

Lyrical Nanoha

Centuries ago, the Ancient Belkan Empire expanded throughout the Dimensional Sea, using advanced weaponry to conquer every civilization they came across. An outpour of advanced technology came from the country of Al-Hazard, before its disappearance and destruction. Belka's dominance almost seemed assured.

Close to a century ago though, years of warfare and pollution caught up with them, and their homeworld, Belka, became uninhabitable and was lost in the Dimensional Sea. During the collapse, the lineage of the Saint King set out to rebuild their empire, ending with failure and the end of the royal family line. Almost none of their mighty empire remained, their magic and most of their history and culture lost to time.

Seventy years ago, the remnants of the Ancient Belkans and a few independent worlds, managed to pull themselves together as the Time-Space Administration Bureau, a security force dedicated to providing disaster relief and monitoring the cultural growth of worlds outside of their jurisdiction. Another matter of concern is the Lost Logia, remnants of Ancient Belkan and Al-Hazardian technology that often run rampant.

But enough about that, it is the year 0065, and in a few short months the Lost Logia called Jewel Seeds are going to be scattered across an island nation on Non-Administrated World #97, and a young girl named Nanoha Takamachi – the future Aces of Aces of the TSAB – is going to have her first encounter with Magic.

You're going to need some of this. Good Luck.

+1000 CP

Starting Age and Gender

Roll 2d8+6 to determine your starting age, alternatively you may pay 50cp to choose it for yourself. You retain your gender from your last jump, but considering the overwhelming amount of women here, we'll be lenient and allow you to swap your gender for free.

Origins – Pick an origin from the list below to determine your background here.

Independent

Wanderer [Free]

You wake up in a small motel room on the outskirts of civilization, maybe a day's travel from the nearest Saint Church facility or TSAB city, or even a city on Earth. While you have no memories of this world, at least you don't have someone else's memories and personality knocking around in your head, right?

Your theme is **Bonds**, and you seek **connections**, **memories** and **friendship** from others.

The motel can be on any world you like, but might we recommend Ruwella for it's quaint living, or Vaizen for it's cutting edge lifestyle?

TSAB

Civilian [Free]

The Administrated Worlds of the TSAB enjoy unparalleled security and comfort, with readily available dimensional travel and the civil benefits of active military development. That doesn't mean life is easy however, you still have to work, after all! You begin in Mid-Childa or one of the TSAB's Administrated Worlds.

Your theme is **Innovation**, constantly pushing the boundaries of **theoretical magic**, **engineering**, and **science**.

Trooper [Free]

While everyone else might be content with simply entering the workforce, you instead desire to join the TSAB Military itself, training and studying Combat Magic to one day enter a military academy. You begin in Mid-Childa, awaiting your next assignment.

Your theme is **Control**, with your sights fixed on securing **territory**, **resources** and **victory in battle** for your people.

Belkan

Saint Church [Free]

Even in this day and age, the remnants of the Ancient Belkans haven't quite died yet. A small group has begun worship of the last Saint King to have lived – Olivie Sagebrech – for bringing an end to the Unification War when she and the Saint Cradle disappeared. For their support and contribution to the TSAB, they have been granted land in Northern Mid-Childa where they may self-govern. You are a member of this zone by birth, and have grown up around the last preserved elements of Ancient Belkan culture and magic. Naturally, this territory is where your journey begins.

Your theme is **Ancestry**, for the **legacy** and **history** of your people – and your family – is all you have left.

Backwater [Free]

While the existence of magic has always been somewhat known to you, the world you were born on never quite managed to make it out of the Unification War, and after limited success in quelling the fighting, the TSAB has mostly moved its focus to other worlds. After all, you didn't think that they'd get involved unless they thought they had something to gain, right? You begin in either a loosely-controlled Administrated World or an inhabitable world currently off their radar.

Your theme is **Perseverance**, the strength to **endure**, **survive** and **thrive** where others would have long

perished.

Perks – Wanderer (Drop-In)

Some perks have a 50% discount for the indicated Origin. All Origins have two 100cp perks, both are free.

Age Is No Barrier [100cp – Free Drop-In]

An eleven year-old working for the military? It's more likely than you think. You will find that age barriers, young or old, do not disqualify you from joining organizations or advancing in rank if able. You will be judged entirely by your own skill and merits to said organization, rather than seniority. This carries over socially, too - so long as you do your job and do it well, your subordinates won't question why an eleven year old is leading them into battle. They might murmur in confusion a little, but won't respect you any less for it.

Well Adjusted [100cp – Free Drop-In]

A powerful magical artifact that's causing trouble in your city? Eh, you've had worse Mondays. A dimensional organization that mixes magic and technology? That's pretty cool. You're going to go far away from your family to fight a dangerous battle that could end with you seriously hurt or dead? You'll be sure to say goodbye and to ask them to put dinner on for you when you get home. In short, you just have sort of a 'ho hum' reaction to new or unexpected discoveries, able to process the circumstances calmly and carefully instead of freaking out or suffering from disbelief. You can still be stressed out or even mentally damaged by particularly scarring revelations, but you won't ever have to go through the 'disbelief' or 'babbling in shock' parts of finding out the world is bigger than you knew.

Zenryoku Zenkai! [200cp – Discount Drop-In]

You may have guessed this already, but Magic in this world isn't big on subtlety. Beams of light that can wipe a city off the map, one woman armies clashing, and more are all featured here. Yet, by default, Magic in this world is non-lethal and even the most destructive powers can be used to subdue someone without fear of killing them. You now know how to use this property to any of your own abilities or gear, able to damage someone to just 'knock them out' without fear of killing them, so long as you can actually hurt them in the first place. Be aware - this doesn't work very well on collateral damage. While the living beings and your opponent caught in a huge attack will either be unharmed or non-lethally KO'd, and never killed unless you deem otherwise, the surrounding area and inanimate objects aren't so lucky. Try not to blow up the city, okay?

Friendly Rivalry [300cp – Discount Drop-In]

You're, uh...very determined to make them hear you out, aren't you? You even called them out and told them to say your name. Yes, I'm talking about that rival you just had a huge fight with - could it be love? You have the uncanny ability to emotionally bond with someone through conflict, communicating your feelings to them. The more often you fight or compete against that person, the stronger this becomes, and you gain insight into their personality and feelings as you do - and they likewise see similar in you, if you wish them to. Talking to them like a friend or treating them with respect will speed up the process, even if they're trying to kill you. The end result may be anything from a genuinely friendly rivalry, a newfound friend, or something more...intimate. You'll have to work to get there, though, and it won't change their goals if yours directly contradict theirs. If nothing else, you may find more respect for each other than you would have expected.

I CAN BE SHOT [400cp – Discount Drop-In]

You can't give up on your friends - because they certainly won't give up on you. Your willpower receives a slight boost when you move to protect your friends, allies, family - anyone you have a significant emotional bond with, you will find yourself just a little more determined to protect them when called for it. The real

benefit to this perk, however, is that your own friends, allies, and family are not only more loyal to you so long as you treat them well, but when you're in danger or pushed to your limits, their own willpower and determination increase much more greatly. When you are in peril, your companions will sense it and know where to find you, and will be more effective in looking after you. This only works if they have good reason to be willingly loyal to you - mind control or abuse will avail you little reward, but for honest bonds? Those close to you will move the world for your sake.

Power of Friendship [600cp – Discount Drop-In]

As it turns out, the true secret to friendship is firing mecha-grade weaponry at someone until they understand your point of view. Who knew? While the earlier perk allows you to bond with someone via conflict, you will find here that WINNING at said conflict and overcoming your opponent will let you outright befriend them, even if you had been at each other's throats not even minutes before. They will gain a complete understanding of your own perspective and goals, and will have more empathy towards your cause or at least hearing you out. This can even help heal mental scars that pushed them into conflict in the first place, letting them come out of the experience a better person. So long as they have the capacity for it, someone will gain a bond with you after defeat - or an even stronger one if it had been nurtured beforehand. This, of course, assumes that they survive the ordeal and that you didn't do anything they'd consider absolutely unforgivable. But if you pull it off? Someone who was your sworn enemy not even days ago can become your new buddy...or love interest. Or both.

Perks – Civilian

Some perks have a 50% discount for the indicated Origin. All Origins have two 100cp perks, both are free.

What's Old Is New Again [100cp – Free Civilian]

Quite the archeology nerd, aren't you? You have a pretty good knowledge of that particular field, and have a sense for when ancient or forgotten ruins might hold some knowledge...or something worth 'procuring'. It doesn't warn you of potential dangers, mind you, just that it's worth investigating. You also know how to properly handle and examine archeological artifacts safely and without damaging them. It doesn't really give you the knowledge to restore or repair lost items or technology - but you'll be able to store it carefully for exhibits or later attempts.

Screening Process [100cp – Free Civilian]

You know, it seems like you can't really walk about ten steps without tripping on some sort of Lost Logia capable of destroying an entire world or five. You may also find that people who go soaring off the deep end upon gaining any kind of power, particularly things like that, are distressingly common. You've thankfully managed to avoid this fate, and know how to avoid letting it happen to others. First, you can no longer go mad with power - unless some sort of outside addiction or corruption is provoking you, your mind is as clear-sighted as it was before you got a big power up. Unless you want to, of course, for whatever reason. Secondly, you can now judge when someone is morally and mentally equipped to handle a particular device or ability, along with a vague idea of how positive the turnout will be for you and others if they're granted it. Choose carefully!

Well-Learned [200cp – Discount Civilian]

You can't learn many of the subtle nuances and disciplines with magical devices if you're not well-learned! You bought it, so that's what you are now. Your memory is now eidetic and you're considered a savant in one mundane field of science of your choosing - something that wouldn't be terribly out of place back on Earth. Mid-Childan science or working magical devices needs a bit more finesse and isn't valid for this choice, but this can build an excellent foundation for it...or just some good life skills if you find yourself stranded on a particular planet.

Renaissance Girl/Boy [300cp – Discount Civilian]

But why stop at one field? Why not...all of them? The benefits to this perk are twofold. First, you learn new disciplines and skills quickly. While this can be applied to combat or mundane abilities, it is most effective when you're learning new sciences or 'systems', letting you pick up a new field of study within weeks as opposed to months, or months instead of years. Secondly, your mind is now able to calculate mathematics as quickly as a computer or calculator, able to work out complicated equations in your head within seconds. You could potentially program a spell using these calculations alone without the help of an AI in your Device, if you really put your mind to it.

Similar Principles [400cp – Discount Civilian]

It's strange how similar concepts can be between dimensions, no? The line between magic and technology just doesn't seem as thin as it otherwise should be, especially in your hands. The TSAB system combines both, and while this doesn't let you start building Devices from the ground up, you understand the principle enough that you can combine magic systems from other worlds with technology. Guns that fire beams of mana, helmets that create a telepathy-based chat network, wristbands that let you form an outfit from thin air...spells can be made into technology much more easily, and the technologies play a bit more nicely with magic in your hands, even if

a particular system of magic isn't fond of being 'simplified' by science. How about that?

Device Meister [600cp – Discount Civilian]

This is the real treasure of the TSAB's technological capabilities - mixing the use of magic and technology in order to create Devices that can channel the energy outwards. You have a complete knowledge of how to build and maintain Devices, along with how to program AI for said Devices to use. While you can construct most Devices and similar items presented here, the ability to make Unison Devices isn't included here - you'll have to learn that one on your own, and many have tried and failed to do so in the past. You could, with some experimentation, combine different magical systems into Devices together, especially with the help of 'Similar Principles' to streamline the process...it will take some trial and error, but you could apply these principles and Devices to other systems if you work at it enough.

Perks – Trooper

Some perks have a 50% discount for the indicated Origin. All Origins have two 100cp perks, both are free.

Regulation Uniforms [100cp – Free Trooper]

That's some, uh...exotic choice of uniform you've got there, Jumper. I mean, a bunny outfit for a day at work is a little strange, but nobody else seems to notice. So long as it has the appropriate logo or colors of your organization on it somewhere, any outfit you wear as a uniform is treated as socially acceptable, and nobody will bat an eyelash at it. They might gawk a little, though...

Magical Ergonomics [100cp – Free Trooper]

Okay, let's be honest. Some Device designs that the nerds at R&D cook up aren't exactly easy for human hands to wield. Weird trigger placement, too much weight on one part of the weapon, or even having the reloading chamber far away from where you actually hold the dang thing - it can be a mess. But you're so used to this that it just doesn't bother you. Terrible or impractically designed weapons or devices work just fine in your hands, and your performance doesn't really suffer for it. This doesn't work for security measures designed SPECIFICALLY to keep you from using it, however.

Hayate's Lesbian Army [200cp – Discount Trooper]

You somehow manage to draw a certain type of person to organizations you run. The great majority of your personnel and staff seem to all share a specific trait, whether that's sexuality, or ethnicity, or even more esoteric qualities like specific genes or adaptation to cybernetic implants.

Pick a keyword, this can be anything, from “Lesbian” to “English-speaking” to “AB+ Bloodtype”. Any organization you recruit for or are the head of will find a great majority of applicants fit that criteria, well above ninety percent. If your superiors are noticing anything wrong, they certainly aren't making any comments.

