

Yuuki Bakuhatsu Bang Bravern! Jump

Version 1.0.0



For those who want to be a Hero, what do you do? Become a fighter pilot? A tank driver? A special forces operator? No, none of those. You become the pilot of a titanostriker. They might not be very super as far as robots go, and are really on the small side of mecha in general, but they're still mecha, so at least that's what you do in this world.

Welcome to the world of Yuuki Bakuhatu Bang Bravern! It seems to be a rather ordinary world, the only notable difference from reality being the development of the titanostrikers, or titanostrikers, humanoid single pilot warmachines. But that's about to change.

You will be arriving in this world shortly before the deathdrives arrive and begin their attack. It's during this attack that the living robot Blast Bravern will arrive to aid humanity in its fight against the evil alien living robots of the deathdrives. Blast Bravern will choose as his pilot Isami Ao, a relationship built on love and mutual feeling, and the illusion that this is a real robot world will be shattered.

Whether you'll help fight the deathdrives, or just take advantage of the chaos, you're going to be in this world for a decade. So maybe try to keep it in a state that's at least sort of fun to live in? Whatever you decide to do, however, you'll need these:

+1000 Choice Points

So your brave soul can burn with passion! And good luck and jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead.

Mysterious Arrival: You have simply appeared in this world. No one knows you. They have no memories of who you are or where you came from. You might know unsettling details about them – like what they do in the bath or how the future went before your arrival – but they know nothing of you. If it isn't clear this is just the Drop-In origin. It doesn't even come with an option not to be a drop-in this time.

Lulu: You are, or were, one of the Lulus used by the Deathdrives as their 'pilots,' or perhaps it'd be better to say emergency power sources. A lulu is a human, but one who

seems to have been grown in a jar given they have underdeveloped guts from never having eaten solid food, and no sentience at least unless something manages to awaken it in them. The two Lulus we see look pretty similar, possibly being all clones, but you can keep your look – maybe just a 2nd gene line – if you don't want to be a silver haired girl. Like Lulu herself you'll have somehow been dropped from a tower and awaken to your own awareness, though this means you won't have many background memories you will know the language of the deathdrives, as well as seemingly some idea of how to at least handle mecha combat.

Support: You're in the army now. You are a member of the armed forces of your home nation who is not a titanotrider pilot. Or else you're a civilian who is simply near a military operation when the deathdrives arrive and attack the location. You could be crew of a naval ship, an air pilot, part of the control crew who works with titanotrider pilots and feeds them relevant combat information, a mechanic, or possibly even someone with real rank. Or maybe you're a civilian doctor about to get recruited into the army.

TS Pilot: You are one of the titanotrider pilots. The elite heroes of the armed forces, whose sudden popularity – due to people's love of mecha – has caused airforce pilot recruitment to plummet. You're going to be expected to be facing off against the deathdrives, or at least their soldat terrors, hopefully you've got what it takes, and a burning spirit of bravery and passion.

Invader: You are one of the invading forces descending upon the Earth. You have arrived with the deathdrives, launching from their ship to Earth as the beginning of this full scale attack on humanity.

Species:

Human (+200 CP): You are a human. Presumably you know what a human is already. If you're an **Invader** you've probably got an interesting story to tell.

Deathdrive (Free/300 CP): You are one of the deathdrives. These are mechanical life forms which evolved in the distant depths of space. They stand several times the height of a human, and are significantly larger than human titanotriders. The exact capabilities of deathdrives vary, but they seem to generally be able to fly, and possess great physical abilities that surpass humanity's conventional weapons. Deathdrives also have one or two locations in which they may insert capsules containing 'lulus' or human pilots to drain their life force for power, quickly killing these 'pilots' but gaining an increase in power and energy for a time or being able to use it to substantially empower attacks. A

deathdrive which accepts a pilot as an equal partner, can transform this slot into a proper cockpit, materializing controls as needed. By joining their desires and wills with their pilot they can gain a similar boost to power and strength. You can have one or two of these ports, though if you convert them into a cockpit they'll all lead to the same cockpit.

If you're not an **Invader** or a **Mysterious Arrival** you've probably got an interesting story to tell.

You may pay **300 CP** to take this race. If you do so, you may choose to merge an existing mecha you possess into yourself to form this alt-form. Much like the Orthos which Lt. Smith fused with to become Bravern, it will become a living machine, like the deathdrives, and the basis of your body and being, gaining flight like the deathdrives if it did not already have it, and a port for pilot capsules/a cockpit if it did not already have one as well as the ability to drain human batteries for power/join together with a pilot for power.

Location:

You may arrive at a location appropriate to your origin. You will be arriving shortly before the Deathdrives begin their attack on the Earth. Hawaii is where the plot is happening, though anywhere the towers strike could be appropriate, or even just the general area nearby.

Age and Gender:

If you drop-in your age and your gender are what they were at the end of your last jump. Otherwise, choose any age and gender appropriate to your origin and your species.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Pilot Training (50 CP): Select a military vehicle. This could be a type of ship, plane, tank, or a titanstrider. You are fully trained in its operation, including baseline military training that would be expected of a fully trained operator. In the cases of vehicles such as an aircraft carrier where a trained crew member wouldn't be expected to be able to operate all systems you are trained for a certain position. Alternatively you are trained in the duties of a mechanic that repairs and maintains the vehicle in question, or in a medical field as a doctor. The skills from this training will never decay below the level from this perk from lack of use.

