

Introduction

Basically there were these scientists trying to create a black hole reactor and use it as a new form of energy. This failed and a big explosion happened that kinda fucked the world up. because of the explosion a hole was ripped open that allowed access to other worlds. unfortunately this not only caused the world to start disappearing but creatures that people called "Familiars" started invading. These people built big robots to not only fight these "Familiars" off but also to access other worlds. The only other world they could reach though was one that was a near copy of their home-world. however when they reached it they kinda fucked with the history of that world. Somehow the world had remnants of the first world enter their history. you starts in the second world a month before Tomoharu Natsume moves into his new place of residence, Meiou-tei and receives his Asura Machina. Have fun.

(Please note this is a temporary Introduction that may not be completely accurate since i forget things)

All companions & pod followers gain a human form they can switch to at will.

You start with 1000CP

Origin

Drop-in

You just fall into the world at your location. all your things inside a large suitcase, and alot of people are probably starring at you.

Handler

Handlers are regular humans who are contracted with a Asura Machina through the sacrafice of another person's body, and binding the soul to the machine. These beings are called Burial Dolls and are used to fuel the Asura Machina by having their soul slowly consumed and losing their emotions just as slowly. Do note that the Asura Machina will only fully consume the soul when it has been overused over a short amount of time. Use of the Burial Doll's soul only lowers the the power that can be used before it is in overuse and fully consumes the Doll's soul.

Demon

Humans from another world and their descendants, or those who acquired distorted supernatural powers after the distortion of the world. Their powers are usually some sort of elemental manipulation but, occasionally you will find ones with a unique ability like manifesting energy into a humanoid form or transferring luck. The energy they use is also tied to their life force however, and therefore slowly kills them. To surmount this they make a contract with another human. Doing this they fuel their magic by some other source depending on the gender of the contracted person, Females feed of a specific emotion, males feed of memories.

Cyborg

After a tragic accident you have lost all four of your limbs. These however have been replaced with a mechanical prosthetic. They're state of the art replacements with some special features. Multiple weapons are equipped inside the mechanical parts of your body. From a sword to some rockets and even machine guns. you could probably keep up with a Asura Machina for a while all by yourself with some upgrades.

Abilities

It's Called An Action Figure - (100) (Free Drop-in)

Unlike all other handlers or demons you don't need a partner. You're capable of using your own soul to fuel your Asura Machina and your own memories or emotions to fuel your magic. Your Asura Machina still has a Doll inside it but this simply allows you to use your own soul for it's fuel instead of your doll's.

Polygamy Can Be Fun - 200 (Discount Drop-in)

Demons can't usually make a contract with someone who already has one with another demon, You throw that rule right out of the park. Making multiple contracts means a larger strain on their memories or emotions though, i mean you can make more memories and learn to feel emotion but try not to become an amnesiac or emotionless husk okay?

Ex-Handler - 400 - (Discount Drop-in)

When a Handler Uses their Asura Machina too much and the Burial Doll is consumed they are branded with a Stigma mark and are known as an ex-handler. Ex-Handlers are capable of completely ignoring the effects of all Asura Machina & demon magic including the ability to see other handler's Burial Dolls. You never lost your burial doll either because you never had one or the connection to your Asura Machina

was temporarily revoked. With this you may "Toggle" the effects on and off. when the effects are on you may not use your Asura Machina and the stigma on your body glows red.

Mirror Image - 600 (Discount Drop-in)

Now this is quite unique. You have to ability to travel between worlds that are closely connected to the one you're currently in. This includes alternate versions of the current world, even something like Heaven or hell if there is one for your world.

Unbreakable - (100) - (Free Handler)

When the going gets tough you tough it out. Your resolve can almost never be swayed and even has an effect on those around you with nearby allies following your example and becoming more resolute when you're around.

External Function - (200) - (Discount Handler)

Normally Asura Machina cannot use their powers without being fully summoned, yours however may exert small amounts even when not materialized. It's nowhere near the power of when its fully materialized but can still be very useful if you know how to use it.