Squad Dynamics [300cp – Discount Trooper]

Let's be honest - unless you're some kind of prodigy or a freak of nature, you're going to need to work with a team to tackle some of the bigger threats in this world. Luckily, you that's something you have a talent for! You're very good at managing roles and tasks for a small squad-level team, able to coordinate and lead this team to victory with effectiveness, and even train them more quickly so long as you're the one doing so. It will even promote a feeling of camaraderie among this group of individuals. This gets more effective over time as you lead the same group, though it can feel increasingly ‘stretched thin’ the larger and more army-like it becomes. But for a small but strong cast of characters that you've led or supported for years? You can put even some Aces in this world to shame if you get the drop on them. Lead your allies to victory, Jumper.

Search and Acquire [400cp - Discount Trooper]

The primary mission of a TSAB trooper is being able to locate and contain Lost Logia before they harm others or are used for ill. Well, ONE of the primary missions, anyways. As an experienced field agent, you have a nose for this sort of thing - you have a ‘sixth sense’ that directs you towards major events and items, particularly things relevant to your current goals or mission. You also receive a good idea how much danger will happen in that same area, though not ‘why’. Even better, this ‘sense’ will always direct you to something you stand to gain from - whether a new ally, a new artifact, or an important clue your team would have otherwise missed. You'll have to work, and possibly fight, for it though...don't get caught off guard!

Commander Badass [600cp – Discount Trooper]

That's probably not what people call you, but it's certainly the impression you leave. You are now a master tactician and strategist, able to put the likes of Sun Tzu and even several seasoned TSAB Officers to shame, and make plans that dance circles around your foe. You are good at predicting the movements of your enemies or opposition, and have a knack for picking up when traps or attempts to exploit yours or your subordinates' weaknesses will be used on the field. Even better? Anyone who is subordinate to you in an organization or any sort of alliance you're at the 'head' of will function like a well-oiled machine with you at the helm...petty grudges are put aside, gaps and holes in the command structure are filled or compensated for, and a huge mess of different fighting styles function in synergy together. A single soldier can change a battle. A commander like you can change history.

Perks – Belkan (Saint Church)

Some perks have a 50% discount for the indicated Origin. All Origins have two 100cp perks, both are free.

Mana Conversion Affinity [100cp – Free Saint Church]

Mana channeled by a Linker Core is normally something of a ‘one size fits all’ kind of energy that can be used for most spells. But maybe you had something a little more specific in mind? With this, you may convert this mana into a specific reaction or energy type - changing it to lightning, fire, ice, sound, or light with an intensity proportionate to how much mana you put into it. You choose which energy type this is when you buy this perk. This can be bought multiple times, but only the first purchase is free. Future purchases are 100 each, with 50 each for Belkan.

Cartridge Endurance [100cp – Free Saint Church]

The cartridge system, while a powerful legacy of what Belka left behind, is extremely stressful on your physical body and can lead to fatigue in battle at best or significant internal damage at worst. But as the legacy of Belka is part of you, your body can physically handle the punishment needed to make regular use of said system. In addition, this endurance applies to other types of dangerous magic that harms the user - it won’t eliminate the strain or internal damage, but you’ll find you can use it much more often than you could before the downsides actually kick in.

Adult Mode [200cp – Discount Saint Church]

Power with age is problematic, especially if you’re in a much younger body than you’re used to having...or worse, stuck in a child-like form forever. Things like muscle movements, dexterity, and so on may not really follow you that well when you’re barely the height of an adult human’s waist, too. This fixes that problem. You may now spend a small amount of mana to change into an ‘adult form’, which reflects your physical body in its prime in terms of age (or the nearest ‘adult’ equivalent), which will let you use said abilities without fear of a diminutive form holding you back. Even outside of this ‘adult form’, your physical and mental abilities still function as though you were in said prime, which can create quite a shock for someone who thought arm-wrestling a child was a good idea, and lets you retain abilities that would be lost with young or old age. Note that abilities or powers that specifically grow with age don’t apply here - merely things that would be held back by a juvenile or elderly form.

Thicker Than Water [300cp – Discount Saint Church]

Nothing is more important than family. Family is both what defines you and defines your future, as is a family that you yourself start - whether through siring progeny or ‘adopting’ into said family. Whether it’s in blood or spirit, individuals you consider family forge bonds with both you and each other more easily, likely stick out for each other when they would otherwise pursue their own goals. This doesn’t overwrite clashing personalities - people still bicker, after all - but you’ll find that your presence functions as a glue that holds them all together, and will smooth over internal conflicts in addition to helping members of your family become better people. Please note that the definition of ‘family’, even through adoption, usually refers to individuals close to you or related to you in some way - you may consider a city or country your ‘family’, but huge and unwieldy groups won’t benefit from this perk. Blood is thicker than water, after all.

Ancient Knowledge [400cp – Discount Saint Church]

The legacy of the Belkan Empire exists not merely within ruins or Lost Logia, but in the blood of its people. You have inherited a bloodline of note, and while it may or may not be one of the canonical or major

bloodlines, a piece of it has followed you in your very DNA, subconsciously nudging at your memory. While this creates no stress or strain on your personality, the connection is diluted enough that you can't consciously access this memory...but when you come into contact with Lost Logia, you will rapidly gain insight into how it functions and possibly ways to engineer it once again. You will need actual technical skills to pull this off, but with a little bit of time, perhaps you can restore what is lost? Post-jump, this same insight applies to 'lost' or 'forgotten' technology, though you will likely need other sources of knowledge and abilities to truly restore it, depending on its complexity.

May or may not come with brief instances of acting and speaking like a resident of the Belkan Empire at random intervals.

In The Blood [600cp – Discount Saint Church]

That's the key word, isn't it? Legacy. You may or may not live forever yourself, but what about your creations? Your marvels? Your progeny? Whether or not you aspire to be a ruler yourself, you will find that there are ways to preserve your best traits, particularly within your own body or those of your descendants. You have learned the art of infusing mana into DNA, letting you create hereditary and unique magical abilities that are passed down from generation to generation, or specific individuals if you can't be bothered to wait that long. Traits like a specific hair color, eye color, or body type is child's play to you - and while complicated or powerful abilities may not always descend down the family tree, you could preserve the appearance and base talents of your bloodline for millennia to come. An affinity for a particular element, a talent for a set of skills, or even a unique magical ability tied specifically to the DNA of the user are valid examples for this. Whether you merely wish to experiment with magical DNA or begin a great dynasty, you will find that with the right motivation, your legacy could last forever.

Perks – Backwater

Some perks have a 50% discount for the indicated Origin. All Origins have two 100cp perks, both are free.

Gift of Flight [100cp – Free Backwater]

Who needs a Device? You can fly just fine on your own! You have a natural talent for using mana to lift yourself up to levitate or even fly, moving at roughly your personal running speed. This can be draining if used excessively, but with time and enough energy, you'll find the skies open to you.

Anti-AMF [100cp – Free Backwater]

Let's be serious, here. Having your magic taken away in this world, even temporarily, sucks. It especially sucks when your enemy has gotten their hands on an Anti-Magilink Field and promptly does that to you, rendering you helpless. But you're not like those TSAB goons - you know how to preserve when someone takes your trump card away. Or rather, it just doesn't take - AMF fields completely fail to disable or drain your magic, and you're just as effective as you were before. Post-jump, attempts to nullify or take away your abilities have a higher failure rate, or don't take as much as they otherwise would.

Go Down Fighting [200cp – Discount Backwater]

You're not going to yield that easily - your enemies will only prevail when they're walking over your cold, dead (or unconscious) body. You are a little more determined and have more physical endurance against pain and injuries, letting you last a little bit longer in a battlefield environment or a long struggle. In addition, if you find yourself knocked out or disabled, you will always be able to get one last attack in before everything goes dark - make it count. It could mean the difference between life and death.

Break Out of the Nightmare [300cp – Discount Backwater]

You won't give up in the face of adversity, much less mind games or tricks - you know who you are, and what to do when your faults are laid out in front of you. You can identify illusions on sight, and when trapped within one that's fooled even your mind, you will have both the sense to realize something is wrong and the willpower to break out once you've pieced everything together. Even if you're presented with your absolute worst nightmare - or worse, the thing you wanted more than anything - you will be able to resist mental illusions and temptation, and break through it. Just note that this won't help with the mental exhaustion...it can hurt to give up even a fake version of what you wanted, you know?

Summoning [400cp – Discount Backwater]

While you may be used to fighting on your own, doing EVERYTHING by yourself is a good way to get beaten up or killed. Luckily, you have some friends who can help you with this - namely, summons. By forming a bond or a pact with a willing magical being, you may summon that being forth and fight or work alongside them. You have a particular talent with this, letting you summon magical beings from this world and others so long as said connection exists and is established, generally being appropriate for what world you're in. This also gives you a talent for transportation magic, letting you teleport items and people to you so long as you have some way to connect to them. Good for surprise parties!

Aces of Aces [600cp – Discount Backwater]

That kind of mage...that's what they call an Ace. You're a one-in-a-million, a natural prodigy with this world's magic and a talent for combat, letting you fight three equally-skilled mages and one a rank or several above you and have pretty good odds of coming out on top. You're also an incredibly fast learner when it comes to new magical equipment or abilities, especially things applied to combat. Some finer sciences and nuances of the craft aren't under this ability, but really, who needs to be a nerd when you can blast someone into the concrete? If you join the TSAB or any other organization in regular conflict, expect quick promotions...or lots of frontline roles.

Perks – General

Blood of Kings [300cp]

Interesting. Whether through a trick of fate or a stubborn bloodline, you're related to one of the bloodlines of Belka that existed during the Warring Ages that led to its eventual collapse. You may even be more than that, if you take a particular Scenario...but for now, choose a single bloodline below.

Sagebrecht - The bloodline of the last Saint King, said to have died without progeny or children of their own. Somehow, you're the exception to this rule. Just like the Saint Kings of old, your body has grown into a living weapon, granting you perfect efficiency and control of mana, though it is difficult to utilize in a younger or damaged body. Your magic color changes to the Kaiserfabe, a neat rainbow color, and naturally possess the Saint's Armor, which functions as a passive AMF field that weakens incoming magic and steadily erodes hostile or unwelcome persistent magical effects on your person.

Flame King - An artifact of the Dark Ruler of Galea, your body is now a living factory for Mariage, female artificial puppets that can change their arms into razor-sharp blades, and an advanced version that can transform its arm into a mass-based cannon. Upon death, the Mariage detonate, often taking their opponents or unwary foes down with them. Initially, you can only produce the control cores of the basic Mariage types, but eventually you will be able to create new types or even fully form Mariages from the beginning.

Darkness - This isn't exactly a 'bloodline' per se, but somehow, you're connected to the original program of the Book of Darkness. Your hair becomes white and your eyes turn red, and you bear more than a passing resemblance to Reinforce Eins. You've also retained the Book's function of collecting magical knowledge through a Rare Skill called Collect and Use, letting you drain a subject of their magical energy and copy their spells with near-perfect accuracy. With time, you can even copy other Rare Skills. You may not necessarily be able to use it depending on your own energy reserves, but you'll have a magical target's complete repertoire so long as you can absorb it.

Minor - The diluted bloodline of some minor noble, lost to time. You may have Unendlichjagd and Thought Investigation or Prophetinschriften. Unendlichjagd, or "Endless Hunt" summons spectral dogs with extensive fighting and stealth capabilities that obey your every command. Thought Investigation allows the accessing of someone's mind and memories. However, it is easily resisted, so your target usually must be incapacitated in some form. Prophetinschriften or "Book of the Prophet" creates a highly archaic poem written in Ancient Belkan that predicts the events of the next half to several years of the future. It requires a specific alignment of a planet's moons and is generally only usable once or twice a year.

Combat Cyborg [200cp]

What are you, human or machine? Why not both? Your body is enhanced by cybernetic augmentations that let your Linker Core channel and regulate the electronics within, in addition to a nifty self-repair system. These enhancements are seamlessly integrated into your body, letting you channel mana through your limbs or machine parts within your body. They even continue to function and grow along with you, letting you age and change without fear of the working parts rejecting it or becoming nonfunctional. Your skin and flesh still remains mostly the same and functional, as well. As a bonus, if you choose a background in this world, you may choose to be related or adopted into the Nakajima family by the time the jump starts...or perhaps a rogue cyborg of Jail's? That choice is up to you.

No Limiter Can Hold Me [200cp]

You're not the type to follow the rules, are you? It seems that attempts from an ally organization or someone you're working for to limit your powers or magic in any capacity just don't seem to take - limiters malfunction,

shock collars short out and stop working, and so on. You also tend to get away with 'cowboy cop' moments or defying orders more often, so long as you act in spirit of the organization you're part of. Just try not to get yourself hurt...

Perks – Magic

> Magic

It's very easy to be confused by what magic is and how it operates, so don't worry, we'll tell you!

Magic is a force that can be directed through mathematical calculations to create relatively mundane effects. It is used as an electrical power source, and also used to supplement other technologies, such as augmenting aircraft with lifting fields or protective barriers. Spells can also take the form of pure 'mana-based' effects, used almost exclusively for combat as projected packets of magic used in shooting spells, or shields and barriers generated out of mana to block those spells.

But what's possibly the most important thing you need to know is that magic comes from around and within you.

While magic does spread into the air, especially in the urban areas of magic-using nations and can be used from there, the most common source is a specialized organ called a *Linker Core*. Linker Cores are actual, physical organs situated in the chest, above the solar plexus, and are what take in and release mana. Naturally, Mages hold a certain potential, which is their capacity for storing and to an extent, actually processing that magic. This capacity can increase somewhat over time and with use, but it's a very slow, trickling increase and does not exactly match up with what a Mage is capable of.

