn't make you any more durable, but fate just has a habit of making sure you come out relatively unscathed. This also slightly increases your luck such that things just tend to go your way, as long as luck is required for one of your goals.

Space Federation Cop

Combat Training [100 CP]

You gain the standard training that law enforcement would receive. You are able to shoot a gun with a reasonable amount of competency and are able to take down most any untrained thug using skill if not strength.

Just Keep Calm [200 CP]

You are able to stay calm in near any situation, barely batting an eye at situations which would send other people into a tizzy. Acting as a rock, those around you will also feel slightly calmer as well.

Detective Work [200 CP]

While not Sherlock Holmes level, you are now much better at putting clues together in order to find your criminal or connect those pesky murders that have been eluding you. A trail of breadcrumbs becomes a plethora of footprints.

Super Cop [300 CP]

Forced to fight through armies of droids in inhospitable terrain, this is the training course that all Ixorian go through, teaching them all manners of fighting styles and weapon proficiencies, as well as combat awareness. This training was designed for super soldiers, putting you heads and shoulders above the average brass.

Ixorian [600 CP] (*can't take with Experiment*)

You were bio-engineered to be a weapon in the hands of the Space Federation. A super soldier matched by few others, in physical prowess at least. You can punch through steel and destroy buildings. Even without armour, you are durable enough to resist small arm fire. This also includes the ability to wreath your hands in energy, enhancing their power and striking force.

For races other than Altans you will be a super soldier of your chosen race (how humans managed this is up to you, maybe a fluke of birth). Baseline ability is that of Altan Ixorans.

Experiment [600 CP] (*can't take with Ixorian*)

The process by which you were created was different from usual. The scientists who made you were experimenting with the possibilities of creating alternate abilities. The experiment didn't go according to plan and as a result you are only three times stronger than your species peak. In exchange however, you gained the ability to teleport to the places that you have been, or that you can see.

Additionally, once a jump, when you are fatally wounded, you will jump back in time up to two minutes before your death. Post Spark, this unlocks into the ability to time travel at will.

Space Criminal

Gotta Have Those Henchmen [100 CP]

Finding good subordinates can be hard. Not anymore! With this perk, you can quickly and easily find some mercenaries or thugs to act as your security or meat shield for however long you can pay them.

Business Ventures [200 CP]

You are able to make connections and alliances with other businesses and can reliably build fronts to shady practices and black markets. With this, you can expand your businesses out far faster, gaining much more traction than they'd otherwise get. Alternatively, in a darker approach, this means that you can run unethical experiments in dark and abandoned ruins while pretending it's all for a film and stay pure in the public's eye.

Integration [200 CP]

The ability to seamlessly integrate weapons and armour into your own body. Your body will not reject the technology, however this does not mean that the technology itself won't interfere with each other. One person went so far as to graft a plasma cannon into their chest, letting them belch out jets of plasma.

Parasite [300 CP]

Much like Bacillus, who ate his own partner in crime, your body is that of a slime-like parasite. You can consume people to gain their memories and body, however these will degrade over a short period of time. Due to your body being that of slime, you can take much more damage, only dying when your entire body is destroyed.

Robotics [600 CP]

The knowledge on how to build marionettes and other machines such as berserker class robots. The marionettes are lifelike robots that can function in any role of society. Be careful though; while you can build them, programming them is another matter. At most with this perk you can implement base fighting protocols, letting them know how to punch or kick. The very peak of this perk will let you build marionettes that can put on a fair showing against Ixiorans. The berserker class robots are much less versatile, intelligent or strong but can be manufactured en masse much more easily, forming a strong fighting force.



Items

Hoverboard [50 CP] (*free Drop In*)

This unassuming little board is able to fly at extremely fast speeds on any terrain, up to 120 mph, easily outpacing cars and the like. It does not come with any form of protection though, so be careful.

Fridge Full of Food [50 CP] (*free Student*)

Combining isn't without it's quirks. While joined, the duo will have to eat for two and this can get very expensive very quickly. Well worry no more! Each week, this fridge will be stuffed with pot noodle and sushi, enough to feed even Birdy for a week.

Collection of Coties [50 CP] (*free Federation Cop*)

This box contains fifty Coties, snack food of Alteria. These pink buns are a wonderfully sweet food that can put a smile on anyone's face. Refills once a month.

A Lump Sum of Cash [50 CP] (*free Criminal*)

Enough to pay off your student loan... or not if the case may be. This can be in a currency of your choice, but be warned that people are unlikely to take alien or foreign cash.