If you're a TS Pilot or Support it's likely your background memories include some level of this training, but they will not have this protection against decay.

You may purchase this perk multiple times for training in more roles.

Beyond Bang (400 CP): You are able to channel your passion, bravery, and burning heart into power. The greater your passion, the faster, stronger, and all around better you seem to perform as your emotions become energy. This energy can even flow into your tools and equipment, making them perform better, and your weapons hit harder.

However while ordinary passion is good, and the more your heart burns with passion on a day to day basis the more powerful you will be on a day to day basis, it is when you go beyond the climax of your passion, pushing your emotions above and beyond your norm that you can see the greatest results, allowing you to push your powers and abilities forward to a whole new level. During these times of extreme passion – pushing your feelings to new heights beyond their normal limits – you practically seem to be a different, better person, almost like you're entering some form of super mode.

This perk also functions as a capstone booster, increasing the effect of each 600 CP perk purchased here.

Mysterious Arrival Perks

Where's This Music Coming From (100 CP): You possess your own theme music. Simply by willing it you can just cause it to start playing on the air out of nowhere. The music will be designed to suit you, though, it is in the style of a super robot show. You'll get a new song at the start of each jump based on your background in the jump and the jump itself – so they may not all fit super robots – allowing you to form a playlist. In addition to being able to play these songs, this will let you play any song, soundtrack, OST, or the like that you obtained directly from a jump document, including if they were on a physical audio media storage device.

Burn Brave (200 CP): You are a source of hope and inspiration in the darkest hour. You could be a giant robot, appearing out of nowhere, in the middle of a fight against other alien giant robots, and the moment you began to fight alongside humanity, you would find people's spirits and hopes rising. The suspicious or paranoid might not immediately trust you, but when you're fighting on someone's side you bring with you a feeling of hope, like no matter how insurmountable the odds are, that they can be overcome.

Find Their Courage (400 CP): You seem to have an almost infectious personality. When you fight with others you will find that it's hard for strong bonds not to form between you and them, allies naturally becoming friends, and enemies naturally becoming rivals. Each battle is a building of a bond, and a forming of a connection. And while they will not necessarily take on your personality quirks and habits, your fights seem to be a great argument for your strongly held beliefs at least by the way that those who fight with you – alongside or against – behave, being more and more likely to pick up on your heartfelt beliefs and morals themselves.

Come Let's Shout Together... (600 CP): Shouting the names of your attacks makes them more powerful, gaining a noticeable increase in power when doing so. You can make - and name - new attacks on the fly, but the more often you use one in the same fight the smaller the boost it'll see. If you save an attack till the enemy is battered and weakened, you'll find that it has a particularly large boost, making it an ideal finishing move, and greatly amplifying its power based on how hard the battle was to get there, though finishing moves need to be saved for finishing moves or lose their special extra boost; that is to say use them willy-nilly even in other fights and they'll weaken as a finishing move.

Boosted: You will see a greater increase in these attacks' power based on your passion and burning spirit. The greater your passion the greater the increase, but it's not limited to your own passion and courage. When you fight, you can draw on the courage and passion of those who wish for you to succeed, adding it to your own for these attacks, and when you go beyond the normal limits of your passion and burning heart, you aren't limited to adding it to the power of your attacks, but simply adding it to your own, making your own passion burn that much brighter, and increasing the gains of power from **Beyond Bang**; you might even do something like double in size by drawing in so much power.

Lulu Perks

Fighting Tyke (100 CP): You're surprisingly good in a fight. You might not win against a trained marine twice your height with biceps nearly as big as your torso, but the level of fight you can put up is actually rather scary. You're especially good at actually making use of flying jump kicks in a productive fashion that somehow doesn't just end up with you over exposed, dodged, and on your ass. Better yet this fighting ability seems to be completely instinctual to you.

Cooking is Love (200 CP): You are an expert cook able to please even the pickiest of foodies, and to make delicious meals even when camping and relying on hunting, though ingredients like garlic and butter still help. But cooking is an act of love, someone putting time and effort into doing something to bring pleasure to another, and you are able to express that, and your feelings, through meals. Those who eat your meals will feel these feelings deep in their heart, as if they were directly transmitted to them, the feelings amplifying the flavor and taste of the meal, such that even a giant alien robot's heart could be touched and moved.

Fast Learner (400 CP): Like Lulu you are an extremely rapid learner. You pick up new skills and abilities rapidly. While this will work for advanced skills like learning how to pilot a mecha, cook gourmet meals, and more, making you learn multiple times faster than an average person, this is fastest for those skills one normally would learn as a young child, such as how to speak, how to move your body, or the basics of human interactions and society; things humans learn over years as a baby but you could learn in days to weeks at most. Now normally these things aren't things you'd need to learn, but you can always learn new languages, even some of the fundamentals vary in different societies, and with your special nature you might well find yourself having many new bodies to learn how to move.

Chosen Pilot (600 CP): You seem to simply get more out of mecha and giant robots that you pilot. This isn't (just) a matter of piloting skill. You could take an old mecha and push it to levels that should be impossible for it, such that another, highly skilled and experienced mecha jockey would be absolutely convinced you'd had it modified to get that level of performance from it. But while this will work on any suitably mecha thing you pilot, you'll find that the effect increases the more they fit into the category of super robot. It increases even further when the mecha has a will of its own, and you and it align your hearts and passions to work together.

