



-AZURE STRIKER-

GUNVOLT

A Jump by Sistercomplexkingpin

Introduction

In this world, history and development closely mirror Earth's until a pivotal moment when a South American individual unlocked a power known as Septima. This marked the beginning of an era where individuals worldwide began awakening Septima-based abilities, known as Septimal Adepts or simply Adepts. While the Adept's emergence led to major scientific breakthroughs, it also triggered widespread social upheaval. Adepts face extreme discrimination and persecution, enduring violence, forced experimentation, and even community-led genocide. Adepts are banned from competitions, barred from stable employment, and constantly hunted.

In response to these conditions, two distinct organizations have formed. QUILL, originally a human rights group, now stands as a global advocate for Adept rights. At the same time, Eden, an extremist faction, aims for Adept supremacy and has threatened the complete elimination of non-Adepts. At the center of the strife lies the Sumeragi Group, a powerful Japanese conglomerate dominating industries like advanced military tech, bioengineering, communications, and even space development. Sumeragi wields more influence than Japan's government and prime minister, acting as the nation's de facto ruling body. Known for hunting Adepts across the world and conducting inhumane experiments, Sumeragi has drawn the ire of groups like QUILL and Eden.

QUILL has recently discovered Sumeragi's Project Muse, a plan involving a virtual idol to control human emotions and locate hidden Adepts. This discovery prompted QUILL to dispatch their top agent, Gunvolt, to dismantle Project Muse and protect Adepts from Sumeragi's grasp.

You will arrive in this world one week before QUILL's planned assault on Sumeragi's Building 1 to destroy the virtual idol Lumen and will remain for ten years following this event.

Take these +1000 Choice Points for your journey through this world of cyberpunk.

Origin

Any origins can be taken as Drop-In.

Drop-Ins would receive no additional memories besides being fluent in Japanese.

QUILL Operative

As a member of QUILL (Quorum for Unrestricted Information, Law, and Liberty), you are part of an international resistance fighting for Adept rights and freedom. Formed by human rights groups across the globe in response to Adept mistreatment, QUILL employs guerrilla tactics and subversive warfare to liberate oppressed Adepts, sending support and supplies wherever possible. While the group appears committed to justice, the current leader may have hidden motives.

Sumeragi Employee

You work for the Sumeragi Group, the powerful conglomerate known for its vast industrial network and dominant political influence. Your role could vary: you might be an employee in one of Sumeragi's many divisions, a researcher conducting controversial experiments on Adepts, or a soldier stationed at a high-security facility.

Adept Hunter

As an Adept Hunter, you operate independently, driven by personal motivations. You might hunt Adepts for monetary gain, revenge, or a belief that their powers endanger humanity. With no connections or traceable identity, you are a rogue force in this world, able to confront both QUILL and Sumeragi without fear of blackmail or coercion. This freedom allows you to pursue Adepts as you see fit, regardless of the consequences.

Eden Member

As part of Eden, a radical Adept organization based in China, you belong to a group of Adepts united by shared experiences of persecution and driven by a desire to eliminate all non-Adepts. While Eden outwardly appears chaotic and leaderless, the group is led by its hidden leader, the Priestess, who plans a new world order. Eden's ultimate vision is a world where Adepts rule and "old humanity" is wiped out, and you play a role in this mission, working toward an Adept-exclusive utopia, regardless of the turmoil it may cause.

You can choose your gender freely for all origins. Your age for QUILL Operative and Adept Hunter is 13+1d8. As a Sumeragi Employee and Eden Member your age is 10+2d6. You can adjust your age freely for 50 CP.

Locations

You can start at any location below, or gain +100 CP to roll for your starting location.

1. Sumeragi Building 1, Japan

This small skyscraper, equipped with an adjoining train platform, houses the "machine" projecting the virtual idol Lumen. Security is intense, with numerous robots and automated turrets placed throughout to protect the building. Lumen is scheduled to be transferred to a different facility in one week.

2. Urban Area, Japan

This urban zone, characterized by dense skyscrapers and minimal greenery, sees sparse patrols by Sumeragi officers, making it a discreet refuge for Adepts who need a temporary place to lie low. Though not as busy as other city centers, it provides essential stores, restaurants, and entertainment. Though distant, the formidable structure of Sumeragi's headquarters remains visible on the skyline, a constant reminder of the corporation's power.

3. Pharmacology Lab, Japan

This greenhouse-like lab is used for cultivating genetically modified plants and conducting pharmacological experiments, primarily on Adepts. Sumeragi manufactures S.E.E.D., a common stress-relief drug that, in its altered form, can heighten an Adept's Septima abilities temporarily at the cost of a strong addiction. Many Adepts are held captive and subjected to experiments in this lab.