See, the capacity of a Linker Core to store magical power is graded on a scale going from F to SSS, seen on the table below, but the power of *spells* are also graded on the same rank. However, a Mage with A-rank power is not necessarily required to cast an A-ranked spell, and on top of that, there is also a skill based rank assigned to Mages on the same scale, which leads to the complicated example of an A-ranked Mage with A-rank power trying to cast a A-ranked spell. What's the distinction?

While a spell may be A-ranked *in power*, it does not necessarily consume an A-rank in mana. Certain techniques, calculations and algorithms along with Devices and system can increase the efficiency¹ of spells, enabling low-potential Mages to cast above their metaphorical weight class. An A-ranked Mage is simply a Mage who is considered able to fight at a A-ranked combat level, usually involving the casting of A-ranked spells, hence the correlation. A-ranked capacity is far more nebulous, appearing to mean simply being able to provide the power for an A-ranked spell without collapsing, which makes it virtually indistinguishable from Mage Rank when it comes to Combat Mages.

> Natural Potential

But at any rate, to help you get a head start in this world, we're going to grant you a natural *A-rank* potential. For your purposes, this is going to be virtually identical to your Mage Rank at first, unless you put the training in to improve your prowess. You may purchase to the indicated rank for the point cost listed below. Remember, raw power isn't everything, skill is just as much the name of the game as anything, but raw power will certainly give you a leg up.

Natural Potential									
<i>E</i>	<i>D</i>	<i>C</i>	<i>B</i>	<i>A</i>	<i>AA</i>	<i>AAA</i>	<i>S</i>	<i>SS</i>	<i>SSS</i>
+300	+200	+100	+50	+0	-100	-200	-400	-600	Priceless

¹ It is important to note in this case that – at least for magic – conservation of energy is pretty much irrelevant. Magic can and will be amplified far beyond the amount of energy put into a spell.

Perks – Magic

Telepathy [Free]

Your own magical chat network! You can communicate mentally with a willing subject, even if they otherwise lack the capability and range of this particular magic. You can't really force them to do anything except listen to you, but this mind-to-mind communication network has a range across dimensions, though you obviously can't communicate with past jumps or other continuities until you get your Spark. Note that your mental communication can be intercepted like radio transmissions would, and you can be shut out by someone unwilling to listen to you.

Unison Compatibility [100cp]

Interesting. This is a rare talent - near-perfect compatibility with the Unison System. Normally a particular skill set and a bit of luck is needed for this, but you seem to be the exception. Should you ever use it yourself, the fusion is almost seamless and immediate, letting you function in near-perfect unison with any Device regardless of function. Outside of this, you become better at working as a duo with someone in a team, letting you move in sync that most coordinated dancers or sports players would envy.

Animal Form [200cp]

A shapeshifter, huh? You have the ability to change from your human form into that of a magical animal, no bigger than twice your size, no smaller than a mouse. A ferret, a dire wolf, or something a bit more fantastic...you may even be able to change into other forms aside from the one you start with, after some practice. Note that while you can change your physical traits, this usually won't give you a magical abilities associated with that form - a big dragon would get the strength and reptilian biology, but wouldn't breathe fire on their own, for example. Go forth, Jumper, and be the adorable ferret you want to be.

Deviceless [300cp]

Device? Who needs one of those? While you won't have the calculations and aid of said Device, you know how to use the magic of this world by hand alone, and have a talent for doing so. You might have a harder time against someone using an advanced enough Device, and by-hand magic can be a little more costly in mana, but you don't have to worry about being caught off guard without your gear anytime soon.

> Systems

While the use of Magic has some similarities and universal applications, there are three different magical systems that see use in this world. Wanderers can choose to know one system for free, while each system is free for different backgrounds or categories. Additional systems can be bought to expand your knowledge, or create an eclectic mix of styles. Note that you can learn these by hand yourself, but this will create specialties that made them and their benefits easier to learn.

Mid-Childan [100cp - Free Civilian/Trooper]

The mainstay of the modern TSAB and the dominant system you will see in most Administrated Worlds. It utilizes mana in different ways for a variety of different effects and uses, and in combat, specialized in Shooting-type and Bombardment spells, as well as other ranged spells. The downside of this system is that it leaves something to be desired for melee combat, and Shooting and Bombardment will likely remain your focus for some time before you can use something else...

Ancient Belkan [100cp - Free Saint Church]

This was the dominant system used by the Belkan Empire during its glory days, and fits the ideal of a knight of Belka - up close, personal, and unsubtle. Practitioners, often called Knights, would eschew ranged attacks in favor of melee combat and antipersonnel techniques, designed to shut down opponents through a combination of mobility and fighting power. It lacks the utility and flexibility of the Mid-Childan system, but compensates for this through raw power and monstrous combat ability in close quarters. Notably, it is fairly easy to adapt this style for use with the Cartridge System, adding to the prowess of a Knight in their prime.

Modern Belkan [100cp - Free Backwater]

This system currently doesn't exist except in a few esoteric pockets of Belka's former worlds, but will soon become popular after the introduction of the Cartridge System to Intelligent Devices, which should be happening about a year after your arrival. Much like its predecessor, it's almost completely combat oriented, but instead focuses on enhancing one's physical capabilities using magic and Cartridges, sometimes even in hand-to-hand combat or using melee weapons like the prior system. It's not good for much outside of combat, but is excellent for one-on-one duels or quickly shutting down an unprepared and squishy opponent.

> Spells

While each system has its own specialties, Magic can be used in various forms by anyone who knows how properly utilize it. You have a basic knowledge of the following spells, and how to use them via your Device (or without, if you took Deviceless).

Shooting-type Spells [Free]

The simplest and most common spell used in combat. You focus mana into a sphere or 'bullet' and fire it at your opponent. Can be used in various forms - homing bullets, rapid-fire, and so on. The 'big' spells tend to fall under Bombardment, so take note of those as well. These can be 'aimed' by hand, or 'guided' by the right calculations in the spell.

Bombardment-type Spells [Free]

When someone or something absolutely needs to be ~~blown the hell up~~ befriended. Accept not substitutes. By focusing a large amount of mana into a single point, you may fire a large blast at a target, designed to completely overwhelm them via a show of raw power. These are almost always aimed, but if you can get a bit of skill and power for it, you might find a way to make such destructive spells guided...

Magic-Enhanced Attacks [Free]

Need a weapon to hit harder? Need your fist to absolutely break through something? Want to show off to someone? This is where you'll look. By enhancing your blows or weapon with mana, you can make the blows or strikes inflict more damage, and letting you strike with more force than before.

Barriers and Shields [Free]

But you can't just keep slinging offensive spells left and right all day without any kind of defense, right? You can create barriers and shields to reinforce your own defenses, letting you block spells and attacks so long as you utilize them properly. This can be especially draining or fragile against powerful Bombardment spells or worse, though...you might want to consider dodging instead.

Capture-type Spells [Free]

Finally, there's these. You can physically restrain a foe with binding spells that inhibit their movement and prevent them from maneuvering, or even create intricate cages of mana that lock said foe in place completely

and allow you to capture or interrogate them while they're stuck in an immobile prison.

Items

Discounts Remain 50%. Items are free where indicated.

Stack of Cash [50cp – Free Drop-In]

You know what's a good way to start off the jump? Some cash, that's what. You receive your starting world's equivalent of \$10,000 USD at the beginning of said jump. This can be bought multiple times, increasing it by that same value each time.

Sponsored by Pizza Hut [100cp – Free Drop-In]

How oddly specific. You seem to have acquired lifetime access to Pizza Hut pizzas, which when desired will appear in your Warehouse or at your doorstep via delivery free of charge, and will be whatever sort of pizza you happen to be craving. If that particular restaurant chain isn't appealing, this can be any pizza restaurant you desire, chosen when you receive this. Try not to flood your home with pizza...or do. It's up to you, really.

Training Grounds [200cp – Discount Drop-In]

Interesting. It looks like a bunch of spare parts and some blueprints regarding some easy-to-assemble practice Drones and targets for magic, along with a big flat of land to build it on. With a bit of work, you could setup a nifty training ground for magical ability or physical fitness. Maybe even an obstacle course or two without fear of accidentally killing yourself or any trainees you pick up. Good way to sharpen your skills. This can become a Warehouse attachment post-jump, or be dropped in a secluded area in your next jump, being in the same setup as you left it last.

Infinite Library Priority Access [50cp – Free Civilian]

Nifty! You have acquired an all-access pass to the Infinite Library of the TSAB. The name isn't for show, either - it's a huge library containing the collected knowledge of the TSAB, or at least things available to the public. Excellent for research or literary pursuits. Post-jump, this card functions as a lifetime library card for any public library in existence. Secretive ones not included, sadly.

Archeology Tools [100cp – Free Civilian]

An entire kit of mundane archeology tools made for the purpose of acquiring and preserving artifacts, magical or otherwise. Comes with everything you need to nerd out at ancient ruins, and to bore your coworkers to death with your discoveries.

Magical Sealing Box [200cp – Discount Civilian]

Alright, so maybe you need to store and maintain something a little more...volatile. This is a small box that can contain magical or dangerous items without their energy spreading or 'leaking' elsewhere, or otherwise exploding or causing trouble. So long as you can seal it within the box in the first place, this will let you safely transport or store Lost Logia or other volatile objects you can store within it. Opening it back up obviously gets rid of this protection.

Snappy Uniform [50cp - Free Trooper]

It's exactly what it says - a neat military uniform designed for the TSAB (or whatever organization you're part of), and it's just your size. You even get a closet full of extras that will get replaced every time one uniform is

damaged or destroyed. Look your best on the job!

A Cosplay Closet [100cp – Free Trooper]

...wait, is this actually a military? It is? Huh. Well, this is a closet full of various cosplay outfits - maid, bunny outfit, and so forth, size-adjusted for whoever happens to be trying them on at the time. Any outfits lost get replaced the following day. I'm not sure what you plan on using this for, but...?

Lost Logia Detector [200cp – Discount Trooper]

Normally reserved for the eggheads, this is for detecting activating Lost Logia or magical artifacts when they're activated. This can detect magical energies and give a numerical measurement of how much energy is in a particular location. Said indicator tends to return an error message for big things, but thankfully won't explode. Can be adjusted to detect a specific type of magical energy or item, so long as you have a sample of it.

Cultural Artifacts [50cp- Free Saint Church]

When you were younger, you found a crate packed among family heirlooms. Dusty and stamped with an insignia you didn't recognize along with the word 'Scrya', it looked like it had never been opened before. Within, you found small clay statues, metal crosses inscribed with symbols and yellowed books written in a strange dialect of German. In the very bottom of the box, you found a delicate grey shroud. You don't know what it is, but when you wear it, it makes you feel... more somber. Focused.

Cartridge Kit [100cp – Free Saint Church]

Cartridges are a mainstay of the Ancient Belkan system, so it would be awfully silly if you didn't know how to make your own, right? It's a box of about sixty cartridges, along with everything you need to make more of your own. If you're lazy or not much of a building type, it will restock on its own the following week.

Box of Magazines [200cp – Discount Saint Church]

A box of various magazines that just happen to be what you need when using a particular weapon or a firing mechanism. Even better, the very last cartridge in the magazine will automatically duplicate itself, letting you provide a particular weapon with unlimited ammo. The primary caveat being that the weapon or item in question must take a cartridge mechanism in the first place, and must be something you already possess.

Collection of Stuffed Animals [50cp – Free Backwater]

What? It's a hobby! You have a huge, bed-sized pile of stuffed and fluffy animals. Any that are lost, given away, or somehow destroyed (what on earth are you doing to those poor things?!), they're replaced the very next day. Fluffy.

Nice Car [100cp – Free Backwater]

You may not actually be old enough to drive yet in this world, but that doesn't mean you shouldn't own a nice car! What? That makes no sense? Well, too bad. You now have a single mundane car of your choice, even if you're not actually living on an 'Earthlike' world.

Family Abode [200cp – Discount Backwater]

A place just to rest your head and relax...you own a comfortable house, with all the basic utilities needed for everyday living included. Tends to be located in a nice and cozy spot, like a sort of summer home away from home. Post-jump, it can be set in a similar location near your next starting location, or become a Warehouse attachment.

Media Collection [50cp]

Because merchandising is where most of the money comes from. You acquire a complete inventory of Nanoha-related media: the manga, anime, and so forth, all available in your Warehouse for whatever you need it for. Will probably freak some of the locals out. If you took “*The Ferret Talks?*”, this isn’t available until post-jump.

Mysterious Serum [300cp] - Fascinating. These test tubes contain a colorless serum that, when ingested, allow one to ‘awaken’ the Linker Cores of sentient beings, allowing them to naturally use this world’s magic after a little bit of training with it. Note that individuals like Nanoha are exceptions to the rule, and will be in future worlds as well - unless they had a particular affinity for magic or some way to boost their arcane power, you’re unlikely to find anyone who starts with a Natural Ability higher than A. You receive eight of these, along with the formula on how to create more - though it’s encoded and you’ll have to decipher it. If you have ‘Ancient Knowledge’, you already know how to make more on your own from the get-go. Magical ability growth for individuals outside of this world tend to plateau at S-rank on their own. Bear that in mind.

Dimensional Warship [400cp]

Ohohoho, what do we have here? It’s a fully functional warship fresh from the docks of the Bureau, and its ready for its maiden voyage. It can be any model of TSAB ship that isn’t a MacGuffin or an experimental prototype, and has the ability to cross dimensions on its own, along with basic FTL travel. The downsides being that you can only cross dimensions in this particular world, or what passes for a ‘local multiverse’ in future jumps - which it may not always be able to do if one doesn’t exist. Post-Spark, this ship can visit past jumps and entirely new worlds as well. This requires a crew to fly - you’ll have to gather one or find a way to fly it on your own. I recommend picking a smaller vessel class if this is a problem.