Mimesis Chip [100 CP] (*discount Drop In*)

This device overlays a near-perfect illusion over your body, changing it into that of someone or something else. This is not instant and the new body has to be programmed in, but once it is, it fully changes the body into that of the illusion, size and all. As a side benefit, people killed who are wearing these immediately dissolve, leaving no evidence of its existence.

High Tech Phone [100 CP] (*discount Student*)

This little gadget is not just an ordinary phone. Integrated with the remnants of a marker class robot, this phone can be used to hack or scan any number of devices.

Onsen [100 CP] (*discount Federation Cop*)

This relaxing hot spring is a great place to cool down after a long day. With customisable scenery and time of day, the onsen comes attached to your Warehouse via a rich mahogany door. Ever wanted to relax at the top of a snow filled mountain even when in the middle of a dry desert? Now it's just one door away.

Bird's Eye Camera [100 CP] (*discount Criminal*)

Sometimes subtly is the way to go when getting pictures. Almost no-one will give an innocent little bird sitting in a tree a second glance. What they don't know is that this

bird has cameras for eyes, able to zoom, enhance and record everything going on in front of it. Perfect for getting blackmail material.

Long Range Communication [200 CP] (discount Drop In)

This holographic communicator can transmit messages and recordings instantaneously across distances measured in Megaparsecs. Quite handily comes with a universal translator. Sadly gives everything a green tint.

Energy Shield [200 CP] (discount Student)

Literally a circular shield made of energy. Able to resist even the punches of an Ixorian Altan. Easy to attach to your arm, and can be activated and deactivated at will.

Element Destructor [200 CP] (discount Federation Cop)

This small bomb was used to kill Bacillus. While not overly damaging to the surroundings, only having the damage of a weak grenade, this bomb will disintegrate all biological matter caught in the explosion. You get a pack of 4 of these.

Plasma Cannon [200 CP] (discount Criminal)

This giant cannon shoots streams of plasma out at the target, melting it into a lump of slag. While large in size, it makes up for this by being able to be integrated into other machinery and people with ease.

Cloaking Device [300 CP] (discount Drop In)

This device can create a giant cloaking field around a building or vehicle of your choice. This will make it invisible to all forms of detection using electromagnetic radiation (Infrared, visible light, UV etc).

Mansion Grounds [300 CP] (discount Student)

Your parents, guardians, or other relatives used to own this large plot of land upon which sits a mansion. Sadly they passed away recently but they left the deed to the land to you in their will. This comes stocked with large bedrooms, glorious gardens and a giant swimming pool out back. Post jump you can access this mansion through the Warehouse, and can have your companions stay there if you wish.

Sleeping Pod [300 CP] (discount Federation Cop)

While resting in this pod, it will quickly fill with a breathable healing gel. A 24 hour nap inside this pod will repair broken bones and jagged wounds, and will even leave your skin scar free. A good way to quickly heal after a rough fight.

Existence Fluctuation Gun [300 CP] (*discount Criminal*)

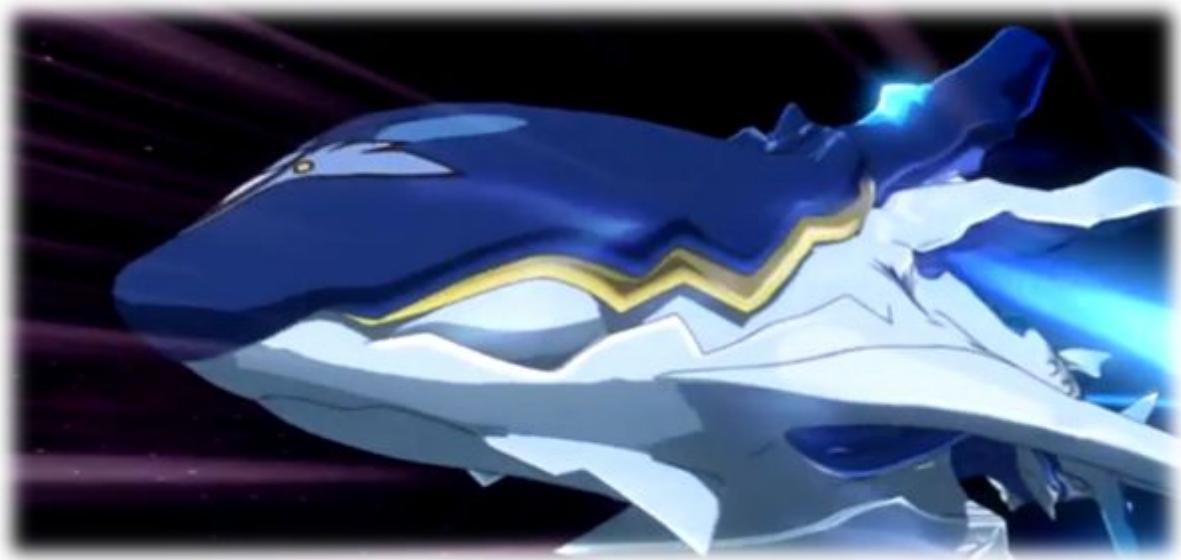
When fired, this gun erases from existence all matter caught in its radius. The longer the gun is charged, the greater the radius, up to that of a large bus. The gun can fire from far away however the speed of the projectile is slow, such that it can be noticed and dodged if one is fast enough.