4. The Garden, Central Asia

Located in Tashkent, Uzbekistan, The Garden is a fortress-like stronghold and headquarters for the Adept supremacist group Eden. The Garden is heavily guarded by elite Adepts and robots, it is a sanctuary for Eden members and a dangerous zone for outsiders. Though Eden's commanders seldom live here permanently, they visit frequently.

5. Onogoro Float, Japan

An artificial island off Japan's coast, Onogoro Float hosts the orbital elevator Babel, connecting Earth to the space station Firmament. This facility is heavily guarded and is essential to Sumeragi's Project Diva, where they plan to station Lumen in orbit, enabling her to broadcast across Japan, allowing the company to monitor and influence Adepts remotely.

6. Free Choice

If you roll on this option, you can choose any location as your starting location.

Perks

Perks are discounted 50% for their respective Race, with the 100 CP Perks being free.

QUILL Operative

Guerrilla Tactics (-100 CP)

You gain expert knowledge of guerrilla warfare, enabling you to gather information on enemies, command small groups for strategic ambushes, and leverage the environment to your advantage. You can swiftly disengage from battles, leading your group to safety. When alone or with a small group, your and your allies' stealth abilities are significantly enhanced.

Parkour Master (-200 CP)

This perk grants you the physical ability to perform highly advanced parkour moves with ease. Your flexibility and agility allow you to leap between buildings effortlessly. You won't lose stamina while running, jumping, or performing parkour maneuvers. Additionally, you can jump from heights up to three stories without injury.

Echo of Power (-400 CP)

If your powers are ever stolen, an "echo" remains, letting you retain a minor version of the lost abilities. This remnant of power is immune to theft, copying, or nullification. The perk also applies to temporary powers, buffs, or entities within you, allowing a weakened but permanent retention of these abilities. For instance, if a Tailed Beast (Naruto) is extracted from you, you would still possess a moderate boost in chakra and a weakened version of its abilities, such as sensing negative emotions, etc.

Incarnation of Septima (-600 CP)

You can temporarily transform into the pure incarnation of your Septima, such as a being of lightning if you possess the Azure Striker, pure ice with Permafrost, or pure fire with other abilities. In this form, your Septima's power is immensely amplified, allowing for higher feats, increased damage output, and potential immunity to certain types of damage. This transformation is powered by your stamina, allowing you to enter and exit it at will, but it ends if you run out of stamina. If you possess multiple Septima or other powers, you may only embody one power at a time, but you can switch between them freely.

Sumeragi Employee

Idol Training (-100 CP)

You gain expert-level knowledge in music theory, vocal performance, dance, and acting. With a decent voice, this perk enables you to consistently reach top music charts and captivate large audiences through singing and dancing. Additionally, you can manipulate your vocal pitch as desired, holding that tone indefinitely without straining or harming your body.

Company Executive (-200 CP)

When you belong to or join an organization, you automatically assume a high-ranking position, such as a senior official or division head. This role grants you access to the organization's classified information. As long as the organization trusts you, they will continue to share their secrets with you, both recent and longstanding.

Alter-Ego Release (-400 CP)

This perk allows you to give physical form to any alternate personalities or voices in your mind. Each manifested body has all your physical abilities and genetic traits and shares any mental and soul protection you possess. You or your other personalities can dematerialize these bodies at will. If one of these bodies perishes, the personality returns to your mind rather than being destroyed.

Overwhelming Might (-600 CP)

All your abilities are significantly enhanced. For example, if you can create a little spark, you'll now be able to ignite an entire city, or if you can destroy a city, you'll be capable of devastating a small country. This perk greatly amplifies the potency and destructive power of your powers and other perks, allowing you to achieve far more destructive results.

Adept Hunter

Skilled Marksman (-100 CP)

You gain expert marksmanship skills, allowing you to handle any firearm with precision. You can accurately shoot while running and execute challenging acrobatic moves, such as parkour, without losing accuracy. No matter the complexity of the action, you can reliably hit your target on the move.

Superhuman Locator (-200 CP)

This perk enables you to sense the location of anyone with supernatural powers within the same building, regardless of the building's size. You'll know precisely how far away they are and the fastest route to reach them. You can also distinguish each person's powers, allowing you to identify and find your specific target.