Book of Dawning Sky [700cp - Discount with Blood of Kings: Darkness]

How on Earth did you get your hands on this?! It’s either a predecessor or an offshoot of the Book of Darkness, a legendary Lost Logia that collects both magical knowledge and energy, giving it a completely bottomless well of mana as well as knowledge of every spell from everyone world and individual it has absorbed. Problem: This white book is completely blank and tapped dry of any mana. While it can store as much energy as you can put into it, and copy as many spells as you can find a way to absorb into it, it has nothing within it right now. Still, if you had some way to do so, you could potentially gain a grimoire with an infinite supply of mana and an endless index of spells...if only you had some way to fill it. Maybe the book’s more-complete counterpart could give you some sort of clue? Once it has absorbed some mana and spells, it can be used in an identical way to a Unison Device.

Even if you’re not the ‘collect and fill’ type, this book has another program of note: The Guardian Knights program. It contains four AI programs designed specifically to protect the user, who begin without personality and or sentience beyond guarding the user of this - though some time and care can cause them to develop personalities and wills of their own, much like Hayate Yagami did for her Knights. They start with low magic capabilities and function similarly to Familiars, but could potentially use Devices of their own (if built) and eventually advance to as far as S-rank natural ability after some growth and training. They do not count as companions and can be resurrected by draining mana from the Book if slain, but can be imported as true

companions in future jumps, where they follow all associated rules therein. You may also import four companions into this role for free to receive the same benefits, though they follow normal companion rules instead from the get-go.

Similarly, it contains a nascent control AI in the style of Reinforce, though like the Knights and Book itself, which is the primary subject of the Unison function. It starts off lacking personality or anything except base functions like a 'Basic' Intelligence, but will steadily grow to become Sapient as time goes on, particularly if you devote effort to educating it. It follows the same rules as the Guardian Knights in terms of companions, and is otherwise completely loyal to the Book's user (you).

After the book has collected a significant amount of mana, it can even begin to form an 'internal world' that functions as a pocket dimension, which will grow along with the Book. Obviously, if the artifact is destroyed or damaged, things contained within that world go with it...so mind keeping this safe, if you can. If you took the *Darkness* bloodline, the Book automatically retains all spells you learn and copy without needing your direct input.

Companions

Familiar [200cp]

A familiar is a specific magical creature that has bonded with a mage and has become connected to their Linker Core, letting you freely share magical energy and cast spells through each other by utilizing this bond, allowing them to function as though they have Deviceless, simply using the calculations of their master instead. The downside to this is that the familiar is dependent on said magical energy, and will fade away without it. They are sentient and capable of taking a human form if desired, acting the same as an inverse Animal Form perk for free. You may import a pet or a previous companion to this role, if desired. They gain 400 points to spend and are considered the same background as their master. In case it needs to be said, no, companions may not take other companions as familiars unless they haven't already been imported. Post-jump, magic is no longer necessary to sustain them, but the bond and exchange of spells and energy still requires it.

My Friends And Me [50-200]

Have some old friends? Want some new ones? For 50 points for two people each, you may import or create up to eight new companions, giving them a free background in this world plus 400 choice points to spend as they see fit. They also gain 600DP to spend on a Device, same as yourself.

Jumper Squad 7 [400]

...more than eight people are in your party already? Want all of them to come along for the ride? Well, past the initial eight, you can import (and only import) as many people as you have in store, giving them the same benefits as My Friends and Me.

Canon Companions [200]

Or maybe someone specific has caught your eye, instead? If you can convince them to come along (or get 'befriended' by them), you may take a single canon companion of note to join you on your journey. You may take additional companions by buying this multiple times, though the same conditions apply.

Devices

Perhaps one of the most crucial elements of your stay here, a Device is going to be a faithful and useful companion for the purpose of casting your magic. Simply by arriving here, you get a free Device, along with 600DP to spend in the sections below. Should you wish to improve your Device further, you may purchase an additional 200DP for 50CP, multiple times should you wish.

> Handling

There are several types of Device – no, not Intelligent Devices and the like, those are more like broad specifications rather than strict categories. What I'm talking about are how you handle the device! The three types are listed below...

Weapon-type *[Free]*

A very common form of Device, and the type often seen as standard-issue for the TSAB. Weapon-type Devices take the form of actual weapons that are wielded as such. Swords and staves fall into this category, which are consequently the traditional forms for Belkan and Mid-Childan Devices, respectively.

Wearable-type *[Free]*

Devices that are worn somehow by the mage. This category can get... a little strange, admittedly. It can take the form of rings, capes or even more... strange ones, like roller skates. Additionally, armor that can be used as a weapon falls into this category, such as wrist-mounted blades or gauntlets.

Auxiliary Control-type *[Free]*

This category is... admittedly a little strange. Devices that fall under this are those that simply perform their functions without directly being used in combat. Magical tomes, camera, ceremonial knives and... stuffed animals belong in this category. If what you want doesn't fit in any other category, it most likely belongs in here.

Whatever you pick here is going to determine what your Device's 'active' form will take, detailed below.

> Forms

...You've seen how some Devices have multiple forms, right? Transforming into a cannon to power up ranged spells, or taking the form of a gem when not in use? Those are what we call the *forms* of the device, and they affect more than just appearance! Some forms are more specialized at certain tasks, which we'll get to in a minute, but first you get the following two forms for free...

Standby Form *[Free]*

Ever wonder why most mages have some sort of trinket on them? A card, a gen, a bracelet, earrings? More often than not, those are actually their Device in it's *standby form*, which is usually something representative of an aspect of it's appearance in Device form.. While it isn't particularly useful for magic in this form, it's much more convenient to carry around like this, no?

If you have some manner of trinket that fits the description, we'll let you import it as the standby form for free, why not? If it happens to possess any anomalous properties, well... we're gonna have to add a surcharge of 100DP, just to make sure everything fits together properly, okay? Anything you import will have an impact on the Device form's appearance, such as the gem expanding to become the centerpiece of the staff.

Device Form *[Free]*

Also called the 'Active' form, this is the form you're going to be seeing most of the time. Remember the 'Handling' option you chose above? Now you're going to get to put that to use! You get to pick something within the Handling category you chose to become the form of your weapon – not even necessarily within reason! Twin gatling guns have been seen in this category before!

But, say you have something in mind already? Well, for 100DP, you can import any weapon you already own to serve as the device form. This does also effectively merge it with anything you might've imported to serve as the standby form.

But those are just what you get for free! There's more to it than that. Each of the options below grant 'modes' to the Device's active form that improve it's ability to perform certain tasks.

Sealing Mode [100DP]

Most Devices are far from standardized, this feature is fairly ubiquitous among custom Devices made for use by TSAB mages. It is also somewhat unique among other Modes for being usable with other Modes, as the main body of the Device remains unchanged except for the Device deploying energy wings from somewhere near the 'hilt' of it's body. The Device also gains a very limited capacity to store small objects within it's main body, with a capacity equal to it's actual size.

Sealing Mode does limit Device output a not insignificant amount, attacks made in this form, along with access to a 'sealing' spell allow the anomalous properties of objects and artifacts to be sealed, rendering them safe for handling. It also cancels out active effects of the object, for example separating someone from an artifact that's possessing them. Once sealed, an artifact is even safe to handle and can be even used to a limited extent. Sealing does not last forever, however. An upkeep is required to keep the sealing in place, albeit at a very low intake.

Shooting Mode [100DP]

Technically, you can cast any spell in any Device mode. However, it is far more efficient to reconfigure the Device to maximize the power and efficiency of a spell rather than casting it through brute force. Your Device gains a ranged mode, which causes it to reconfigure to better support ranged attacks, specifically *bombardment-type spells*, although *shooting-type spells* might also gain some benefit from this.

When reconfigured, the weapon will generally become more cumbersome, weighty or otherwise awkward for anything other than ranged attacks. A sword would lose it's edge, perhaps revealing a gun in the blade or combining with it's sheath to form a bow. A simple staff could become heavier, needing an entire trigger assembly to support it's weight.

Alternate Mode [100DP]

When it comes to magical combat, the truth is that there often isn't a perfect weapon for every occasion, so many Devices compensate for this by including a transformation mechanism. This lets the operator overcome the limitations of their Devices form somewhat, allowing them to fight ranged with an otherwise melee-based weapon or vice versa.

These are not 'true' transformation mechanisms in the sense that they do not excessively alter the form of the Device, rather modifying what is already there. For example, the head of a halberd or bardiche may rotate to become the base for an energy scythe, or a sword might split apart into a whip. Some more exotic examples include a sword combining with it's sheath to become a bow, or an enormous sword splitting into two smaller swords.

Gigantic Mode [100DP]

With regular weapons, simply increasing the size has a maximum useful limit. With Devices, the

increased size of the weapon can be counteracted with fields and spells to increase physical strength when it comes to melee weapons, and the increased power demands of ranged weapons can be offset by simply providing the required power. This allows your weapon to expand to an absolutely massive form, from ‘merely’ four times it’s normal size to a titanic version that can crush sand dragons like walnuts.

There aren’t many caveats to this mode, and while the scaling can be *technically* infinite relative to your magical power, said infinite scaling cannot be said for the Device itself, which may need careful reinforcement the bigger you try to go with it. Additionally, missing becomes much more costly in this mode, as the Mage essentially compresses their potential damage over time into a single swing.

Fulldrive [300DP]

Performance limiters are used in mass-based technologies such as fighter craft and guns to prevent their users from killing themselves, due to either excessive G-forces, or injury from intense recoil, essentially preventing the user from passing a certain range where injury is potentially lethal. When it comes to magic, however, acceleration damage and recoil are often mitigated concerns, usually factored out during the design of the spell. The performance limiters in place are to prevent internal injury to a mage from overexertion on their Linker Core, which can damage it.

Fulldrive throws these limiters out the window, massively increasing power intake to run at the peak of what the *Device* is capable of, rather than it’s operator. Due to magic’s nature, this isn’t as immediately lethal as it is with mass-based technology, but the trade off for the massively increased power, speed and durability is a much higher chance for self-injury. Additionally, Fulldrive is a unique mode all it’s own, combining the benefits of all of the Device’s modes at once in a way that simply wouldn’t be possible under normal performance limitations.

Standalone Flight Mode [200DP]

There are times when a Mage has to use equipment other than their standard Device, such as device-like equipment, a vehicle, or just a regular firearm. This can be problematic, as the Mage only has to many hands they can use, and juggling their Device can be problematic. This mode was developed for those situations, separating the Device’s main body to act as an independent, flight-capable drone, which frees the Mage’s hands for other uses, while the Device either acts on it’s own or according to it’s user’s instructions.

This may seem mostly innocuous, but it involves an almost complete overhaul of the link between Mage and Device. Generally, Mages need to be *physically holding* their Device in order to link properly with it, to the point that disarming is a very serious concern to combat Mages. With this upgrade, these limitations are expanded to three or four city blocks, to the point where a Mage could potentially activate their Device and begin casting *while they are in different rooms*.

Simply as a passive effect, this also makes a Device much more resistant to de-linking, making it harder to affect it with anti-magic as the bond between it and it’s user is strengthened. It also comes with the understandable caveat of increasing power consumption.

>Intelligence

Maybe you've noticed that some Devices are to some description intelligent while others are... less so. Severely. Well, that's part of why the categorization of Devices by their intelligence is more of an off-hand statement, since it can vary so much! But maybe you're looking for more than a simple tool? If that's what you're after, then have a look at what's below. Options can be purchased multiple times.

Basic [Free]

...It's probably only polite to refer to this as 'intelligence'. While it's a bit doubtful as to whether it can even *say* anything other than the names of you attacks, it's also capable of relaying received electronic messages when telepathy isn't available. Other than that, it might as well be an inert piece of metal.

Armed [50DP]

This module allows the Device to perform basic situational analysis, warning you of incoming projectiles and advising you against attacks that you might have otherwise missed.

Storage [50DP]

Provides a significant boost to any computational ability it may have already possessed, and streamlines it in the process, significantly reducing the mana draw on you. Also allows the option of 'overclocking' it's processes with mana, at your discretion.

Intelligent [100DP]

Expanded computational abilities, increased independence and an actual personality sometimes makes you doubt whether your Device is really as simple of a machine as it thinks it is sometimes. While it's personality may seem a bit... basic, it's undying loyalty to you and somewhat quirky way of speaking is going to make it a lifelong partner. Now capable of partially interfering with your control process, it will help guide your projectiles and subtly correct your aim as best it can, although you do have an override, if you need it. The only drawback is the increased draw on you to power it's intelligence.

Sapient [200DP – *Requires Intelligent*]

...If Intelligent Devices blurred the lines between machine and person, this takes that line and pole-vaults over it. Only an idiot would think of this as not a person, as not only does it possess a fully refined and articulated personality, it has reached the point at which it will refer to itself with gendered pronouns, and use any manipulators at it's disposal to help articulate how it feels. It'd be a bit strange if it was this intelligent, but wasn't a Unison Device, huh?

Old Partner [200DP]

Oh? So you don't want to get a brand new partner, you'd rather have an old friend fill the position for you? Well, alright. You may instead have an AI already in your possession (or, at the very least, a companion with a robotic form) become the intelligence within your Device. You may still purchase the other upgrades on this table, however.

