



sora

by Mineralf

Welcome to the planet Earth. Blue skies, peaceful forests, the mysterious ocean... all choked and incinerated by the flames of war. Everybody is fighting in a war nobody knows the reason for, simply because the others would kill them and all they love if they didn't. Nobody knows who started the war, and few believe it could ever end, with the leaders on both sides determined to win and become the rulers of Earth, even though it's certain to mean they'll be ruling a kingdom of ash and dust.

Recently, a child has been born with amazing combat prowess, and has been upgraded to become the ultimate weapon for one side. Later, this child will defect from their side, fighting for peace and protecting the engineers building a device to clean the atmosphere and bring life to Earth once more.

You'll be starting a little under ten years before Sora defeats Star Breaker.

Your starting budget for the next decade is **1000 Choice Points (CP)**.



## Age and Gender

You may freely choose your own age and gender.

## Origins

Origins may be taken as a Drop-In with no prior background in this world.

### **Soldier [Free]**

You fight for one of the various warring factions on the planet. Your body has been enhanced in order to allow you to fight better.

### **Engineer [Free]**

One of the rare few actually trying to make the world a better place. If your starting location is Modern City, you begin in the same place as the other engineers trying to create a machine that would clean up the atmosphere.







## Engineer

### **Green Steel [100 CP | Free for Engineer]**

Every single thing you build will cause the least amount of pollution possible. Generators will be more efficient, chemicals will react more completely, and pipes will never leak. If you build something specifically meant to pollute, it'll still pollute quite a bit, just not at the maximum efficiency, since its specific purpose was *to* pollute. Something that normally causes massive amounts of pollution and kills the surrounding environment in a decade instead kills it in eleven years.

### **Traitor [200 CP | Discounted for Engineer]**

Whenever you wish to leave an organization, you'll have the chance to leave successfully and without any immediate consequences. Once you leave, they can still hunt you down, and their attempts aren't hindered by this Perk in any way, so you'll want to find a safe haven as soon as possible if your ex-coworkers were the jealous, possessive, or vengeful type.

### **A Better Weapon [400 CP | Discounted for Engineer]**

Whenever a masterpiece is made, as long as you've at least seen it in person or know how it was made, if it's destroyed, you can create a better version of it. This only works once per 'masterpiece' line, so you can't make something amazing, destroy it, make something better, destroy *that*, and repeat. This does work on items created by others with this Perk, such as Companions.

### **Earth's Last Hope [600 CP | Discounted for Engineer]**

You're an expert in technology related to the protection and rejuvenation of biospheres. You can build a machine that could completely clean an entire planet of pollutants or corruption while still fitting inside a medium-sized room and modify living beings to have incredible combat prowess.

When purchased with the Capstone Booster, you can also use biological modification to recreate extinct environments or create a race of beings dedicated to protecting the planet. You may also use your technological knowledge to easily find ways to terraform planets, using a slightly-modified version of a pollution-cleansing device to turn someplace like Mars or Venus into a lush paradise. It would take over ten years for something that dramatic, but you could definitely accomplish it.







## Companions

*Companions can purchase more companions.*

### **Import [50 CP Per Purchase]**

This option allows importing any of your preexisting Companions for 50 CP each, to a maximum of 8 for 200 CP. Each Companion gets 600 CP, and gains or loses CP based on their Origin, Perks, and Items.

### **Common Reploid [200 CP]**

You may choose to take any of the reploids here who don't count as an Ultimate Weapon. Currently, this includes Alte, Tsih, Mira, and Sham. If you choose to take Alte, I'll let you bring along her husband for free.

### **Nath [400 CP]**

You may bring Nath along with you, a girl who went through a surgery removing both her arms to allow her to pilot a large mech and become an Ultimate Weapon after Sora left. Her mech will be counted as a part of her. Because of her surgery, she believes it's impossible for her to live in a peaceful society, despite believing that it would be better for the war to end.

### **Sora [600 CP]**

You may bring along Sora, the protagonist of this world. She is the best being on this world at combat, not only able to defeat a being designed to be able to destroy planets, but also able to defeat Hime, a Guardian God, and Suguri, the being who finished what Sora started and not only helped stop the war, but also defeated an alien invasion ten thousand years later.

### **Star Breaker [600 CP]**

A being designed for destruction, and the ultimate symbol of what the leaders in the war wanted: their enemy's destruction, at any cost. With amazing power, she has the potential to destroy planets and perhaps even stars, though this is likely something that can only happen over a long time, as she didn't just crack the planet when she was fighting Sora. No relation to the Sweet Gods, as this isn't part of the QP universe.









## Decisions

*You have three choices ...*

### **Go to next Jump**

Continue on to your next Jump.

### **Stay**

Stay in this world with all you've collected.

### **Go back**

Quit while you're ahead and go back home with all you've collected.