Inventor of the Highest Order (-400 CP)

You gain an exceptional intellect for creating technology and weapons that rival Septima. With extensive knowledge in science and engineering, you can build laser weapons, robots, and AI assistants from scraps. You can also upgrade any machine without risking its original abilities. You can also create a machine that can safely extract the Septima from the Adepts without causing them pain or leaving complications, should you have enough funds.

Reverse Engineer of Septima (-600 CP)

By obtaining the DNA of a person or being, you can create devices or weapons that replicate their powers. If the individual possesses multiple powers from different sources, you must obtain samples of each power to create corresponding devices. Alternatively, you can consume the genetic data to gain their powers, though they will be weaker, and you can only use one power obtained this way at a time.

Eden Member

Spirit Sight (-100 CP)

You gain the ability to see and hear spirits, ghosts, and other entities invisible to ordinary humans. You can also touch these spiritual beings if they allow it. While you cannot harm them with this perk alone, you will be aware of their presence at will. You can turn this ability on and off when desired.

Shadow Organization (-200 CP)

When you're the leader of an organization, you can conceal your identity by appointing figureheads to act as visible leaders while you rule from the shadows. No one will be able to discern the true leader unless you choose to reveal it, and the organization will continue to function normally, even in your absence.

Ability Development (-400 CP)

Your abilities will reach their full potential if you dedicate a few years to training. If it is theoretically possible for your power to achieve a specific ability, you can develop it through this training. The abilities you acquire this way won't cause severe harm to your body or cause any unwanted side effects. However, the stronger the ability you seek to cultivate, the longer the required training period.

Septima Fusion (-600 CP)

This perk allows you to fuse two abilities into a single, more powerful ability that combines traits from both. For instance, fusing an illusion ability with one that enhances others could create an ability that makes illusions tangible and capable of altering reality. You can undo the fusion of the ability at any time, reverting to the original powers.

Items

Items are discounted 50% for their respective Origin, with the 100 CP Items being freebies.

All origins gain a bonus of +200 CP to spend in the Items section, except for companions.

These Items cannot be purchased multiple times, unless stated otherwise.

General Items

ASG Series Complete Edition (Free)

You will receive a single CD containing both Azure Striker Gunvolt 1 and 2, playable on any device that runs smoothly and is free of bugs. This edition includes all DLCs, Drama CDs that give details not covered in the games and an animated series that depicts the story's events.

Azure Wardrobe (-100 CP)

You will acquire a closet with outfits worn by every character in Azure Striker Gunvolt 1 and 2, including clothing from promotional materials. These garments are comfortable, self-cleaning, and undergo repairs overnight. While they are typically more durable and offer better protection than regular clothing, bullets can still pierce through them.

Unknown Funding (-200 CP)

You will receive a substantial personal fortune of unknown origin that can finance nearly any projects you wish to undertake. These funds are safe to use, with no one questioning their source, and you will not have to worry about them disrupting the economy. The funds you receive are in the most valuable currency in your current setting, and you will receive additional funding if you deplete your initial amount.

Ability Amplification Device (-400 CP)

This giant machine can vastly amplify the range of a person's abilities, allowing them to affect the entirety of Japan. For the machine to function, a person must be put inside the chamber within the machine, in which they would become stationary inside. The machine requires no maintenance or external power and can repair itself within a day.

Jumper Stage (-600 CP)

This facility is a vast space filled with traps and obstacles that require exceptional acrobatic skills to navigate. You can design the structure, layout, and types of traps and obstacles within the building. However, you need to ensure it remains navigable. The facility includes a large chamber designed to give advantages to your powers and features practical objects that could be used alongside your abilities.

QUILL Operative

Adeptive Firearm (-100 CP)

You can decide on one of two signature firearms used by QUILL operatives to purchase. Each firearm has infinite ammo and requires no reloading or maintenance. While you can switch out the cartridges to fire different ammo, only the original cartridge provides unlimited ammo.

Dart Leader (Fw-005 TYPE-0 D:T/LEADER): This electromagnetic projectile pistol is designed for users with a lightning-based Septima. While it can fire standard bullets, its primary function is to shoot bolts that tag enemies, guiding the wielder's lightning toward them. These bolts are exceptionally fast and can pierce flesh, though not entirely.

E.A.T.R (Electro-Magnetic Anti-Tank Rifle): This sniper rifle is equipped with a scope. Bullets shot from this firearm have an effective range of 5.000 meters and a speed of 7 Km per second. The sniper rifle is known for its ability to "predate" targets and can conduct the wielder's electrical powers through it.

You can purchase this item twice to obtain both firearms.