> Additional Systems

Perhaps you're looking for a certain extra kick for some of your spells? Well, look no further! Any specialized system you could hope to attach to your device can be found here, just pick from the list below!

Auto-Repair [Free]

Devices are of a strange make. Other than the crystalline components that make up the very core of the Device, all of it's parts – the blade, shaft and handles – are made of very simple, replaceable materials that can be regenerated through magic. In fact, a common combat tactic is burning large amounts of power to quickly regenerate damage in what's called a 'Recovery'. If a Device were to be damaged, it can enter an automated repair state once returned to Standby Mode, regenerating any damage to more superficial parts and light damage to the main body. Heavier damage would require taking the Device to a specialized technician – a Device Meister.

Auto-Guard [50DP]

Generally, while Devices may provide warnings, advice and analysis for their mages, it is unusual for them to cast spells on their own. One common modification is, however, a system that can be set to

automatically cast an active protection spell, intended to supplement the existing passive defense of a Barrier Jacket. As the casting is handled entirely by the Device's intelligence, without consulting its user, it can react far faster than a human, with the caveat that it can only be used for defensive spells. Since Devices are essentially 'always on', an Auto-Guard system can also respond to more mundane attacks, protecting its master from debris or other environmental hazards even outside of combat.

Cartridge System [150DP]

While considered by some to be a relic of a bygone era, the Cartridge System has nevertheless experienced a resurgence in popularity in recent years, especially after its successful integration into more modern, non-Belkan Devices. The Cartridge System integrates a chambering mechanism not unlike those found on mass-based firearms into the Device's body, usually somewhere behind what would be considered the 'main body' of the Device, which houses the core and most of its hardware. The chambering mechanism loads packets of compressed mana, also called *cartridges* – which take the form of bullet-like objects – into the Device, injecting more energy to be used by the system.

The cartridges are prepared before the battle, and are analogous to nitrous in their usage, increasing performance and power at the cost of putting much more strain on the Device and its user. Without the proper reinforcement, some Devices can suffer self-inflicted damage, and their users can suffer internal injury from the sheer power involved. Ordinarily, unless excessive amounts of cartridges are being used, this is not a concern, but when paired with high-output systems such as the Fulldrive, it can quickly become crippling to both the Device and the user without reinforcement.

Accelerated Charge System [150DP]

Normally, energy wings are produced as the result of high energy spells or systems, such as sealing or bombardment magic, usually creating between two to four wings. The very fact that on its own, the ACS produces no less than *six* energy wings is an indicator of how high-energy a system it is. An ACS is built to aid in the breaching of strong defensive barriers by piercing them with a high energy charge, optionally followed by delivering a powerful spell through the breached barrier.

While the acceleration is very high, with a massive top-speed, the ACS is not a very useful mobility tool, due to the difficulty maneuvering at high speeds, along with its high energy consumption. Devices that don't have a melee-weapon they can use as the piercing mechanism will be able to generate a thin energy blade called a *Strike Flame* to serve as a spear point.

5th-Generation Energy Blades [150DP]

Despite all the advantages offered by strength-enhancing magic, some Mages simply don't want to spend all the magical energy to enhance their swing and instead opt to enhance the blade instead. An energy blade is a relatively simple mass of fields shaped into the confines of a blade that is both superheated and preternaturally sharp. The 'hilt' of the blade is simply used to provide directionality to the fields, with the actual blade being generated in place by the Device, which confers the advantage of the blade being effectively 'weightless'. In addition, the energy consumption of the blade is directly linked to its size and output energy, meaning it's relatively simple to 'overcharge' an energy blade.

For all of its advantages, however, energy blades are severely weakened under the effects of AMF compared to physical blades, and being mana-based tend to be more easily blocked by magical defenses. To counter these effects, *fifth-generation* energy blades instead generate a blade made out of kinetic energy, instead of using the magical blades used in older methods. The practical upshot is that they become much harder to counteract with anti-magic, while still retaining their properties.

Boost System [200DP]

Boost Magic is a somewhat unusual type of magic that has only appeared in recent years, and designed to be used with specialized *Boost Devices*, which generally take the shape of gloves with glass domes

on the back of their hands. Boost Magic is used to boost the parameters of another mage using the caster's own energy, generally by layering a field or barrier over their target, essentially adding to their Barrier Jacket or just contributing the energy directly to the relevant system on the Device.

You don't have to give up your Device's normal form with this option, but you will gain the signature gloves, and be able to use them to direct your spells, with healing and boost spells gaining some potency – presuming they are spells you can deliver by touch or fist.

Blaster System [250DP]

Coming from the same roots as the Fulldrive mode on some Devices, the Blaster System is designed to increase the power available to a Mage in combat. However, unlike the Fulldrive mode, the Blaster System does not only disengage the performance limiters on the Device, it also directly sacrifices the user's life for power. When a Blaster System is in use, the Mage receives direct, physical damage to themselves relative to whichever one of the *three Blaster levels* they are using, along with backlash damage to the Device itself. It is analogous to overclocking the Device with power, rather than simply letting it perform at its maximum specifications, as with Fulldrive.

Blaster One and Two are both relatively safe if only used in short bursts, being able to instantly charge nearly any spell, or push its power to the class above it. The tradeoff is the immediate overheating of the Device, along with burns, cuts and ruptured blood vessels on any flesh in contact with the Device during operation. Blaster Three, on the other hand, causes immediate damage and warping to the Device, along with potentially breaking the operator's bones and causing the same damage from Blaster One and Two all over their body. In exchange, the power of spells are massively multiplied, completely bypassing even the most potent *Anti-Magic Fields* and still coming out with extra power.

It should be noted that in some cases, the damage caused by a Blaster System can in fact be preferable to the damage potentially caused by Fulldrive. The simple truth of the matter is that it's faster and easier to treat blunt trauma such as broken bones and cuts compared to the internal damage caused by Fulldrive, which has a tendency to 'add up' before it's noticed.

Bits System [250DP]

In its original design, the Blaster System included a subsystem called *Blaster Bits*. At Blasters Two and Three, the system would generate two and four sets of 'bits', respectively. These bits bear some resemblance to the Standalone Flight Mode, being independent, flight-capable drones that can cast magic on their own, but they do not possess any of the intelligence or independence that would be found with the Standalone mode. Each bit acts as a vector from which spells can be cast, essentially giving the caster more directions to attack from, as well as potentially acting as force multipliers.

Like the Standalone Flight Mode, bits possess limitations on range, becoming proportionally less efficient the greater the distance between them and the user, in a way that is fundamentally similar to how *Familiars* share their master's mana reserves. Their range is also smaller, between one or two city blocks.

The first purchase of this system grants the control system, along with two bits, with additional bits being purchasable for 50DP per bit. If the Device also has the Blaster System installed, then each of the bits are upgraded into *Blaster Bits*. In Blaster Two or above, the limitations on range and efficiency are temporarily released, and the bits begin acting as perfect force multipliers, duplicating any spell cast by the main Device at *no additional cost*, but only so long as Blaster Mode is engaged.

Unison System [400DP]

The classification of a Unison Device is a difficult one. They are completely artificial *beings*, including total sapience, wills of their own and even their own linker cores, sometimes even with their own

Devices. They can, essentially, be broken down into three key aspects: sapience, an artificial linker core and the capability to *Unison*, which is a physical merger of Device and master in order to handle high volumes of manner – involved in casting high-energy spells or using high-power modes such as Fulldrive. While most ordinary Mages can achieve the same effects by careful preparation and focus, the Unison Device acts as a part of it's users subconscious, subtly tweaking the flow of mana and directing their master so the process becomes instant and effortless for them.

This purchase includes the latter two characteristics, refined to be used in a traditional Device, which makes your Device slightly strange among Unison Devices, as it isn't truly sapient – should you not choose to make it so in the previous section, that is. This also gives your Device a truly strange feature – an artificial Linker Core, which would let it cast spells and power it's systems entirely independent of you, should you wish. It starts at A-rank, and does not grow naturally, due to being mechanical in nature.

> **Barrier Jacket (*Or Knight Armor*)**

Remember those powerful bombardment spells that get thrown around with almost depressing regularity? Well, they aren't perfectly safe, even though the spell itself can be set to non-lethal, it won't protect from debris or any environmental damage, nor will it make a bladed weapon safe either. On top of it, taking a single unprotected hit is enough to take someone out of commission, hence the Barrier Jacket.

On top of improving your endurance to something that would make a battleship jealous, the Barrier Jacket has the benefit of being... well, magic! Their appearance effectively doesn't matter, with most of the protection being handled by internal barriers that provide protection from kinetic, thermal and environmental hazards in addition to it's protection against mana. Because of this, while not entirely relevant to combat, it should be noted that Barrier Jackets can take practically any appearance at all, with outlandish designs that fly in the face of practical attire, with the only real restrictions being what feels comfortable to the wearer.

> **Barrier Jacket Forms**

Due to being composed out of layered barrier-type spells, Barrier Jackets constantly consume mana when in use, a higher-defense Jacket consequently consuming more mana. However, Barrier Jackets can be reconfigured to different forms, similar to a Device's forms in order to change the distribution of power amongst it's properties. Any modification you buy from the table below becomes available as an alternate mode for your Barrier Jacket.

Sonic Form [100DP]

The layered fields that make up the appearance of a Barrier Jacket include protective fields, mobility-improving fields and other miscellaneous utility fields. By removing energy from one set of fields, it is possible to direct that freed power to another parameter. In this case, almost all of the power is diverted from armor and barriers into raw speed and mobility. The user can expect themselves to become far, far faster than normal, but at the cost of durability, with only one good hit being required to remove them from combat.

Tank Form [100DP]

Opposite of the theory behind Sonic Form, this instead significantly reduces the energy spent on flight, and instead uses it to significantly up the energy of protective fields. The upside to which is essentially benefiting from two *permanent* active defense spells, at the cost of most likely having to take hits to those defensive spells more often.

Overdrive Form [100DP]

Normally, differing Jacket designs hinge on the redistribution of power between systems, making the

reasonable assumption that the Mage does not wish to allocate any more power to the Jacket as a whole. However, it is possible to do so. Simply by increasing the power available to the Jacket, it can become more mobile and armored, provided the Mage has designed the Jacket to handle the increased power.

Original Design [200DP]

Perhaps you have an armor you've put a lot of loving care into creating? Well... like we said earlier, the physical appearance of a Jacket typically doesn't matter, so for this price we'll translate the armor in question into Jacket form, boosting it's properties with those of a standard Jacket, if it didn't have them already. This also confers the bonus of letting you alter it's appearance however you wish!

If it would be breaking or otherwise inconvenient for the armor in question to be energy like this, then you may alternatively choose to simply store the armor within the Device as *device-like equipment*, in which case the physical armor will simply appear when you would otherwise activate a Barrier Jacket. Additionally, you may instead use this option to override your Jacket's base form, so it may be used with the other upgrades listed above.

> Enhancements

Maybe you've got some extra DP left over? Or maybe you just want to give your equipment some boosts? In the section below are some upgrades for the purposes of just generally improving the parameters of your equipment. All options may be purchased multiple times.

Defenser Plus [50DP]

Most spells have a natural 'bleed' loss, where a fraction of the energy put into casting the spell is lost as waste, within roughly half a rank's worth of power. The natural solution is simply improving the algorithms used in the spells, which gives them more effective power.

Sonic Boost [50DP]

The simplest way to improve a flight spell is simply to pump more power into it. However, the fields that adjust for G-forces, altitude, temperatures and aerodynamic profile (especially important for those that wear capes) all have their own tweaks that need to be made so the increased speed is survivable.

Mana Boost [50DP]

As with bits and the standalone flight mode, any spell designed to affect those outside direct contact are going to suffer a slight loss in energy spent to effective energy of the spell. Thankfully, this loss can be mitigated by simplifying the algorithms, which increases the coefficient between cost and result.

Efficiency Boost [50DP]

A relatively simple modification, this streamlines some of the more critical processes in the Device, conferring a general increase to efficiency, although due to just making the modifications in the Device as a whole, it is simply a general boost, instead of a more potent boost to a specific aspect, as with the above enhancements.

> Specialization Packages

Some Devices are constructed with a *very* specific purpose in mind, such as certain functions or a heavy specialization in certain features. These can make Devices very powerful, *however*, they do come with certain detriments and performance changes that can *lower or inhibit their performance in multiple areas*, hence why they are listed separately here.

Scaledown [500DP]

Perhaps there's something a bit... bigger than a suit of armor or a hand-held weapon you'd like to bring down to use in your Device? Well, with this option, you can import a vehicle (such as a mecha, tank or aircraft) in your possession to be scaled down as *device-like equipment*, which you can wear over your Barrier Jacket, or even in place of it, with all the advantages that brings, such as Modes. Additionally, with this option, you can – *in addition* – also bring in a weapon that's larger than an anti-material rifle to be scaled down as additional *device-like equipment*, which you can choose to wield alongside your normal Device or alternatively just make the base of your Device, which gives it the benefits of having access to Modes along with systems that affect your Device.

However, you must pay attention to the potential *power costs* of anything you choose to bring in. Should you bring in something with it's own power source or ammunition, you are going to *lose access to that as it is replaced with magical equivalents*. This means that the former power demands of whatever equipment you use will be put *on you and your Linker Core*. You may absolutely bring in high-powered weaponry, but if it is too high powered, you may not be able to supply the power to fire it at full power, or worse *the demand could hurt you or even kill you from backlash*.