Boosted: Your passion flows through your machine, and the boosts to you from **Beyond Bang** are not limited to you, but are amplified and magnified by your machine, boosting it – proportionately – further than they boost you yourself. And when your passions really go beyond your limits, and overflow, you can push a mecha you pilot into a super mode. This can repair a damaged, or totalled, mecha to a new, pristine state, all while causing its power and abilities to skyrocket. Expect it to probably glow gold or something similar as well.

Support Perks

Bridge Bunny (100 CP): An absolute requirement for the support crew of mecha anime is to look good. So of course you look damn fine whether you're cute, hot, or handsome you're very good looking. You will also find that the problems and difficulties that come with large primary or secondary sexual characteristics are reduced; being rather full chested can cause back problems for others, but you won't have to worry about natural sizes no matter how large. You also find that it's easy to bind down these parts comfortably, in case you need to wear a heavy armored piloting vest or something.

Battle Coordinator (200 CP): A modern battlefield is a complicated affair, and a titanstrider despite being a single seater is ultimately not intended to be piloted alone. No, each titanstrider has someone sitting back at command, observing the battlefield and providing guidance and information. You might not have this role, but you'd be excellent at it, as you're an expert at analyzing battles from afar and giving active guidance to soldiers on the front. You can figure out what is important and what isn't, and make sound tactical decisions on the fly, and relay them in a useful manner to the troop(s) on the front in real time, especially when you are removed from the direct chaos of the battlefield.

Just a Good Mechanic (400 CP): Machines you maintain and repair seem to perform better than they should. This is a hardware thing not a software thing, and seems to be most effective on vehicles, but a vehicle you work on will move faster, handle better, and even hit harder than it should.

Allied Force Command (600 CP): You are an expert at commanding a mixed force. You thoroughly understand combined arms tactics, and even when having to move beyond doctrine and deal with new situations, you can easily figure out how to use varied pieces of military technology and resources together for their best effect. You are quick to understand the capabilities of various military forces. Some might be harder – a super robot that keeps pulling out new abilities that even it isn't aware of is sort of hard to completely estimate – but with things like the various jets and vehicles you'd find in the armed forces of various allies of the US you could understand the differing strengths of each and every vehicle in the fleet and how to maximize them together.

More than that you're good at bringing together and leading coalition forces. It's infamously hard to actually lead a mixed force and get everyone on the same page and keep them there, but you could do it even when it means circumnavigating the globe passing over some of your forces – potentially quite beleaguered – homelands to move as

a single force for the greater strategic good. It won't necessarily be easy juggling different forces' interests, but you have the skills necessary to make it feasible, and are good at bringing people together against a common enemy.

Boosted: And when you and those who serve under you share a goal and passion for that goal, you will find that it is not only you, but all under your command, and even their military vehicles which surge with that passion. This will depend upon how much your hearts and passions align, but if your soldiers fight bravely for the same goal and with the same passion that you do, you may find all of them benefiting from effects of **Beyond Bang** albeit at a reduced level.

And while they won't reach the level of boost as the boosted version of **Chosen Pilot** could provide, you will find those soldiers serving under you provide an increased boost to their machines and vehicles of war from this effect.

TS Pilot Perks

Instructor (100 CP): You are skilled in the art of teaching others fighting skills or physical fitness. Whether it's teaching unarmed combat, performing boot camp exercise, piloting a giant robot through boot camp exercise, instructing someone on how to shoot, or something else, it all provides a bit better results when you're the one leading the instruction.

Calm Sea (200 CP): You might not be a marine but you know how to relax. No matter how great the looming threat, or soul crushing the general events are, when you have an opportunity for peace, relaxation, and pleasure, you are able to get yourself to relax, and make the best use of that time to recuperate instead of stressing about something you can't meaningfully affect at the time. If it's not directly affecting you at the moment, it won't interfere with your ability to relax. Even a hero can't fight at their best if they spend the entire time stressing over things.

Military Discipline (400 CP): Doesn't really seem to exist when it comes to you. At least you can get away with shit like holding impromptu boxing matches with the ace pilot, or trying to pilot the captured sapient enemy super mecha, without being reprimanded. You might even get promoted. You're strangely free of military discipline as long as you're actually working for your side (and not secretly sabotaging them), don't commit major moral atrocities, and the end results are not disastrous for your side.

I Wanna be a Hero (600 CP): Unfortunately in the military a hero is often just another word for a dead man. However you have an odd way of coming back from heroic sacrifices. When you die while performing a heroic sacrifice, you don't die. Instead you will find that you are revived, empowered and transformed in some way by the method by which you died; blow your mecha up to take out an alien super robot that's decimating your friends and you might wake up to find you've become a living robot yourself. This change won't be reversible until the end of the jump when you'll lose the powers granted to you by your heroic sacrifice, and you can't pull this off twice until these powers have been lost, but you will come back stronger.

Boosted: The passion and burning spirit you felt in the act of death and dying will increase the power up with the one-up. Instead of just becoming a living robot yourself, you could become one capable of impressing the aliens with its sheer power and ability, or killed fighting a robot that warped spacetime maybe instead of just turning into a robot you turn into one sent back in time where you can make a difference.