Power-Sealing Sunglasses (-200 CP)

These blue visor-like glasses function as a safety device to control the wearer's abilities. You can completely seal one or all abilities you possess or suppress them to a manageable level, allowing for safe control without pain or harm. In addition to sealing powers, the glasses protect your eyes from harmful light and enable clear vision in blinding conditions.

GV Contact Lenses (-400 CP)

This small box contains a set of contact lenses that enhance your combat abilities. You can wear only two at a time. The lenses include:

Reviberoptic: Allows you to regenerate wounds while standing still.

Vigor Lens: Increases the recharge rate of your energy (stamina, mana, etc.).

Dynamo Eye: Moderately increases your maximum energy capacity.

Sweeper's Lens: Enhances the damage dealt by your projectiles.

These lenses are comfortable, self-cleaning, and don't harm the body wearing them for a prolonged time. If somehow broken, they will repair themselves within a day.

Necklace of Bonds (-600 CP)

This necklace features seven different colored jewels. Wearing it allows you to survive any attack that would be fatal. After surviving that attack, all the jewels will shatter, and you must wait for them to regenerate before the necklace can block another lethal attack. Each jewel takes one year to regenerate, taking up to seven years for the necklace to function again.

Sumeragi Employee

Soundtrack of the Muse (-100 CP)

You receive the complete soundtrack of all songs sung by Lumen, which can be played on any device and through your soundtrack perks. This soundtrack features regular music. It does not contain any powers associated with the Muse.

Sumeragi Glaives (-200 CP)

This sword-shaped device, created by the Sumeragi Group, seals the Septima of Adepts. When unsealing the Septima within the glaive, the Adept can enter a transformation called Armed Phenomenon, gaining a skintight bodysuit with armored pieces and significantly enhanced abilities. The glaive you receive can seal one perk or ability of your choice. While sealed, you cannot access that ability. However, when unsealed, you can enter the Armed Phenomenon, which significantly enhances the sealed ability and your physical capabilities. You can also customize the appearance of the Armed Phenomenon and your glaive.

Armed Chair (-400 CP)

This hovering throne has large mechanical arms on either side and can be controlled by your thoughts as if it were an extension of your body. The chair has unlimited energy and various weapons, including missile launchers and the ability to extend its arms for increased range, as well as a powerful laser that fires from the bottom. It never runs out of missiles, requires no maintenance, is unbreakable, self-cleaning, and always comfortable to sit on.

Orbital Station Jumper (-600 CP)

This orbital station can house multiple occupants and features a nearly unlimited power generator, a gravity system, and a breathable air supply. It includes various customizable rooms to suit your needs. The station is armed with multiple laser cannons, enabling you to target any location on Earth with precise laser beams as long as you have the coordinates or can see the target. Each laser cannon requires a few minutes to recharge after firing.

Adept Hunter

Weapons of the Slayer (-100 CP)

You may choose one of two signature weapons used by the Adept Slayer Copen. Both are unbreakable, require no maintenance, and can only be used by you and those you approve.

Border II: A silver revolver-style gun with a red grip that shoots blue laser beams. The firearm requires no ammo or reloading. Striking an enemy with a pistol whip marks them, making subsequent laser shots from Border II home in on the marked target.

Ex Gear: A white shield-shaped device with a red-glowing "X" in the center. While not a true shield, it functions like one and has jets for high-speed shield bashing. Both ends of the shield contain a laser cannon that can open to form a bow-like shape; if one end is damaged, the other remains usable. The laser requires a few minutes to recharge after each use, and it can be modified to shoot different laser types if you have the know-how.

You can purchase this item twice to obtain both weapons.

White Tiger Power Armor (-200 CP)

This light white power armor with red accents emphasizes mobility and features vernier jets on the back and legs for high-speed flight. Equipped with a system called Fake-Prevasion, it neutralizes up to two attacks using the suit's energy, although strong attacks may overwhelm the system and require a recharge. It cannot nullify electric attacks. The suit repairs itself overnight, requires no maintenance, and is always comfortable to wear. The armor has an internal battery that powers the suit, and if the armor's power is depleted, it will lose most of its functions but still provide durable protection.

Greed Snatcher Bullets (-400 CP)

You receive ten special Greed Snatcher bullets, compatible with any firearm. When these bullets hit a target, they temporarily nullify the target's supernatural abilities for several minutes. These bullets ignore supernatural defenses, making them effective against powerful entities. An additional ten bullets are given to you monthly.

Septima Extraction Machine (-600 CP)

This large machine safely extracts genetic-based supernatural abilities from beings inside, extracting the powers from their blood, body, or other places where the abilities might be. The extracted abilities can then be implanted in yourself or others without complications. Only willing or subdued beings may be placed inside the machine. It requires no power source, needs no maintenance, and is self-cleaning.