It Needs More Power - (400) - (Discount Handler)

Most people can barely understand the technology that goes into building an Asura Machina. You however easily see the workings of machines at work allowing you to make changes to them and even build more with enough time and resources. You could even rig them to run on an alternative power source, assuming you have something capable of powering these machines.

The Merge - (600) - (Discount Handler)

When creating your Asura Machina choose two functions from the supplement (Isn't Complete, Fankwank something) , the Asura Machina has Both the original one you chose for free and the second function you got from this perk. Your Asura Machina can use both functions at the same time with no extra strain on your Burial Doll. The capabilities are also increased slightly, enough that it out performs most Asura Machina with a single function.

Got The Magic Touch - (100) - (Free Demon)

All demons can use magic and even if you aren't one you can use it too. now most demon magic controls some sort of material or element. Choose between - Fire, Ice, Crystal, Wind, Plants, Sand, and Blood. Or for an extra 100cp choose between - The Weather, Lava/Magma, Metal, Light, Data, Electricity, and Plasma. Do note that when you buy this you aren't exactly a master at it. You can generate and control small amounts of your source but it takes time and skill to have more control over it.

This Seems Familiar - 200 (Discount Demon)

When a demon makes a contract with another human a familiar is born. Familiars are the manifestation of a demon's feeling toward their human contractor therefore, stronger feelings make stronger familiars. you however can not only make a familiar that's stronger than most but also create smaller familiars even without a contractor. While you can't make anything bigger than a dog, and they have no extra powers, you can make around 5-10 of them.

Manifestation - 400 - (Discount Demon)

Your magic has a special property that allows you to channel your energy into a physical manifestation of your power. This manifestation is humanoid in appearance but may also be quite monstrous. Standard magic cannot be used while it is still formed but it could match an Asura Machina by itself.

It's All Natural - 600 - (Discount Demon)

Demons are not meant to exist in this world. That's why when their bodies crystallize and turn to dust. You though don't have this problem. You can use your magic without any repercussions and though you still can't create a Familiar without a contractor you never need to use their memories or emotions to power your magic. But, That's not all you can also transform your body to become an embodiment of your element how awesome is that?

Armaments - 100 - (Free Cyborg)

As a weaponized cyborg you have armaments everywhere they thought possible with you still being able to move with. Unfortunately they only gave you eight with two more in the feet used for speedy movement and two on your back for achieving flight. you are at default equipped with rocket launchers on each upper arm and leg, a shotgun on the left forearm, a machine gun on the right forearm, two mechanical wings and motorized skates on both feet. These call all be replaced at a later date if you wish.

Auto-pilot - 200 - (Discount Cyborg)

cleaning, doing laundry, cooking, driving, It's all quite boring to do. Good thing you don't have to do it yourself. You can switch your mind into an Auto-Pilot mode making your body move even without your input. It can't be hacked into but the program can be accessed by you and edited if you want an upgrade or something though.

Soul Shot - 400 - (Discount Cyborg)

Some adjustments have been made to your body. Technology similar in nature to Asura Machina have been incorporated into a weapon inside your mechanical body. Using this you may siphon some of your own soul into a incredibly powerful attack. The weapon can appear as either a melee or ranged weapon depending on the situation. be careful though, use it too much and you could kill yourself.

Second Stage Robotics - 600 - (Discount Cyborg)

Everyone warmachine needs a special weapon, luckily this includes yourself. This gives you the option to choose one weapon from the Supplement (Isn't Complete, fanwank something) to equip to your cybernetic body. The weapon you choose is scaled down to your size while loosing very little power. Alternitively you may choose a weapon you already posses and use that instead. In that case any effects the imported weapon has is doubled in power.

Items

Asura Machina Case - 500 - (One Free For Handler)

This is a case holding an Asura Machina. It requires someone to act as a Burial Doll to open.