Elemental Affinity [500DP]

Some Mages possess a trait called a *mana conversion affinity*, which allows them to easily convert mana into a certain type of energy, common ones including *lightning*, *ice* and *fire*. Due to the fact that it's relatively rare, along with the overwhelming preference for pure mana-based techniques, it is very uncommon to see them truly used in combat outside of sports or certain magical traditions. Taking this will allow you to add a channel to the Device's casting processes that strictly favors a certain elemental affinity, including but not exclusive to the examples listed above. This will make spells within the affinity far, far easier to cast, with a much greater kick to them, but carries the downside of making elements *not* included in the affinity suffer from reduced power and efficiency as they have to go through the regular, non-streamlined channel.

Perfume Package [500DP]

This is... an incredibly strange system, to say the least. Four 'globes' are added to the main body of your device, or alternatively, two to the back of each of your hands. While not inherently magical themselves, they are based on magic hardware and- it's a very strange system, again. Each of the globes contains perfume-like chemicals that... are actually explosives. That's right, mass-based explosives. Completely non-magical and *somehow legal*. The system is capable of mixing the chemicals in the globes without them reacting in a negative way - i.e. exploding – and somehow produces various effects with this, such as producing remotely-triggered mines, smoke screens or simple explosive projectiles.

Even *more* strangely, your Device now seems to possess chemical batteries, now. Not magical batteries, these are fuel cells that provide electrical power. It doesn't seem to contribute to the casting of any spells, but it powers the mixing and projecting system, along with erecting some manner of defensive field for you, as long as it possesses power, which supplements your Barrier Jacket.

> Notes

Both the Standalone Flight Mode and Bits System have benchmarks listed for range, three to four and one to two respectively. These are benchmarks for an *A-ranked Mage*, aka the default you start out with. A more powerful Mage would understandably have a greater range, due to being able to keep up with the increased power draw. Additionally, you are free to modify this and try to get the efficiency up as you wish.

A sapient Device does not count as a companion until you import it at least once, until then it is simply a very intelligent tool for your use.

The only restriction on Scaledown is that it cannot be entirely biological in origin. This means no Evas, but something that uses biological components like a Gecko would be kosher.

Drawbacks

You may take any of the following options to make your stay more difficult in exchange for points. However, the maximum points you can earn from this section is +800CP. Any further will simply be for flavor. Drawbacks do not necessarily override perks, however, they do severely inhibit the function of perks should they conflict.

In FORCE [+0cp]

...you sure about that? Uh. Alright. Well, the events of Nanoha Force are now considered canon. While it may not be relevant to the length of your stay, this will set in motion some rather...traumatic and frustratingly out-of-place experiences for the cast, here.

Extension [+0cp]

You won't be staying in this world terribly long, all things considered. A lot will happen in ten years, and you'll be here for the tail end of the events of StrikerS. But if you want to stay a little longer, you can add ten more years to your stay in this world, totalling it to 20. Note that if you didn't choose In FORCE, it's hard to say what the future holds in store for you, especially if you choose 'Lost Logia Magnet'...I advise caution.

Separated [+100cp]

You know all those companions you had, or are hoping to run into? They don't start near you. In fact, you've been separated, literally dimensions apart from each other - and easy ways to find each other don't seem to work. You must locate your old companions by searching for them yourself. Don't worry, they'll generally be fine on their own...I just hope none of them are holding onto anything important.

Any new companions you buy in this jump, canon or otherwise, will be slow to encounter you for the first time - and even slower to officially join your party or work with you in the long-term. You'll have to make do on your own until they either come around or when the jump is over.

Lost Logia Magnet [+100cp]

Originally, it would be fairly easy to just keep your head down and live peacefully without having to worry about serious conflict...but now you can't seem to walk more than a few steps before suddenly being wrapped up in plots involving Lost Logia or other dangerous individuals, and you'll be expected to handle it. While you can still handle the situation how you see fit and won't have to worry about outside context threats, just keeping your head down and avoiding these constant plots just isn't happening, no matter how hard you try. At least they're easy to resolve...

Serial Escalation [+200, requires Lost Logia Magnet]

...or not. While plots and events in this world would still be limited to this world's logic and scale, that's been tossed out the window. Every time you defeat one threat, another and even stronger one emerges not long after. Enemies will start to reach and then surpass canon level disasters that sent the entire TSAB into a panic, and somehow, Nanoha and the TSAB won't be able to defeat it their own. You must resolve these disasters, because one way or another, these threats will eventually find you and be out for your blood. What's worse? If the ones you defeat were strong originally, or you struggled to defeat them, imagine how bad the next ones will be...

Befriending [+100cp]

One way or another, whether through a misunderstanding or accident, you will inevitably be 'Befriended' by one Nanoha Takamachi. You will lose the ensuing fight, conflict, or misfiring of her magic and it will hurt A LOT. The good news is that this won't kill you and will only happen once - you'll even become friends with her afterwards!

Hooked [+100, Requires Befriending]

Oh dear. You took that Divine Buster with a little too much...enthusiasm, Jumper. In addition to getting trounced by Nanoha, you've latched onto her and her entourage despite whatever your original intent was, and have gotten awfully attached to your new friends. You're plotbound, and there's no getting off of the ride. The good news is that you should survive most of the canon plot. The bad news is that you're not going to be doing much else - having been hooked into Nanoha Takamachi's social circle, you'll do anything to help your new friends with a distressing amount of enthusiasm, or be forced to by some control measure of the TSAB. Do note that committing sketchy or downright illegal acts will still earn their ire...a very personal one, too.

Clothing Damage [+100cp]

Not again! 'Spontaneous nudity' shouldn't be something you need to consistently file on a report, but somehow, you're the lucky winner of this trend. Your clothing just seems to tear or rip off entirely at even the slightest provocation - losing your entire shirt to a stray tree branch, your pants to a magical blast, and all sorts of other humiliating events. Your Barrier Jacket or armor will generally hold together long enough to finish a fight, but you bet it'll find a way to be torn off or destroyed by the time the danger has passed. Hope you're not the easily embarrassed type.

Control Problems [+200cp]

You're unfortunately a danger to yourself and those around you, Jumper. Either due to ineptitude or far too much raw magical power, you have trouble controlling your Magical abilities. While it will still function just fine in combat, it will be difficult to use anything except for big, explosive, destructive spells that tend to cause a lot of accidental collateral damage. Expect to be given a desk job if you end up working for an organization.

The Ferret *Talks*? [+200cp]

...well, yes. He does. Despite everything you acquire here, you seem to be completely clueless about how this world works and how the plot will eventually unfold outside of your background memories. You lose all metaknowledge related to Nanoha and canon events, and what's more, everything you purchased in this jump will be steadily acquired during the jump instead of given to you right away. You'll generally get what you absolutely need in a tight spot, but it will be piecemeal instead of wholesale. As a bonus, if you haven't chosen a Scenario that significantly changes your backstory, you may start on Earth as (what your Background thinks is) an ordinary person, with some sort of backstory for relevant backgrounds as to how you ended up like this that will eventually lead you into rediscovering the truth...

I'm a *What*? [+100cp, requires The Ferret *Talks*?]

Normally, only your background suffers amnesia regarding this world and events that will unfold in it. Your old stuff will work fine, along with memories of earlier on your chain...except, well, not anymore. You remember absolutely nothing about your original life or previous jumps of your chain. Your abilities and gear are likewise rediscovered step-by-step, and very little will speed up this process, even if you somehow prepared for the eventuality. Your companions are afflicted with the same state.

Targeted [+200cp]

Someone hates you, or believes you're somehow responsible for a great loss in their lives, or some sort of slight on their family. This someone is also going to be capable enough in combat or too resourceful to ignore, and they'll be out for your blood. It is possible to talk them down and maybe come to an understanding, but it will only be after some hard-fought battles or long, drawn-out conflicts.

What Evacuation Siren? [+200cp]

How did you miss the memo?! The city's about to explode, you fool! Okay, not really, but you seem to have a

talent for wandering into incredibly dangerous areas where explosions and magical bombardment spells are being thrown around like candy. Even if you were just out shopping, you'll suddenly find yourself in a Barrier right as a titanic fight between two powerful mages has started, and the collateral will find ways to hurt you or make your life miserable. You must either fight to survive or get good at running away...at least until it happens all over again.

Superior Disdain [+300cp]

For whatever reason, an organization you're part of or connected to doesn't particularly like you. Maybe you ticked off the wrong person, maybe someone suspects your Jumper nature or your character, or maybe they're just that petty and spiteful. If you're part of the organization, like the TSAB or otherwise, your superior will regularly send you on suicide missions or try to find reasons to have you locked up or killed. And if you somehow resolve this peacefully or even with violence? You bet it will happen again, with someone else at the helm. You're on a permanent blacklist, no matter where you are or what you do...and heaven help you if you lash out or rebel.

Unlimited Desire [+300cp]

How unfortunate. You've been programmed with the same 'Unlimited Desire' as Jail Scagletti, and this is currently completely unknown to the TSAB. You have an obsession with unlocking the secrets of Al-Hazard and Ancient Belka programmed into your brain, and you will go to extreme lengths just to get to them if you don't regulate yourself - a difficult task indeed. Expect to be sought by the TSAB or worse if someone finds out about this impulse. You may not be popular around others, either, with that sort of tunnel vision...

The High Council Hates You [+300, requires Superior Disdain]

Or maybe the worst possible scenario has already happened. Either the entirety of the TSAB or a powerful and equal organization consisting of Belkan Remnants have moved you from 'blacklisted' to 'most wanted'. The force has mobilized en masse for the sole purpose of bringing you down, and are willing to use incredibly dangerous and previously-illegal weapons and Lost Logia to kill you. Even if you befriended the cast, they'll be hard-pressed to try and resolve things peacefully...and all you can do is run or fight as you're hunted across dimensions.

No Linker Core [+400cp]

Sucks to be you. None of the Magic bought in this jump will work for you at all, and you cannot use a Device or any of the spells provided here until the jump is over. I hope you have some way to compensate, or stay alive...

Just Flesh and Beams [+400cp]

None of your out-of-jump abilities or gear work or can be accessed here. You are, by all accounts, an ordinary person...though possibly an ordinary person who can wipe a city off of the map depending on what you choose. Unless you also took 'No Linker Core'. Then you have absolutely nothing but your bodymod. Have fun.

Scenarios

Rather than added difficulty. Scenarios represent potential story hooks and introductions into the world for those who are unfamiliar with them. There is no limit to the potential CP gain from scenarios.

There are two groups of scenarios for you to choose from for your stay here.

Group A scenarios – or Story Scenarios – represent a significant paradigm shift from your normal background and memories, which will greatly affect your stay here. You may only choose one.

A Mother's Love [+300cp]

Starts on page #34

Consumed by Darkness [+400cp]

Starts on page #35

INNOCENT [+0cp]

Starts on page #37

Blocks all other scenarios from being taken.

Mantle of the Saint Kaiser [+300cp]

Starts on page #38

Requires "Blood of Kings"

Group B scenarios are tasks that do not modify your background or memories, rather, they present a specific task or difficulty that you must overcome, offering rewards and cp for their completion. Unlike Story Scenarios, you may pick more than one, presuming your choices do not conflict.

Material-LSD [+300cp]

Starts on page #39

The Jewel Seed Incident [+200cp]

Starts on page #42

Cannot be taken with "A Mother's Love"

Nuclear Launch Detected [+200cp]

Starts on page #43

Belka Reborn [+600cp/Variable]

Starts on page #46

Critical Note on Scenarios: These won't be finished anytime in the near future. Thus, the proceeding pages with the details on scenarios are highly abridged forms, without flowery language or text. This means that even in the unlikely event they do get full descriptions, your choices, rewards and options *will not change*.

Group A Scenarios

“A Mother’s Love”

[+300CP]

This Scenario affects your background memories, age and gender.

The Set-Up:

In her attempts to clone her beloved daughter Alicia, Precia Testarossa made a prototype clone to Fate. You. An artificial mage like Fate is, your linker core and skill in magic are all as you bought them. However, what has been instilled in you is a high fanatical loyalty to Precia, which will severely color your actions unless something were to challenge that viewpoint. You are also a literal clone of Alicia, although you are aged a few years- into your early teens due to the time difference between you and Fate’s ‘activation’ as it were.

Your age is set to 13 years old. Your gender is set to female.

The Scenario:

Like most of the Group A scenarios, this simply was intended to provide additional points by making your stay more challenging in a way that was too long form for a simple drawback – in this case, the additional challenge comes from having a ‘fanatical loyalty’ instilled within you and automatically putting you into direct conflict against the protagonists. The actual interpretation of that is meant to be left up to each jumper depending on if they want to go typical Nanoha-route or something darker along the lines of FORCE (for whatever reason that may be).

Notes:

- The ‘fanatical loyalty’ part of this is in no way supposed to be treated as a drawback, as with Fate, you can very easily have it talked or ‘befriended’ out of you. This essentially makes you a very, very sheltered teenager clinging to her mother’s word with all the emotional maturity to go along with it.
- Precia did not make whatever kind of abomination you may happen to be or not be – ergo, she doesn’t know about *any* of your out of jump abilities. However, it should be noted that with the sort of personality this gives you- well, do you think that kind of devoted daughter would keep secrets from her mother? Granted, she may rationalize it’s to protect her mother so...
- This is not a total personality rewrite, this is rather a strong coloring of your original personality. Companions and such *will* still recognize you as you. On the subject of Companions, taking this scenario essentially gives you free reign to either assign them to worlds – randomly if you took the ‘Separated’ drawback – or to have them be with you, the explanation and rationale is as always up to you.