Eden Member

Cards of Reverie (-100 CP)

You receive a deck of fifty-two playing cards containing four suits, each made incredibly hard and sharp upon being thrown, capable of slicing through steel. These cards can also channel your powers, serving as a medium for your abilities. They are unbreakable and can teleport back to your hand at will.

Eden Pawns (-200 CP)

Ten loyal Adepts with minor Septimas are at your command. While their abilities are not suited for direct combat, they are highly dependable and equipped with stealth suits that act like bulletproof vests and render them invisible when stationary. Armed with energy rifles and plasma knives, these Pawns serve as followers, respawning a week after being defeated.

Eden Grimoire (-400 CP)

This book-like device, based on data from the Sumeragi Group, contains a fragment of the Septima known as The Muse. When opened, it releases a swarm of black butterflies that transform you, surrounding you in a dark aura before revealing an Armed Phenomenon-like form. This transformation significantly boosts all your physical and psychic abilities. You can customize the Grimoire and transformation's appearance. Only you or those you approve of can open it. The Grimoire is unbreakable.

Plasma Legion (-600 CP)

The Michi Mk X18, or Plasma Legion, is an advanced unmanned combat robot created by the Sumeragi Group. This versatile machine consists of a tank and an aircraft that can combine into a formidable robotic form. The robot is equipped with high-powered plasma cannons, barrier-piercing missiles, and dual rail guns capable of firing laser beams. It can also deploy an energy shield for defense. The Plasma Legion can seamlessly transition between tank and aircraft modes, requires no maintenance, needs no power, and fully self-repairs overnight.

Septima

All origins gain a bonus of +300 CP to spend in the Septima section.

You may purchase multiple different Septima without any complication to your mind or body.

If you purchased a Septima, you're considered an Adept to the people of this world.

Lightspeed (-100 CP)

This Septima grants control over photons, enabling the user to manipulate light and transform their body into photons for movement at the speed of light. However, while moving at this velocity, the user's mind cannot keep up, so they must pre-select their destination. In this form, they lack physical mass, allowing instantaneous travel but preventing simultaneous movement and attack.

Wormhole (-100 CP)

This Septima allows the user to create spatial distortions, linking distant locations by opening traversable portals for instantaneous travel. The wormhole size can be adjusted, allowing for the manipulation of the inorganic objects in transit. For example, making an object appear larger or smaller or redirecting a bullet through multiple portals for complex attacks. The destination, however, must be a safe, known location where the user can physically exist, preventing transport to dangerous or unknown places like inside solid objects.

Metallion (-100 CP)

This Septima allows the user to control all types of metal and produce a unique red metallic fluid that can be solidified into various shapes and forms. By manipulating the iron in the user's bloodstream, the user can enhance their strength and speed. However, attempting to control other people is impractical. Controlling lifeless bodies, however, is much more possible and manageable.

Splitting Ends (-100 CP)

This Septima allows the user to generate, retract, and manipulate their body hair with precision. They can shape their hair into hands for gripping, form drills, or create tornado-like whirlwinds to draw in enemies. The user can alter their hair's texture, from feather-soft to harder than diamond, and even selectively apply this effect, controlling hair presence on specific parts of their body.

Prism Cataclysm (-100 CP)

This Septima allows the user to create and shape crystals with unmatched durability. The user can generate crystals in any color, shape, or size, crafting shapes such as swords, spheres, and pillars. The crystals created by this Septima are harder than any found in nature and can endure extreme impacts, resisting laser beams and bullets.

Explosion (-200 CP)

This Septima enables the user to control heat energy, allowing them to scorch objects and generate flames. The user can manipulate thermal energy to coat themselves in flames, enhancing physical attacks. They can also produce fire pillars, shoot out flames, and condense thermal energy into an explosive sphere that detonates upon contact. This Septima grants the user resistance to fire and immunity to flames produced by their Septima.

Ichor (-200 CP)

This Septima allows the user to create and control all types of liquids, although using it to control others is as impractical as with Metallon. The user can mold liquid into various forms, such as vortexes, weapons, clones, or orbs. The user can pressurize the liquids they created or control for piercing attacks or explosive impacts. The user can only create liquids they understand the structure of.

Marionette (-200 CP)

This Septima allows the user to control any machinery by producing strings from their fingertips. By connecting these strings to a machine, the user can activate and operate even the oldest or incomplete devices, pushing them beyond their original capabilities. Once attached, the strings override any A.I. or security measures, allowing seamless control. The strings can extend indefinitely, providing extensive reach.