An Asura Machina is a machine that has a human sacrifice known as a burial doll. The human that controls the machine is known as a handler, and is often have had a close relationship with his or her Burial Doll. Partnered with the handler is a projection body of the burial doll, and are both able to community with each other, but can't be seen by others that do not have their own Burial Doll. Should the Burial Doll's soul be fully consumed the burial doll's projection body will disappear, and the Handler will be branded an ex- handler

Living Expenses - 50 - (One Free For Drop-in)

Upon arriving you receive \$10,000 in local currency to spend as you wish.

Comic Books - 50

A complete set of a very popular series. Alternatively for an extra 100cp it can be about all your past adventures. And for another 50cp after that more chapters will be added after each new jump you finish.

No matter what you choose after each jump the Comic Books will be replaced.

"Stabilizer +" - 100 (Discount Handler)

Normally the burial doll can only be seen by active handlers and demons. With this upgraded stabilizer they can not only be seen by normal people, but can physically effect the material world aswell. This effect can be switched off if need be.

Weapon Cache - 100 (Discount Cyborg)

You have a small armory of weapons. It includes a few Pistols, shotguns, rifles, and a couple automatic weapons. There's even a rocket launcher and a collection of grenades.

Gadget - 200 (Discount Demon)

A quasi-sensory input/output device in the shape of a stuffed animal. capable of allowing you to share all your senses with the doll. Useful for moving around when you're stuck inside a room.

Counterpart - 400

A Mistake of the other world. It's very difficult to transfer to the other world but somehow this person made the trip. it's your counterpart of the other world trapped here with you. They might want to stop the destruction of both worlds and will probably ask your help with that if they do. Then again they might just be goofing around. If you're not a demon they have a Asura Machina like you but a different model. Maybe if you work together everything will turn out alright. Optional Genderswap for them.

Drawbacks

Take as many as you want. You can only get 600cp bonus cp from them though.

What are you, a Harem Animes' Protagonist? + 100

You have everything the opposite gender wants in another person, good looks, Smarts, and a great personality. Unfortunately your good qualities might work a little too well. You got stalkers, a fanclub, and there's even a few after you who are slightly insane. It's gonna be a little bit rough but it'll be interesting right?

Am I Bugging You? + 100

You're plagued by bugs. Maybe you smell or taste good or you're just unlucky. Either way they're constantly bugging you. At this rate you might start to be known as "The Bug Guy/Girl"

Lost Familiar + 200

It seems that you've made a contract with a demon or perhaps someone made a contract with you. Either way the familiar that was created has unfortunately gone wild. It'll constantly hunt both you & your partner trying to kill you both.

Locked Case + 200

After trying to open the case holding an Asura Machina you find that it won't open. It seems that you can't use an Asura Machina here. At least you have all those other powers right?

It's Not Plugged In Right + 300

All of your supernatural powers, for the duration of this jump, are powered the same way as Asura Machina in that, to use them your soul is used as fuel. What's worse is that as you use them your body is effected as well. It will slowly crystalize until it eventually shatters. I hope you have things other than your superpowers to help you.

Sacrifice + 300

Well it seems some bullshit happened and you got trapped inside a Asura Machina as a Burial Doll. If you bought one you're stuck inside of it with a companion as your Handler. If you didn't buy one however, you got stuffed into an Asura Machina called Token. It's not very durable but its power basically converts part of your soul into pure energy so at the very least it isn't completely useless. Its handler however is an entirely different story. They have no idea what is happening to you when the Asura Machina is in use

and, they're stuck in the mindset that it's all just a game with no real danger to you or them. Better be careful or they might just siphon your soul until you die.

United We Fall + 600

Unfortunately when the first probe entered the second world it didn't only mess with the second world's history. It also made an open connection to not only the first world but also the rip in space. This means that if it isn't closed both worlds and everything in them, including you, will slowly disappear. And the whole while you're trying to fix this both worlds are being invaded by wild Familiars. Though the familiars are sparse and weak at first they'll slowly get stronger, invade more often, and more numerous over time.