After you've committed these acts of heroic sacrifice, if you push yourself and your passions beyond their limits in another act of heroism, fighting for others at the risk of your own life, you can even reverse the effects of this sacrifice, reverting to your original self, losing the power boost of your first sacrifice, but resetting your ability to make use of this perk. As long as your heart burns ever brighter, and you are willing to risk death for others you might never die.

Invader Perks

My Wish (100 CP): You are deeply in touch with your feelings and desires. While you might not always know exactly what it is you want, you are good at identifying what it is that motivates you, and when there is something lacking from your true desires, or something presents itself which you want more than your previous wish.

Climax of the Soul (200 CP): Is something that, for the deathdrives at least, requires a worthy opponent and a fitting battle. Such can be hard to find, especially as you grow in power, but somehow you seem to be lucky in finding them. As long as you want worthy opponents and foes who can challenge you, you seem to find that circumstances and events align to provide you with them. You might have to hold back and avoid cutting down promising potential before it reaches that point, or even help them a bit to reach it, but the universe will provide you with worthwhile opponents for your power if you let it.

This perk's effects only apply as long as you are actively seeking worthy opponents, so you don't have to worry about this perk spawning them when all you want is to rest for a jump.

Terrifying Presence (400 CP): You're scary. There's something about you which is simply terrifying. It's like you have an aura of danger and power about you, displaying your massive and overwhelming power level, one so great and terrible that people can't properly judge it except as beyond them. It doesn't come with killing intent, or actual power, but you radiate strength and martial prowess.

You can toggle this off, if you don't want your enemies feeling the extreme power and danger (not) inherent in you.

Death Drive (600 CP): You possess the ability to draw on the life force of others to fuel your powers and abilities. This requires a helpless, or willing, victim, draining them of their very vitality and life essence, killing them with nothing physically wrong. You can convert this life force into any power pool you possess, or simply use it to supercharge your abilities. This supercharge could be used to temporarily provide a general increase in your powers and capabilities, or to supercharge a single specific attack or ability.

Not all beings are created equal in life energy to be gathered. A human with 80 years of life to go will give you more than a fly, or a human body mass in flies, or many times the body mass of a human in flies. And this could work the other way as well; an elf likely gives more energy than a human.

Boosted: The power gained from the lifeforce of others will scale with your passion and desire. Don't expect this to be a huge benefit unless you're already gaining huge benefits from **Beyond Blast** – when you go beyond your own emotional limits you'll get a lot more than just normal levels of passion – but you will see the power from lifeforce does grow with its benefits.

But the main benefit is that you are able to draw power from absorbing the emotions and experiences of others who die. This can work if they're connected to you in some mental or spiritual way, or if you kill them yourself. This power is not related to your passion, and is not a temporary increase in power, instead you gain power with each death based on the uniqueness of the death, the life energy of the slain, and the emotions experienced; killing 9 billion people in the same way without them even being aware would barely give you anything, but killing 9 billion people at the heights of their emotions each in a unique and different way would be far more energy gained. This does only benefit from true death, killing someone where they will simply be revived won't provide you with anything.

Items:

The first copy of the 50 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 50 or 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Cheap Motel (50 CP): This is a cheap motel. It's not a particularly big motel, or a particularly high quality one, and the staff is minimal, but it's still a potential place to stay a night if nothing else. Especially since you seem to have a special deal with the motel letting you stay here for free even with an extra room or two for your friends if you really need it. You won't be making money off of the motel, but at least you can crash here.

It will insert into an appropriate location in future jumps. If it's destroyed or substantially damaged it will repair itself and replace its staff over time.

A Good Place (100 CP): This is a bar. And a popular one at that. It's no seedy back alley bar, but a good, high quality place. The kind of place that's well lit. It seems to create a jovial and happy atmosphere as well, people relaxing and enjoying themselves more easily while in this place. Maybe that's part of why if there's a disaster or major tragedy in the area it seems to be one of the top choices of places for people – at least those interested in a bar – to go and visit.

Mysterious Arrival Items

Hero Collectibles (50 CP): This is a large collection of Tokusatsu figurines, posters, and DVDs, as well as mecha models and DVDs. This collection will, from time to time, receive new additions so you'll have more models to work on or DVDs to watch.

Broadcast Mike (200 CP): This is a hyper gadget which seems to be a microphone on a large pole; yours can be scaled to a human if you're not a deathdrive. It has surprisingly good, and specific, pick-up able to pick-up two men talking in a boxing ring while over the crowd around them without picking up the crowd's noises. Beyond being good at selecting what sounds it picks up, you can cause it to broadcast to all active audio devices in a range of miles, causing what it picks up to be transmitted and broadcast from each currently on speaker.

Hyperdimensional Printer (600 CP): This is a large, machine, almost large enough to contain a deathdrive. It is a 3d printer which is capable of printing out a large variety of materials, and even creating advanced technology if you have the proper schematics. It seems to work via some form of energy to matter conversion, creating the material to print the design from energy provided to it. It also seems to be able to convert emotions into energy to fuel itself.

Lulu Items

Katsu Curry (50 CP): This is absolutely delicious Japanese curry. You'll get enough to make a meal of it each day, and can stockpile it if you want to share it with friends. Though it can be borderline addictive so consider sharing with care.