Group A Scenarios

“Consumed by Darkness”

[+400CP]

This scenario affects your background memories, age and (potentially) gender.

The Set-Up:

Hayate Yagami is a girl who came into accidental possession of an extremely powerful Lost Logia – a term for dangerous artifacts from either Belka or the empire before it, Al-Hazard – called the Book of Darkness. However, instead of Hayate coming into possession of the Book – you instead come into possession of it. This comes with several critical drawbacks.

Firstly, should you not regularly collect energy to fill the Book’s 666 (yes, really) pages, the Book will eventually start draining your life force for the energy and make you sick. This manifests as a generally weakened immune system, but also a physical weakness that culminates in loss of motor function, gradually paralyzing you from the feet up. As if that weren’t bad enough, this isn’t some magical curse, it’s actual bodily failure, as once it reaches your heart or compromises your immune system through other such organ failure (the liver and kidney, for example) it *will* kill you.

To make matters worse, it’s impossible to feed the book with magical energy continuously, so this effect will build up whether you want it or not. The reason you can’t feed it a constant stream of energy is because it only has one other way to harvest energy – draining the linker cores of still-living beings. This copies their spells into the Book, for one, but also has the potential to cripple them magically and physically. It also has the capacity to *kill* magically constructed beings – such as familiars and the Wolkenritter themselves – instantly due to essentially ripping their heart out.

This scenario also possesses two special modifications, one of which you may take:

Fifth Ranger [+0CP] As an alternative to becoming the master of the Book, instead you may choose to manifest as one of it’s guardian Knights – the Wolkenritter. This gives you considerably more agency versus being slowly crippled, *and* also grants you resurrectional immortality for the rest of the jump. However, instead of your own life being the one you have to protect, you must protect the master of the Book – Hayate – instead. Should the Book go berserk or Hayate otherwise die, you will also vanish along with the rest of the Wolkenritter.

The Left Hand of Darkness [+100CP] Instead of becoming the literal master of the Book, you may instead be inserted as some manner of sibling or relation to Hayate. This then invokes the same restriction as *Fifth Ranger*, in that it ties your victory to Hayate’s survival, however, it also gives additional points due to not having the resurrective immortality granted by *Fifth Ranger*, meaning that death is still very much a concern for you.

The Scenario:

Like the rest of the Group A scenarios, this does not come with any specific reward, and the challenge of it is detailed in the set-up. However, there is a very great *implied* reward to this. The Book of Darkness. Depending on your skillset, you may be able to repair it or maybe reproduce it, who knows. But even should you destroy it, depending on how it plays out, you may have access to the spells in the Book, as well as a disproportionately large linker core (albeit one that will cause problems as Hayate can attest).

Notes:

- (On the background modification mentioned at top) The base scenario means that your background memories

are similar to that of Hayate's. Not the same, mind you, but following the general idea of having no one left to look after you and otherwise hospitalized. This may be further modified if you took something like *Blood of Kings* or *Combat Cyborg*, since those would understandably modify the backstory somewhat. Exactly how that goes is of course up to you, however. Same goes for "A Mother's Love" up above, come to think of it. However, should you like, you can *literally* become Hayate as well, should you wish. I see no reason to ban it, in which case your age is set to nine years old, your gender set to female and your accent is set to kansai for the duration of the jump.

- The Wolkenritter are as is – Signum, Vita, Shamal and Zafira, who function in the same manner as the Guardian Knights in the Book of Dawning Sky item listed above. As with said option, they count as a single companion slot, with powers shared as you wish – although I'd personally recommend some manner of discrete sharing, as each Knight is intended to have certain strengths and weaknesses, but that's just my personal taste, you are free to determine otherwise. They may take multiple slots individually, if you prefer.

- If you've purchased the Book of Dawning Sky, you may be able to find a way to transfer the contents of the Book of Darkness - the Wolkenritter and Reinforce, and its data - over to the other book. This would give you access to its contents if you could manage to do so, though it would overwrite and replace the Guardian Knights and base AI with both in the process. If you truly want to have both, you must be able to repair the Book of Darkness or salvage the situation on your own. Regardless of what path you take, assume it will require some work and ingenuity.

- The Book going berserk is *only* a failure condition in the *Fifth Ranger* modification. That means that otherwise you can allow the Book to go rampant as it's host or as a relation to Hayate.

Group A Scenarios

“INNOCENT”

[+0CP]

This scenario cannot be taken with any other scenarios.

This scenario modifies your background memories, starting location and age.

The Set-Up:

The INNOCENT spin-off manga is far lighter and softer than the main series. Everyone from canon is alive – although Arf, Yuuno, Zafira and Lilith are actual animals, poor them – and are perfectly healthy in both mind and body. INNOCENT is actually for the purposes of advertising an upcoming mobile game in Japan, which makes it roughly equivalent to the Gundam Build Fighters of the Nanoha franchise.

Here, anything you might recognize from the main series is in fact part of a virtual reality game called Brave Duel, played at various hobby shops. The exact hows of Brave Duel are... ambiguous, to say the least, it's very much about making up the rules as you go. But anything you bought will be rendered in Brave Duel form for the duration of you stay – your other powers will remain perfectly fine and unlocked, though – as a bonus, however, playing Brave Duel will be just as good as actually training with your magic for the duration of your stay.

There are no fantastical places to visit other than boring old Earth in this, however, so your location is set to Uminari City at the beginning. Your background memories are of course slightly tweaked due to magic not existing and your age is set to nine.

The Scenario:

This is a vacation option. There is literally zero risk to your life here other than the inherent dangers to living in a relatively peaceful city- I'll just level with you. The only thing that is in danger of being damaged during your stay is your pride due to being beaten at a children's game. Other than that, you should be good.

Notes:

- It might be more accurate to say that this is a spin-off manga to the spin-off fighting games *Battle of Aces* and *Gears of Destiny*, as the Materials, the twins and so on from those games exist here quite happily, and make up one of the protagonist teams.
- Once again, powers from outside the setting are not disabled. Feel free to use them, nothing's going to break if you do. Well, other than things you *actually break* using them.
- Brave Duel doesn't appear to have any supernatural elements like in other similar series, but just wait, maybe it'll develop some.

Group A Scenarios

“Mantle of the Saint Kaiser”

[+300CP]

Requires “Blood of Kings”

This scenario modifies your background memories and starting location.

The Set-Up:

Mechanically, this scenario exists as a way to essentially ‘buy back’ the points you spent on *Blood of Kings* by attaching some extra difficulty and responsibility to the title. This alters it so – like Vivio in canon – you are an attempt to clone the Saint Kaiser or one of the other Belkan Kings in the modern day by either Jail Scagletti or another organization for their own purposes – maybe even someone in the TSAB or the Saint Church itself. Your background memories will be very faint and dim – and also, it seems, your previous memories will be just a little faded – with little to remember other than the tank, your ‘caretakers’ and the cell you slept in. Your lack of experience with the world will leave you a tad naive. Whatever the case, you’ve been discovered and taken in by the TSAB.

However, there are a few things other than the lack of immediate background memories. You’ve also been afflicted with very strong ancestral memories of Belka and the Unification Wars. Yes, ‘afflicted’ because strong ancestral memories *impress* themselves upon you and have a way of coloring your thinking. So your memories have been colored not only by the peace-loving Olivie’s memories in the case of the Saegbretch line, but also the best and the worst of the Saint Kings before her.

The Scenario:

Essentially, the challenge of this scenario is managing how you look, sound and *think* like an old Belkan King, which in addition to putting you immediately on the radar of people like Jail also makes you a rather public figure – *especially* if you’ve managed to obtain powerful magic. While the Church might never acknowledge it publicly with all the power the TSAB has over you, people might quickly grow to view you in a messiah sort of way, which is a double-edged sword in many ways.

Note:

- Olivie is used as an example throughout the description here, but this scenario applies to any of the potential bloodlines you can choose from *Blood of Kings*.

Group B Scenarios

“Material-LSD”

[+300CP]

The Set-Up:

You'll begin to notice strange weather following you around. Thunder without lightning. Downpours of rain on a clear day. Torrents of wind that don't rustle the trees. With a sufficiently intelligent Device, a good analyst or even just watching the Mid-Childan morning news, you'll find out that this isn't just normal weather patterns, but rather evidence of small dimensional quakes. Within weeks, or maybe even days, the quakes will resolve into actual dimensional tears that open just long enough to spit out a lone figure.

The figure seems to be confused, disoriented and agitated, and with barely a moment's hesitation will launch themselves at you.

Material-L – Levi the Flash

Blue-black twintails, an off-color bardiche and an angry, excitable personality. Levi's immature personality betrays an extreme speed designed to take her into close range melee to attack with incredible finesse – with the long-range defenses to make it into that range under heavy bombardment. She'll treat combat almost like it's a game up until she starts getting pushed back, at which point instead of calming down and focusing on combat, she'll go into a berserk sort of tantrum and begin attacking recklessly. It seems like she could use some sort of handler to remind her of how to act in battle...

Nevertheless, when she falls, her barrier jacket will revert to... some form of school uniform and she'll begin blabbering about darkness, an alternate timeline, her master and all other forms of gibberish until you can get her to calm down. Although once you've got her under a roof and bandaged, she'll become surprisingly tight-lipped, giving you only her name and grudgingly leaving you her repairing Device as a manner of showing she'll co-operate.

That is, until another quake interrupts your day. Levi seems to simultaneously be elated and begrudged to see the new figure, but with her Device in your hand, there isn't much she can do about it.

Material-S – Stern the Destroyer

This new challenger is soft-spoken brunette. She's far more calm and analytical than Levi ever was at the best of times, which would make her dangerous enough if not for her own monstrous combat skills. She's fond of long-range bombardments under the Mid-Childan system, but if allowed in range, she'll adjust her grip and start swinging her wedge headed staff like a hammer while putting intense defense fields. She's easily the equal of several specialized mages on her own, and possesses a collected tactical mind to boot.

If you bring her down, you'll find she's quite compliant with your requests, changing back into a uniform similar to Levi's and promising not to attack you – although she'll still hand over her Device should you ask. Stern, as she introduces herself, is far more helpful than Levi ever was with answering your questions. She explains that they are both manifestations of a program called 'Unbreakable Darkness' – which she freely admits to being the end result of allowing the 'darkness' within something called the Book of Darkness to germinate. She, Levi and another 'Material' she calls 'Dearche' are all manifestations of this program.

She's quick to assure you that you aren't in any danger – the entire reason they're here at all is because the UD program has been destroyed, they appear to have been forcibly ejected. The circumstances under which this happened and the people involved seem to be the only thing she's unwilling to speak of, saying it's more of a

private matter for them, after which she'll be unwilling to say anything further.

Material-D – Lord Dearthche

This last quake is hardly surprising, what with Stern's revelation of a third member, you suppose this has to be the last of these 'Materials' - Dearthche. Stern was all too happy to speak on her supposed 'lord' (although the manner in which she spoke suggested it was more of a resignation than actual loyalty) and her powers, which is a welcome equalizer as Dearthche has an absolutely monstrous mana output, eclipsing the top output of almost all – if not all – mages you've ever encountered. Dearthche will all too happily (and haughtily) launch barrage after barrage of extremely high-power, high-damaging attacks, the only saving grace from which is the long casting times and the girl not even bothering to aim.

Stern did describe her as 'arrogant to the point of stupidity' after all, and she proves it by acting somewhat in the manner of a child at the controls of a nuclear arsenal, which makes her both easy to take down and extremely dangerous. She doesn't even concern herself with power management, simply overpowering her shields and healing magic to take any attacks and damage she receives.

It seems that all too much like Levi, Dearthche doesn't even realize the fight is over until her mana reserves evaporate without her knowing, and she drops from the sky like a rock.

Despite being in custody, she still acts like a spoiled king, refusing any requests to co-operate with attempts to secure her or her Device with a cocky grin, requiring either overpowering the small girl or getting Stern to have a few... stern words with her, at which point the smiles drops and she'll submit without question.

The Scenario:

Now with all three materials in custody, you'll have to figure out what to do with three extremely powerful mana constructs shaped like children. The suggestion of handing them over to the TSAB will be met by smug laughter from Dearthche until Stern quietly elbows her and explains that in a few days, the dimensional phenomena that brought them here will reverse and pull their Devices – and hopefully them alongside – back to their home timeline- some place called 'Eltria'.

None of them seem entirely happy at the prospect of going back- except for Levi, who doesn't seem to have entirely grasped exactly what they were doing back there anyway. Dearthche feels she has to return due to some warped sense of duty, and Stern seems conflicted between a need to keep an eye on her two compatriots and her own silent exhaustion.

A New Home

All three are surprised when you ask what will happen to the Device should they not be around at the spell's reversal. Dearthche is somber for the first time, eventually concluding that the Device would most likely return on its own without any passengers. Levi cockily comments that their 'mortal enemies' were waiting for them back there for a fight before she's gently shushed by Stern before reminding her that they were 'the cause of the problem'. She hesitates before venturing that were they not to return, without their presence the doomed timeline would cease to exist, in a manner. It sounds dubious at best, but you aren't exactly an expert on time travel either.