The Fly (-200 CP)

This Septima enables the user to transform their body into fly-shaped energy particles that can break down and absorb nearly any type of matter. These energy flies act indiscriminately, consuming everything within range except for the user. The user can disassemble and reassemble their body at will, transforming it into various shapes, although creating complex forms requires concentration.

Permafrost (-400 CP)

This Septima grants the user the ability to freeze objects and generate ice. The user can create ice constructs in various shapes, such as swords, spears, and spikes. The ice is exceptionally sturdy and difficult to melt, formed at temperatures below absolute zero, draining heat upon contact to a degree beyond standard thermodynamics. Anything touched by this ice freezes and becomes brittle. The user is immune to the freezing effects of this ability and can wield the ice constructs as weapons. Theoretically, Permafrost could freeze abstract concepts like space, souls, or time, but achieving this is incredibly challenging and could have severe side effects when performed.

Phantasm Mirror (-400 CP)

This Septima allows the user to create illusions by reflecting and mirroring objects. The user can make individuals appear older or younger, male or female, and can alter perceptions, such as creating mirror copies of themselves or others that possess their Septima and memories. These copies shatter upon defeat and can interact with all forms of matter.

Additionally, the user can seal spiritual entities within mirrors, weakening them and siphoning their power by breaking the mirror they are in into pieces. Phantasm Mirror also enables the user to create pink mirrors that act as conduits for the Septima's power, launching pink crystal spikes and energy balls at enemies. However, enemies can destroy these mirrors to interrupt your attacks.

Magnetic Arts (-400 CP)

This Septima allows the user to generate potent magnetic fields that attract Esper, Psychic entities, and other objects as if they were metal. It can temporarily nullify Psychic powers by dispersing opponents through the air. The user can manipulate electromagnetic fields, pulling themselves and other objects toward walls or hover by reversing magnetic polarity. They can also control metal objects and create a massive magnetic field that pulls everything toward them, culminating in a colossal explosion.

Psychokinesis (-400 CP)

This Septima allows the user to convert thoughts into energy and manipulate space and matter. It typically manifests as purple energy spheres launched from the user's hands. The user can fly unassisted at various speeds, move a wide range of objects using only their thoughts, and generate high-intensity winds and shockwaves. They can also fire ring-shaped projectiles and orbs in numerous formations and directions, which home in on opponents, and teleport using this ability. In terms of destructive power, Psychokinesis is superior to the Azure Striker, though it is less versatile.

Hack the Planet (-600 CP)

This Septima enables the user to manipulate computer data by transforming it into physical matter and vice versa. While there are limits to the complexity of data constructs, sufficiently intricate designs may be impossible to create quickly. The user can also turn areas into physical cyberspace, bringing even the most absurd fictional concepts to life. Additionally, the user can convert themselves and others into data, allowing for teleportation anywhere in the world that can receive data signals.

Rebirth (-600 CP)

This Septima grants the ability to manipulate souls and resurrect living beings. The user can revive the deceased as zombies under their control or fully restore them to life, though the user can't control them. However, resurrected individuals do not have their lifespans extended; those who have reached the end of their lives will die shortly after revival. Nevertheless, the Septima cures any prior wounds, poisons, or diseases of the revived individual. Additionally, this ability renders the user physically immortal, halting aging and providing endless vitality to regenerate from all forms of damage while granting immunity to diseases. To resurrect someone, the user must possess the individual's genetic material.

Azure Striker (-600 CP)

The first Septima ever discovered, this Septima allows the user to precisely control electrons, enabling them to shoot bolts of lightning, significantly enhance physical abilities by activating biological currents, and create a thin electromagnetic field shield that acts as a barrier against most attacks. The user can generate force fields to block physical projectiles and electrocute enemies within them, hack electronic devices, and achieve temporary hovering with the forcefield. They can also shift their flesh into pure electricity to evade enemy attacks, stimulate natural healing through bioelectric currents, and perform double jumps and aerial dashes. The user can also fire electric orbs, create lightning constructs, and materialize solid chains that conduct electricity. Additionally, the Septima produce immaterial feathers that fade quickly with each use of their abilities, though they can be turned on and off at will.