Pilot Suit (200 CP): Sometimes piloting a super robot gives creates energies which are damaging or destructive to normal clothes, but not this suit. It is designed for the piloting of giant mecha, and has all the normal functions of a flight suit one would wear when piloting a large machine which is capable of enough gs of acceleration to break a person, but it also will serve as a proper suit for piloting any other mecha you come across. Beyond that it won't be destroyed by their internal energies, or corrosive fluids, and will adapt to your own powers and abilities so that you won't destroy it by using your own powers and abilities and it will still fit you if you change shape or otherwise alter your own form. Yours could even hold up to the powers of Bravern's Big Bang form, don't worry.

Temporal Core (600 CP): This is a device seemingly made from Bravern's core. It was suffused with temporal energies, and has gained the power to send your, and only your, mind back in time. The good news is that you won't have to worry about how time travel normally works in a setting, you'll be able to go to your past and change it with no worries about predestination paradoxes and relativistic time travel. The bad news is that it has some limits. The first is that it only works for you and your mind and it has to go back to a time that you were there already, meaning it can't send you back before your insertion into the jump. The second is that it only works once per jump, and even the device in the past will be burned out by this use, so use this second chance wisely, and try not to actually make things worse.

Support Items

Transport Plane (50 CP): This is a large plane used for military transport of titanostriders and/or tanks. It will repair, maintain, and refuel itself when not in use.

Supplies (400 CP): Logistics is difficult. Maintaining supplies for a fleet while fighting battles is hard, whether it's food, fuel, or weapon supplies. You'll find that this provides you with a steady supply line of sorts. At least it's enough to keep a fleet like a US carrier group supplied for a month of operations, and it will resupply monthly.

Carrier Group (600 CP): This is an aircraft carrier complete with aircrafts, and the group of ships which would be expected to accompany it. This also comes with the titanostriders, tanks, and other military vehicles which would be expected to come along with a US carrier group. And it is fully manned.

All ships in the group will begin the jump fully supplied and repaired, and munitions will resupply over time. For other supplies it's up to you, though the carrier is nuclear powered at least so shouldn't need to refuel more than once a decade.

This comes with the rank necessary to command a carrier group in this jump.

TS Pilot Items

Titanostrider (50 CP): You may select a single titanostrider other than the XM3 Rising Orthos. This is a titanostrider of that type. If you'd prefer not to have a 2nd generation titanostrider immediately, you can have a 1st generation one which will get replaced when the 2nd generation titanostriders are created.

If you import a mech into this option, it will get a titanostrider alt-form. Because you are purchasing this here it will automatically maintain and repair itself when not in use, as well as refuel/recharge and restockpile its ammunition and missiles.

Jump Knights (200 CP): This is a group of 6 elite titanostrider pilots each piloting a 2nd generation titanostrider. They are loyal and obedient to you, and will follow your leadership and commands. Giving the group an embarrassing team name will make them groan and potentially complain, but will make them more effective.

As with the previous option if you'd prefer they can start with 1st generation titanostriders and upgrade when 2nd generation ones become available.

Super Prototype (400 CP): This is a copy of the XM3 Rising Orthos. The most advanced titanostrider, and designed to have a 2nd seat for a copilot, who is able to mentally interface with the machine. Its weaponry and performance are superior to every other titanostrider shown, and seem to be potentially comparable to a Deathdrive without a lulu to drain for additional power. It also comes with weapons by default, including guns, missiles, beam cannons, and pile bunkers built into its shoulders under its extra layer of armor. It also possesses a rather powerful self-destruct, though make sure to eject your co-pilot before using it. Unlike a deathdrive, however, it is a ground based machine, lacking any flight capability.

If you import a mech into this option, it will get a titanostrider alt-form. Because you are purchasing this here it will automatically maintain and repair itself when not in use, as well as refuel/recharge and restockpile its ammunition and missiles.

Invader Items

Giant Fish (50 CP): This is a massive fish, large even for a robot many times human size. It's bigger than a person. And it is a quite delicious fish, one which cooks up easily and well. You get another such fish every week.

Soldat Terrors (400 CP): This is a group of 2 dozen soldat terrors. These are autonomous combat robots with directional forcefields which can protect against the guns of F-35s, as well as the missiles and rockets of generation 1 Titanostriders, but can be overwhelmed with repeated barrages, sustained pressure such as a mecha tackling it, and being directional can be overcome with saturation from multiple sides. They carry two high powered energy weapons capable of destroying modern war vehicles and generation 1 titanostriders. Finally they are capable of transforming into flying saucers.

You get 2 dozen of these soldat terrors and they will repair, maintain, refuel/recharge themselves while not active, and lost terrors will be replaced over time.

Tower (600 CP): This is a 1,000 meter tall tower. It possesses energy weapons on each side of the tower. These weapons are powerful enough to shoot through large buildings, though require some time to charge between shots. What is more important about this tower is the fact that it holds replacement bodies for you, effectively clones – either biological or mechanical if you're a mechanical lifeform – without their own mind or soul. If you die within range of this tower – extending hundreds of miles – your mind and soul will immediately be transferred to one of these clones, effectively preventing your death.

If purchased with **Soldat Terrors**, your tower will also host 100 additional soldat terrors.