Bio Armour [400 CP]

While seemingly quite revealing, this armour does in fact protect your entire body from most damage. This armour is strong enough that it would take the alien equivalent of an anti-tank cannon to break it. Due to how the protection works, the appearance of this armour can be largely customisable.

Lailalo [500 CP]

This dolphin-shaped spaceship is extremely useful for travelling the universe. This ship can travel at FTL speeds easily, quickly able to transverse vast distances of space. It comes equipped with energy grappling hooks, a large area for storage and portals that act as entrances.



Companions

Import [50-300 CP]

You may import companions for 50 CP each or pay 300 CP to import eight.

AI helper [100 CP]

You gain a robotic helper. This could be a fully functional marionette like Violin or a marker, a squid-like helper, like Tuto. While initially these may be similar to unthinking robots, they will very quickly gain personalities of their own, depending on what they do.

Canon Character [200 CP]

If you can convince them to join you, you may take any person from canon with you for future jumps as a companion.



Drawbacks

(600 CP drawback limit)

The Original is Always Better [+0 CP]

The jump now takes place in the original Birdy the Mighty series.

Old School Dub [+100 CP]

Everyone's voices now sound like they come from a really bad dub. This means the voices are really bad and don't quite fit with their character.

Berserker Killer [+100 CP]

You have a reputation for violence and extreme anger. This will follow you wherever you go and will cause people with authority to look at you with derision.

My Car! [+100 CP]

Man, things just don't go your way! Things you own have a tendency to get caught up in accidents and be severely damaged. A car that you own may be wrecked every month and any residency you may stay in is likely to experience unexplained power surges and water blockages. I hope you had insurance for that.

Tragic Death [+200 CP]

Soon after you enter this universe, a close friend or mentor figure of yours will be killed. This will tear you up inside and, unless you get help, haunt you for the rest of the jump, driving you to be more reckless than you otherwise would have been.

Fusion [+100]

Fused with a random space cop, who is on a mission on Earth for the duration of your jump. You may take them as a companion at the end if you wish and can persuade them. Alternatively you can pay 100 CP and be fused with Birdy

-> Unfortunate Fusion [+200]

Someone you really don't get along with, who will likely disagree with most of your decisions.

-> Memory Fusion [+200]

Your two consciousnesses are starting to blend together. Unless you can find a way to stop it, your personality will start to merge with that of your fusion buddy.

(In)competent Law [+200 CP]

Local law enforcement has a way of getting in the way of your business, either by just being present, making the wrong assumptions or making stupid decisions.

Annoying Reporter [+200 CP]

A photographer is following you around just looking for any sign of supernatural or extraterrestrial activity. Should he find any and manage to publish it you have failed the jump.

Wanted [+300]

You are wanted by the Space Federation. They will be sending their agents after you to capture and imprison you.

Ryunka [+400]

This extinction-class organic-like weapon has been implanted in someone you hold dear. It will take a while to mature but once it does it will wipe out all life on the planet you are on. While you don't initially know where it is, it will quickly become clear who it is implanted in, especially when they start glowing green. The Ryunka, when it is nearing maturity, also has shields strong enough to deflect a city-destroying blast.

The only way to prevent it from destroying everything on the planet is by killing the person it is residing in in order to expose it. Luckily at a certain stage in its development, near the end, it can transfer 'containers' through a kiss.

As an aside, a companion who acts as a container will not respawn until the end of the jump and similarly you will forget that your companion will respawn for the duration of the jump.

-> For an Extra [+100] you are the container of the Ryunka



Notes:

- Please note that while combined, you will be forced to eat for two people.
- With 'Experiment', you are a more stable version of Nataru, since they improved the procedure since his creation. As such, repeated use of your teleportation is no longer hazardous to your health, but is extremely exhausting.

By Lone Valkyrie, hope you enjoy