Should you like, you can attempt to convince them to stay in this dimension – your reasons are your own, I suppose. Maybe these girls have grown on you in their time here, maybe you just want to avert another dimensional quake or any other of the numerous possibilities. Of them all, Stern is the easiest to convince, although she would be greatly eased if something was done to ensure the remaining Materials didn't get in over their heads. Levi is near-mindlessly devoted to Dearthche, but may be convinced to stay if you appeal to her childish and short-sighted nature. Dearthche is the hardest to convince, as she believes everything on the other

side of the portal to be part of her ‘dominion’ and something she might rightfully claim as hers.

Maybe despite your best efforts, when the telltale quakes come again, those with the Devices in hand will find themselves swept back through dimensional space somewhere... and somewhen. They never actually specified if they came from the future or past, come to think of it. Maybe they didn’t even know themselves.

The Rewards:

Any Materials you convinced to stay may become companions of yours, should you wish. If you convinced more than one of them, they may also be merged into the same companion slot, with perks and abilities spread evenly among them. Granted, without their Devices their combat ability is significantly less, but Devices are replaceable, no?

For every Material you send back, you notice some... changes. Perhaps they were from the past after all, because the shape of the land seems to change ever so subtly. Grass is greener, the air is fresher and everything just seems to be ever so slightly more *alive*. It seems that the landscape has been altered ever so slightly to meet your needs perfectly. The shape of that hill allows just enough space for that gazebo you’ve wanted to put up, or that stream curves away just before it would become a problem for your orchard.

If you sent all three back, it seems they achieved great success, as on your bookshelf one day you’ll find a curious report titled ‘Eltria Terraforming Effort: Process and Techniques’ by one Kyle Florian, which is a treasure trove of old Belkan-era knowledge on both magical and technological terraforming techniques, which while somewhat slow, are efficient enough to turn a biosphere from near collapse around in a lifetime.

Notes:

- Should you wish, if someone else were to hold the Device by the end of the week, they would be sent back in the Material’s place. They won’t count for the end rewards, however.
- You yourself could also go back, which would be a good way to experience the *Battle of Aces* and *Gears of Destiny* continuity except for there not being much to it beyond those few days present in the game.
- The Material’s relative age scales with you depending on when the scenario is triggered. If you were to meet them at the beginning of your stay (which the scenario presumes, but it is not required) then they would appear nine, continuing logically from there. Three years in, they would appear twelve; eight years, seventeen; ten years, nineteen.

Group B Scenarios

“The Jewel Seed Incident”

[+200CP]

This scenario cannot be taken with “A Mother’s Love”

The Set-Up:

This scenario is this jump’s equivalent of a ‘plotbound’ drawback, except less intended to permanently rail you to the story and more to give you an ‘in’ with the canon cast, hence why it is here and not in drawbacks.

No matter who or where you are, once the jump begins you will find yourself irrevocably drawn into the throes and conspiracy of the Jewel Seed Incident. Your additional involvement is essentially whether you want it to or not for the duration of the Incident, which will see some scaling relative to the strength of the magic you’ve bought for the beginning of this jump. This ensures you’ll always have challenging opponents to fight (presuming you don’t use any out-of-jump abilities) which will hopefully keep it interesting for you.

The Scenario:

The scenario is off-rails from canon, which means that- should you like, you could side with whomever you like – Precia, the TSAB or simply go off and forge your own side. However, each of the two canon sides have possible extra rewards for you – in return for the additional challenge you incur as part of the Scenario.

The Rewards:

Siding with Precia

Precia probably won’t like you – at least with the haze of her illness still upon her mind – but assisting her with her mad plan does allow you to get close to her and glean some of her myriad knowledge from many years of work and research. Possibly the biggest spoil of this is a data file, starting off as the concise notes of a grieving woman and descending into the ravings of a madwoman and what would become Project F. It all provides extremely valuable insights into the creation of powerful artificial mages – including ensuring they possess specific abilities and traits – along with research into familiars, possibly an abandoned avenue she considered once.

Siding with the Bureau

By the end of it, the TSAB is going to pick through the rubble and place any interesting artifacts uncovered squarely under the label of ‘evidence’. And even if they were somewhat inclined to, it would still be foolish to let someone walk off with what could be a key piece of evidence. Instead, you’ll have several opportunities to learn about the design and construction of dimensional cruisers during your time aboard the *Arthra*, in which the engineering crew are all too happy to explain the maintenance and operation of the various generators, propellant systems and dimensional travel onboard the ship. It’s not quite an engineering degree, but it’s definitely a good bootstrap if you’ve got the aptitude for it.

Neither Side

Acting in a manner that best suits your interests may bring you into conflict with one or both sides, but it’s worth it when you’re finally able to pick this beauty out from among the debris. A stabilized jewel seed, seems like Precia’s botched spell had at least *one* good side-effect. While they do possess a moderately advanced intelligence as part of their ‘wish granting’ program, actually getting it to do something useful is more like trying to find the correct prompt on a bad text adventure. What they’re more useful for is acting as a simple

generator of mana, which is one thing they excel at. A potentially more exotic use of it might be fusing it with someone's linker core to give them a solid increase in mana output.

Group B Scenarios

“Nuclear Launch Detected”

[+200CP]

The Set-Up:

This is one of only two ‘true’ OC scenarios on the entire list. No canon basis for this, it’s here to offer an alternative for people who want to do their own thing separate from the main cast, but don’t necessarily have an idea of where to start. This is supposed to give you ideas.

The scenario focuses on a group of dimensional criminals who have recovered mass-based weapons of mass destruction – not necessarily nuclear weapons, but you can flavor it as so if you wish – from an ancient Belkan ruin. To make matters worse, the weapons are ‘dirty’ and will unleash vast quantities of ecological damage onto the environment should they be detonated.

They’ve hidden their tracks well, but fortunately an organization this small with no support is unable to support themselves in isolation, and with luck you’ll be able to nab one of their members making a supply run and use them to track them down to their base of operations – a derelict Belkan cruiser orbiting one of the moons of the planet Easter.

The Scenario:

The main reward aspect of this scenario focuses around the concept of taking the enemy base. Upon your arrival, the terrorists will begin scrambling to try and scuttle the base and warheads in a typical suicidal maneuver. By increasing the difficulty and challenge you face, you take personnel away from the scuttling effort, giving you more time to storm more rooms.

It functions like a typical point table, which you must finish with a 0 or higher in total points, parathenses indicate how many times that particular obstacle may be taken.

D-rank Sentry Squads (4)	+1	Ancient Belkan Scripture These caches of data contain hundreds of poems, stories and valuable archaeological information pertaining to Belka, particularly before the Unification Wars. While not entirely useful to you, they could prove valuable on the market... [May Take Multiple Times]	-1
B-rank Teams (2)	+2	Mass-based Weaponry While they appear to be simple swords, these are in fact Lost Logia- swords that were mass-produced for infantry that produce a powerful cutting field, along with crates of handheld laser weapons- similar to a Gadget Drone’s. [May Take Multiple Times]	-2
AAA-rank Ace (1)	+4	Badge of Office Perhaps it once belonged to a minor noble house, but this small Belkan Cross carries with it the weight of a long-dead title and	-6

		landownership... granted, the land was probably on Ancient Belka and is thus lost now, and the TSAB rarely acknowledges such titles with any real significance, but with it, you'll find people tend to treat you with an air of respect and humility befitting an honored figure.	
Fire Outbreak (1)	+3	Combat Prosthetic Famously, the last Saint King Olivie lost both of her arms in an early childhood accident. Luckily for her, they were able to be replaced by advanced prosthetics. The TSAB routinely uses cybernetic replacements to help people who have lost natural senses or limbs, but they don't approach the monstrous power of these mechanical replacements. While inherently artificial looking to an extent, they still pass for regular limbs with a little effort and possess enough power to flip tanks and shatter walls.	-6
Automated Sentries (3)	+1	Hunters What would eventually be called "Mark IV Gadget Drones" are in fact a type of anti-personnel robots equipped with an extensive AMF and physical blades capable of easily ripping any sub-S-rank mage to shreds. Fast, powerful and deadly, you can find a cache of eight of these monstrosities. [Can Be Taken Multiple Times]	-5
Internal AMF [AA-rank]	+5	Portrait of Saint Olivie There are those in the Saint Church who would kill for a relic such as this. An authentic, period-accurate portrait of the last Saint King herself, Olivie Saegbretch. While you could easily sell it for billions, the painting's presence carries a powerful gift. Any location it is displayed in becomes hallowed ground – graced by the Saint King herself. None would dare defile such a place, and under her gaze, people become more introspective, more reasonable and more easily awed.	-8
Internal AMF [S-rank] [Requires Above]	+10	Clarent Perhaps you're familiar with the freezing Device Durandal. Well, it's powerful elemental abilities – regardless of it's wielder – were actually dervied from another relic called Clarent. It seems they got their hands on the original piece and retrofitted it as an	-15

		Ancient Belkan Device. Somewhat amusingly, it insists upon addressing you as ‘My Lady’ no matter your gender or what you tell it otherwise. It’s exceptionally responsive to fire magic, able to cause great infernos with relatively little casting energy.	
Radiation Hazard (1)	+3	L’Arc-En-Cil The forebearer to the TSAB’s ship-mounted cannon, the L’Arc-En-Cil was an artillery cannon designed to punch small spheres of space into the void of Imaginary Space, leaving yoga ball-sized spheres of empty space behind. While not particularly impressive in terms of high-ranked magical artillery, it was more than enough for use against infantry and armor.	-20

Group B Scenarios

“Belka Reborn”

[+600CP/Variable]

The Set-Up:

This scenario was supposed to be much more complete than this, but I can't even give you the broken mess that is the cliff notes version, so I'll just leave you with the original open-ended prompt. There are two versions.

The Scenario:

Conquest

Ancient Belka has slowly crawled it's way back towards civilization, the few survivors on the polluted and barren planet pulling together to form the Empire again. Starting from the small planet, they'll begin to take minor Non-Administrated Worlds, which will go ignored by the TSAB at first until the sophistication and advancement of them becomes a concern. Instead of learning any lessons from how it failed before, the Belkans have chosen to retread the path of mass-based weaponry. Firearms, nuclear weapons, chemical warfare, genetic engineering and total warfare.

TSAB magic, which has so carefully been groomed and managed to be a clean, easily usable power source has never had to compete against another hostile power which uses vast quantities of mass-weaponry instead of the simple firearms and equipment of small dimensional terrorist groups- which are themselves quickly being absorbed by their explosive growth.

The goal is simple, stop their rise by any means possible – and if not possible – then simply to *survive* the ten years as the new rule of Belka descends.

Savior

The TSAB is failing. It's foundation is weak, corruption dances within it and they are simply too far stretched over too much land. A new solution is necessary. Thus, following a string of old dimensional coordinates, hearsay and occasional wild guesses, you find it. Belka.

It's time to reconstruct an Empire.

The people of Belka are survivors. They've found numerous ways to flee, bunker down and endure the nuclear winter forced upon their planet by the Unification Wars. The landscape is dotted by the scorched corpses of Ancient Belkan warships, and the slagged remains of old fortresses stand as grim landmarks to what were once proud kingdoms.

Your goal isn't anything as grandiose as the Unification Wars. These Belkans don't want more war, they want to live again, in their own way, not under the dominion of the Saint Church. Whether resettling, or through terraforming, you need to gather together the people of Ancient Belka and found them a new home, under their own flag. You have the duration of your stay to achieve this, and it's not undertaken lightly. Good luck.

The Rewards:

There are two ways you may take this scenario. The first is to just accept the 600cp reward for completing it. Alternatively, you may choose to have the following reward as compensation for completing it.

Lupus Cradle

The Saint's Cradle was the flagship of the Saint King Alliance's fleet, known simply as the 'battleship' during its time, it was known to its crew as the 'Cradle' due to being the birthplace, home and eventual grave of many of the Saint King's bloodline. While the Saint Cradle itself has been lost, its design legacy and influence persisted into the generations, giving rise to this prototype.

Lupus Cradle is not a titan of technology like the Saint's Cradle was. It clocks in at roughly a third of the Saint's length, which nevertheless means it's over twice the length of the largest Mid-Childan vessels. Like the Saint's Cradle, Lupus Cradle utilizes anti-aircraft laser turrets along its hull, which are mostly salvaged and repaired modules from other Belkan warships that used them, clocking in at 20 turrets total: eight turrets on each side, and eight on the top of the vessel.

Unfortunately, the great army of Type-IV Gadget Drones that once guarded its interior are no longer available, the ability to manufacture, much less activate the few existing ones, had been long lost. Instead, the drone complement has been replaced with a sophisticated sentry system using the same turrets utilized on the hull, albeit with their power turned down in order to prevent hull damage.

The most important feature of Lupus Cradle – and the one feature that they managed to perfectly replicate from the original Cradle – is its ability to resonate with planets. By taking in the power produced from alignment between two planets, the Cradle is capable of generating enormous amounts of energy, which can be used to power the turret defenses and targeting computers to vastly increase the power, range and accuracy of them to the point where pinpoint planetary bombardment actually becomes feasible.

You survived ten years of living in this odd collection of worlds, despite the danger and constant...befriending? Well, I hope you had a lot of fun and made it entertaining. What do you plan to do next?

Return Home - That's it, you're done. The magical beams and constant 'friendship' finally broke you. You're going home and taking all of your stuff with you. Does anyone ever actually take this...?

Stay Here - This world isn't so bad, is it? Even with all of the Lost Logia and danger, there is peace and possibly something worth settling down here for. You will remain in this world for the rest of your days.

Move On - Time to pack your bags and hit the next jump!