Mecha Builder:

*The following options allow for customization and upgrading a **Deathdrive** alt-form or a purchased **Super Prototype** (and/or a mecha imported into a **Super Prototype**). If you have a mecha from another jump and do not want to import it into a **Super Prototype** you may pay **200 CP** to be able to purchase options for it from the Mecha Builder. Some directly modify the robot, and others – such as weapons provide mecha based gear.*

Mecha Weapon (50 CP): This is a single unpowered melee weapon designed for use by a deathdrive. Beyond being a weapon built for combat by a giant robot several times human scale, this weapon is designed to channel energy, allowing the wielder to charge with it with additional energy; such as that drained from a lulu. This can include a pile bunker.

Translation Virus (50 CP): You (or your mecha) possesses a virus which allows it through physical contact to upload a virus into a machine which installs understanding of a new language into it. This can be any language you can speak.

Swappable Limbs (50 CP): The arms and legs of your machine are able to fly on their own, as well as swap themselves interchangeably. Maybe it'll be good for the intimidation factor? Or you could probably perform a (weak) rocket punch or kick, but don't expect it to be as strong as a normal punch from your machine.

Armament Set (100 CP): This is a set of Mecha Weapons. Let's say you can select up to 5. If you want more than 5, buy this again.

Beam Weaponry (100 CP): You possess some form of beam weapon suitable to a deathdrive. This could be Superbia's multiple beams, or Bravern's ability to fire energy projections from his chest, or something else similar in that it's an energy attack, on the scale of deathdrive combat, that comes from your body.

Change (100 CP): This adds a vehicle mode to your deathdrive/titanostrider, allowing it to transform from a humanoid mecha into a more aerodynamic form created for greater transit speed. On a **Super Prototype** this will be a wheeled (or tracked) vehicle, but as a **Deathdrive** you'll be flying free.

Directional Shield (100 CP): This is a forcefield similar to those used by the Soldat Terrors. It's of a similar level of power, capable of withstanding blows from conventional

armaments, but deathdrives or the beam weaponry developed for generation 2 titanostriders can overcome it and it can only defend a single direction at once.

Explosive Weapon (150 CP): This is a weapon like a Mecha Weapon, except it is able to generate a powerful explosion on a strike. This explosion can be enough to bring low a Deathstrike with a single blow if you can hit, and simply holds more power than either their beam or melee weapons. Instead of being a weapon it could be built into one of your limbs to give you a devastating explosive punch.

Summoning (150 CP): You are able to take control of guided weapon systems – such as missiles which automatically adjust to strike a target – or drones. This won't work on even the AIs at the level of a soldat terror, or the bits of a(nother) deathdrive but should allow you to instantly take control of all human drones and missiles out to a range of hundreds of miles. You can then direct them, altering their targets, or directly controlling them. This does come with some level of weapon guidance computers to help you deal with aiming them all.

Bits (200 CP): Your mecha possesses a series of bits, that is self-propelled energy weapons. These bits are a part of you if taken as a **Deathdrive**, just as much and just as controlled, as if they were still physically attached as long as they remain in range of your control; you won't be able to control them a continent away, and probably can't even stretch over a major island like Hawaii's largest, but it's more than enough for most mecha battles. Each bit isn't quite as strong as an energy weapon, but you possess several, and they are capable of aiming independently from multiple directions at once.

If bought with **Directional Shield** you are also able to produce shields further away from your body and they are capable of reflecting energy blasts as powerful as those from your bits, allowing you to bounce and ricochet shots by forming the shields in their path.

Magma Eater (200 CP): Your mecha is designed with a hose to absorb magma. Magma absorbed this way seems to be transformed into energy – don't expect to get total conversion values out of it, this isn't even close to 100% efficient – fueling your weapons and systems and even can push your mecha above your normal power levels temporarily. This comes with resistance to heat easily at, or above, the levels of the heat of magma. However be warned that it is still possible to absorb too much energy at once which could have explosive consequences.

Jamming Fog (300 CP): Your mecha is able to produce a thick fog. Beyond making it hard for visual sensors or eyes to see due to being a thick, heavy fog, it interferes with radar, and communications. Your machine is capable of producing this fog in large

quantities, able to cover entire battlefields with ease, spreading it for tens of miles in all directions, maybe more. Beyond jamming communications and radar, the fog can be solidified and used as a long distance manipulator. This does require it to be anchored to your mech, and has much more limited range than the general cloud, but you could form arms a hundred meters long able to lift and manipulate other Deathdrives.

Jump Dragon (300 CP): This is a flying vehicle about the size of your mecha, designed to be ridden by your mech. It can be called by remote, and possesses the ability to transform and combine with your mecha, adding an additional layer of armor, and providing a boost to all its functions and capabilities. There is some amount of energy limitations, and probably can't be maintained continuously, but when fused with this vehicle your mecha will be substantially more powerful and able to bring out significantly more power.

True Life (600 CP): Your machine is substantially larger and more powerful, towering above the mecha it would otherwise have been almost as much as the mecha would have towered over a human. This comes with a massive increase in power and durability, much like comparing a Deathdrive to a human. This won't make you an equal to Verum Vita on its own – she had drawn power from the deaths of the Deathdrives – but you're built on her scale, and possess substantially more raw power, enough to easily overpower most of the Deathdrives.