The Muse (-600 CP)

This Septima enables the user to communicate telepathically, detect the location of living beings, particularly those with supernatural powers, and create barriers that absorb projectiles and launch large energy needles from them. The Septima's signature ability, Anthem, significantly enhances the powers of others through song; those who hear it will experience amplified abilities. When focused on a single individual, Anthem can fully heal wounds, cure abnormal status effects such as burning or poison, resurrect recently deceased individuals, and provide them with unlimited energy for the duration of the song, increasing their powers a hundredfold. The Septima also grants cyberpathy, allowing the user to hack machines and manipulate programs without having prior knowledge of programming or hacking.

Additionally, the user can create a spiritual avatar with energy wings. This avatar can fly, hover, and pass through physical objects. The user can customize the avatar's gender, appearance, voice, outfit, body, wings, and personality, although this customization is irreversible. The user can allow the avatar to be seen and heard by regular humans. The user can also fire an electrical laser beam from the avatar to attack enemies. If the user dies, they can fuse with the avatar, adopting its abilities and inhabiting another living being to continue their existence. However, the user holds no control over the inhabited being.

If the avatar has a personality when fused, the user will adopt traits from that personality. The user can change the design of the avatar's hairstyle, outfit, and wings at will, and the avatar's outfit can be removed if desired.

Companions

Import Companion (-50 CP)

You can spend 50 CP to import an existing companion or create a brand new original companion. The companion can choose any origin, get all the discounts related to that origin and the freebies that origin provides. The companion gets 600 CP to spend on perks and items. **This option can be purchased multiple times.**

Canon Companion (-50 CP)

By paying 50 CP if you can convince a canon character to join your journey before this jump ends, you may recruit them as a companion. This option will make it so that you'll have several chances to meet the character you chose in a favorable condition.

This option can be purchased multiple times.

Combat Pod (-50 CP)

The Combat Pod is a floating spherical robot that links to your mechanical devices to control them during combat. Equipped with a miniature semi-perpetual power generator called an AS Drive, it can wirelessly charge your power armor and other energy-dependent devices. The robot features self-aware A.I., enabling it to hack other devices for additional support. It can create a purple energy barrier that absorbs a small amount of damage and telekinetically carries a person. The Combat Pod also possesses a replica of the Septima The Muse. However, it only has access to the Anthem ability, which has a cooldown period of several hours after use.

This replica enables it to transform into a human-like form with energy wings called Idol Mode, which can enter this mode without cost. You can customize the Combat Pod's machine form and Idol Mode's appearance, voice, and personality, as well as the design and outfit of its Idol Mode. The Pod will remain loyal to you at all times.

Drawbacks

Collaboration DLC (+0 CP)

Azure Striker Gunvolt has collaborated with various franchises, such as Shovel Knight, Mighty No. 9, Gal Gun, Card-en-Ciel, Bloodstained, and many more. This drawback allows you to use this document as a supplement to another jump document and vice versa. You can merge the settings of both jumps or carry over the purchases you have made into the other jump. However, you cannot escape drawbacks, as similar characters or events will still occur even if you are no longer within the world of Gunvolt. The CP pools of the documents remain separate.

Emotional Outburst (+100 CP)

Your emotions will become harder to control, leading you to make decisions based more on feelings than logic. You will experience heightened emotional responses to events and people around you, influencing your actions and reactions.

Sadistic Tendencies (+100 CP)

You will develop a sadistic nature, deriving pleasure from inflicting pain or humiliation on others. You are less likely to kill your enemies immediately, preferring to toy with them and prolong their suffering before delivering the final blow.

Discriminated by Society (+100 CP)

You face discrimination similar to how Adepts are treated by others. Finding stable employment becomes challenging, and you will be subjected to mistreatment by others. While people may not actively hunt you down or experiment on you as they do with Adepts, you will receive little to no help from others, and some may even seek to harm you. The only groups that may not discriminate against you are the minority groups in this world.

Adept Supremacist (+200 CP)

You develop a deep-seated hatred for all humans without a Septima, desiring to eliminate the entire human population and leave only Adepts behind. You become willing to remove anyone who stands in your way, regardless of whether they are friends, family, or loved ones. You look down on regular humans and exhibit indifference toward their survival.

Capture Prone (+200 CP)

Organizations in this world believe you possess an exotic power that could advance their goals, regardless of whether you have such abilities. Consequently, various groups will attempt to capture you for their purposes. Depending on the organization, they may request your cooperation or forcefully capture you. Even if one group successfully apprehends you, many others will seek to rescue you for their interests. The capture process will never endanger your life if you do not resist capture. To avoid being captured, you must maintain an extremely low profile to avoid drawing their attention.