Space Warp (800 CP/1600 CP): Your mecha possesses the ability to warp space and teleport objects. This can be projected as a beam or wave which distorts space, teleporting and scrambling what it contacts, as well as less destructive teleportations – such as instantly depositing a titanostriker into orbit – able to quickly and easily work multiple teleportations, such as teleporting a mass of rockets to redirect them towards your enemies. It really feels like you'd have to be trying to lose to be defeated. Though something like blasting away a massive invasion ship in orbit would require you to drain many lulus at once, as well as quite a bit of passion. The further away you send a target the more energy required.

For the higher price this is not limited to space, but includes time as well. You could teleport a titanostriker through time, looping it so as to replay its explosive destruction over and over again, send a target into the future, or even potentially travel back in time, though the further you travel through time the more energy will be needed. But with transcendent passion you might be able to travel weeks into the past, and even a short amount of time travel can be decisive.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 300 CP; they gain an origin as normal, and gain 200 CP if they take the Human race. For 100 CP you can import or create 3 companions with 300 CP. For 200 CP you can import or create up to 8 companions with 300 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 300 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may pay the price to import them again to increase their CP stipend to 600 CP. This follows the same pattern for pricing as the initial import, including price breaks for groups. If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For 50 CP you pay you may recruit 1 canon human character. For 100 CP you can recruit Bravern or a single Deathdrive, other than Verum Vita or Knuth. Verum Vita will require 200 CP and Knuth will require 300 CP.

Partner (200 CP; discount Deathdrive): This is your partner. If you are a Deathdrive, they are a human who is a highly compatible pilot for you with the **Beyond Bang**, **Chosen Pilot**, and **Pilot Training** perks as well as one of the Lulu, TS Pilot, or Support origins and the 100, 200, and 400 CP perk from it, and the 50 CP item from it. If you are a Human they are a Deathdrive with whom you are a highly compatible pilot, and they have the Mysterious Arrival or Invader origin, the 100, 200, and 400 CP perks from it, the 50 CP item from it, and 2 of the following: **Beyond Bang**, the 600 CP perk for their origin, and **400 CP** to spend in the Mecha Builder section. Whatever this partner is, they are someone you can find yourself loving deeply, whether that's as a friend, a parental substitute, an 'uncle', an adoptive child, or in a romantic sense is up to you, and with whom you find it unusually easy to resonate your heart and spirit and join your passions together as one with; this isn't limited to piloting mecha, but anything that requires your minds, hearts, spirits, or energies to harmonize or sync.

If you want them to have more CP you can pay up to 400 additional (undiscounted) CP to give them twice that much additional CP.

Full Invasion (200 CP; requires Deathdrive species, True Life upgrade, and the Tower item): Import or create exactly 8 companions with the Deathdrive race, 600 CP to spend freely, and the Tower item.

Your own Tower item is upgraded to be a ship similar to that used by the Deathdrives. It is capable of faster than light travel through spacewarps of some sort, and it is capable of carrying 8 towers and launching them from space to plant themselves on a planet. In addition to this it has the same resurrection function as a Tower item for yourself and all companions imported or created with this option. This resurrection function is capable of working at substantially greater ranges – enough to function across the entire Earth from out to lunar orbit.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Early Exit (Special): Let's be honest, this show doesn't take too much time. We're not given an exact time frame for most of it, and they have to mostly circumnavigate the globe – apparently without the Suez or Panama canals – but it's not long. So you can reduce your stay here to only 1 year. However if you do, you receive ½ the CP from all drawbacks taken, except **Out of the Loop** which will provide full CP.

Form Locked (+100 CP): You cannot change your form to stop being your chosen species. If you're a human you cannot change your form to be substantially not-human; such as growing to giant size or turning into an animal. If you're a deathdrive you cannot change your form to be substantially not a giant living robot; such as shrinking to human size or turning into flesh and blood. Something like changing into another human, or transforming from bipedal form to an aircraft form if you're a robot is ok, but it has to stay within the normal range of your chosen species. And yes this will stop you from accessing alt-forms that are human-like

His Voice is so Hot (+100 CP): You seem to have an unhealthy fondness for machines. You're not necessarily romantically attracted to them, but you've got a very, unhealthy fixation on them.

It's Not What It Sounds Like (+100 CP): You have a tendency to talk about things in a manner which makes them sound *extremely* sexual in nature. Expect to get weird looks and to make people very uncomfortable at times.

Out of the Loop (+100 CP): Bravern does not exist. Maybe you arrived before the first time loop. Maybe in the version of the world you are arriving in Smith will die in the first wave of attacks. Maybe your existence has distracted Knuth from Smith. Who can say, but Bravern doesn't exist and that means Lulu's memories from the future will not be relayed to her. Of course, you ought to be able to slot in and replace Bravern pretty easily, right? And because this would just be free points if you don't care about Earth, this does require you to see to it that humanity is saved; all of the Deathdrives don't need to be defeated, but humanity must be saved.

So Embarrassing (+100 CP): If you're not a tokusatsu enthusiast, then you simply seem to believe the world around you is some sort of tokusatsu show, or some over the top Super Robot Show. You talk like a small child's idea of the brave hero, or the terrible villain, and anything but a normal adult. And people will notice your seeming immaturity.

Waterboarded (+100 CP): Events will see you waterboarded for several hours at least once a week while a fat man asks you questions. This won't make waterboarding any more effective against you, if you're a giant robot you probably won't notice it much, but one way or another you will have to sit there and let them do it for several hours straight no matter what more important things you'd have to attend to; thankfully you won't be directly attacked during this period.