Leaking Power (+200 CP)

With this drawback, your power constantly leaks from you, manifesting as pulsing white light in your eyes and hair that floats, and your body glows with an aura resembling electricity. This effect remains active even if you have no powers. You cannot hide this aura, and anyone with intelligence will recognize you as either an Adept or someone with supernatural abilities, which can complicate your efforts to live peacefully in this world.

S.E.E.D Addiction (+400 CP)

You will develop a severe addiction to the medical drug S.E.E.D., experiencing withdrawal symptoms if you do not take the drug for several days. While the standard version of the drug is widely available in Japan and can alleviate some withdrawal effects, your addiction can only be satisfied by a modified version that is difficult to obtain.

Hunted by Copen (+400 CP)

Copen the Adept Slayer has become aware of your existence, perceiving you as a significant threat to this world, and has resolved to hunt you down. Copen is highly cautious and will only initiate his pursuit if he believes he can defeat you. To convince him otherwise, you must save his life multiple times, which will only begin to sway his perception of you. Even after that, it will take considerable effort to earn his trust. However, if you harm a regular human, intentionally or accidentally, no matter the reason, Copen will see you as an undeniable threat that must be eliminated. You won't be able to earn his trust again, no matter what other actions you take, even if you save the world.

Jumper's Glaive (+400 CP)

All your perks from previous jumps, besides your body mod, will be sealed within an unbreakable Glaive. You cannot access these perks and can only unseal the Glaive to regain your powers once per week. If someone else takes possession of the Glaive, they can unseal it and access its powers. This Glaive does not grant an Armed Phenomenon upon unsealing. You may customize the Glaive's design if you wish.

Special Mission: Boss Rush (+600 CP)

At the start of the Jump, you will be transported to a separate dimension where you must battle each major boss from Azure Striker Gunvolt 1 & 2 in rapid succession. After defeating each boss, you will have only a few minutes to recover before facing the next. If you fail to defeat a boss, you will not die but will have to start over again from the first boss. Time in the outside world continues as usual, meaning that if you take too long to finish this mission, you risk missing the events happening in this world entirely. The only ways to leave this dimension are to defeat all the bosses or to wait until ten years have passed.

The Story has concluded

What is your choice?

Forward to the Multi-Universe

You'll be moving on from this place, to the next world that awaits you.

Final Stage

You decided to permanently stay behind in this world, this will be your home for now on.

Into the Azure Door

You'll return to your original world, taking everything you've gained back with you.

Notes

About Adepts

The existence of Adepts stems from the Lifewave, a natural phenomenon with various levels that influence all living beings. The levels of Lifewaves are as follows:

Primordial (1st to 3rd wave): These levels provide no special effects or powers and are in ordinary humans and animals. **Tetrad (4th wave):** Individuals possessing this level are often known as spiritualists or ESP users and typically possess abilities like sensing danger, telling fortunes, seeing or hearing spirits, and perceiving memories. **Quinary (5th wave):** Individuals of this level have greater power and intensity than those of the 4th wave. **Senary (6th wave):** Historical figures known for performing miracles, such as saints or animals with supernatural feats, such as spiritual beasts, fall into this category. **Septima (7th wave):** Individuals naturally awakened a Septima are categories in this level.

Although Septima exists at a higher Lifewave level, Adepts do not necessarily possess abilities associated with the lower waves. Many Septima are not unique, and most Adepts have limited powers, often unable to wield their Septima at will or possessing a Septima that are impractical for combat. Psychokinesis is the most common Septima among Adepts, though few can fully unlock its potential. Adepts are born randomly, with no known genetic link, meaning an Adept can be born from regular human parents.

About Septima

Septima is a type of psychic power that can awaken randomly in individuals. It is closely linked to the user's emotions and consciousness, stemming from their willpower. If an Adept is knocked unconscious, any powers they are actively manifesting will typically vanish. However, in rare cases, an Adept's power may persist while unconscious or after death. Additionally, extreme negative emotions can cause their powers to spiral out of control.

Septima exists within the Septimosome, a biological factor usually present in the blood of every Adept. The Sumeragi Group has developed a procedure to extract most of an Adept's Septimosome and transfer it into an external sealing device, such as a Glaive or another human. However, the survival rate for implanting a Septimosome into another individual is microscopic and can be very painful, akin to torture.

About the Story

The events of Azure Striker Gunvolt 1 and 2, along with all related side stories, unfold in two years, providing ample time to experience them during the jump. However, the events of Azure Striker Gunvolt 3 take place several decades after those of Azure Striker Gunvolt 2. Unless you plan to stay permanently or have the means to extend your time, you will not encounter any events from Azure Striker Gunvolt 3 during your stay here.