Bottle Baby (+200 CP): Whether you're a lulu or not, you seem to be reminiscent of a lulu. You're physically no more developed than a middle schooler, and worse unlike Lulu you seem to have been kept and raised in a perpetual coma or something because your muscles and body have undergone serious atrophy. Walking will be a challenge to you, at least at first, and flying jump kicks are right out. You can rebuild these muscles, or your body if you're a robot, but you can expect to be physically weak and frail until you go through some major physical rehabilitation, which will require time, and even then probably won't be back to your norm.

Deadly Sin (+200 CP): Your personality has become twisted around a deadly sin. Envy could be good, it's missing, but it can double up with one of the Deathdrives, and doesn't actually have to be from the Christian 7 Deadly Sins. But either way it has become a defining character trait for you.

Never Wanted to be a Hero (+200 CP): Actually you don't seem to want much of anything. Oh you still have desires, but they aren't the sort that you feel passion over, or which light your heart on fire and give you a burning spirit. They're just sort of muted, every day desires. Enough to get up in the morning and do something, but getting you to do something that would require real bravery will require work and stakes where running away would be more suicidal than rushing in. Worse, this ensures you cannot draw power from your emotions in any way.

Undeveloped Stomach (+200 CP): You are unable to eat solid foods, requiring thoroughly pasted and easily digestible foods. Even then your digestion won't be quick or easy, so you can expect a lot of stomach aches, and a risk of vomiting. And even if you wouldn't normally need to eat you do now.

Future Foe (+300 CP): This is not your first timeline here. Not that you'll realize it. But an enemy has traveled back in time to stop you, one who has obtained powers similar to your own – like how Smith became Bravern by gaining powers like those of the Deathdrives. They aren't necessarily the same as you, but they are certainly capable of making themselves a threat, especially given their knowledge of what you would do. And this probably isn't your 2nd or even 3rd timeline here, given they seem to have gotten the loop down pat. That doesn't mean that they will win, but they know more about your capabilities than you do theirs.

Super Robot Escalation (+300 CP; incompatible with Early Exit): Burn Brave Big Bang and Verum Vita are cool and all, but the show never goes off the rails like super robot shows can. Now, though... well you have 10 years in this world, and you're going to find out just how much further things can go, as worse and more powerful foes will appear. Whether you're defending Earth and humanity, fighting for your own wished for death like the Deathdrives, or doing your own thing, you're going to find yourself having to deal with increasingly super robots during your time here. G

Thanatos (+300 CP): You want to experience death. But not just any old type of death. You wish to die in a magnificent battle in a way that inspires a certain feeling such as against a worthy opponent, while overwhelmingly angry, with a big explosion, while not feeling sadness, or battle against someone you find hot. You won't necessarily dedicate yourself to not being revived if this happens, but you will seek out this death with everything you possess.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

If you're a Human Invader you could be just a regular person, or maybe a criminal, or someone who somehow got access to Deathdrive tech, or heck just be a drop-in I won't mind (I try to include a specific Drop-In option because Drop-In only gets to be a fun challenge with seeing how being the perennial outsider background is fun, and I figure people who just want to always drop-in with no past already have to house rule it but you can't house rule 'this is the designated and specified drop-in' as easily). Similarly if you're a Deathdrive with a nominally human background, you could still be one of the Invaders, or you could be arriving from the future with that background, or a drop-in, or... you're encouraged to create your own story. Maybe you're an ancient offshoot of the species that would eventually become deathdrives who crashed to Earth as a meteor and have remained dormant until the deathdrives came.

I want it on the record that I don't like Capstone Boosters, but sometimes they feel right and it's hard to properly represent a setting without them.

Beyond Bang will boost your giant robot, or gun, or various weapons and tools when channeling your power. That said, Chosen Pilot makes it directly scale to the giant robot and will offer a much greater boost to a giant robot than Beyond Bang alone and make it directly scale to the robot's power.

Bravern's Hyperdimensional 3d Printer isn't really explained how it works. I assumed it took energy because without something saying otherwise that is my default assumption. I just went 'and it can convert emotions to energy' because given the tone and nature, and Bravern spirit bomb absorbing courage to grow in size it felt like in keeping with the show and the most likely power source.

Advanced Prototype is 400 CP by intent. I couldn't pretend it's as good as an energy to matter converter, time travel, an entire carrier group with trained crew, or a respawn tower. So it's cheaper. That's my attempt at balance.

For how Explosive Weapon shapes up... it's Ira's weapon. It doesn't have the light show of Bravern or Superbia, but he didn't have to sync with his pilot or gorge on excessive amounts of lulus, to take them both out, and by Deathdrive standards didn't show insane passion above any other like Knuth. That is to say it seems to be just as effective against giant robots as non-fused Bravern or Superbia's best attacks. Now imagine with all those other advantages.

Space Warp is expensive because... Yes Verum Vita was more durable, and could just blow up everyone else, but telefrag is insanely OP here and elsewhere, and the mobility of being able to teleport about... It's possible Verum Vita had a lot of powers that were not shown which could have dominated things, but Knuth clearly and demonstrably had powers where her defeat was only possible because she was playing with her enemy and wanted to give him the chance to fight. And that's without getting into her time travel which is... just absurdly powerful.

Changelog:

Version 1.0.0: Released.