

# Generic Giant Robot Series

A Jumpchain-compatible CYOA

by Itmauve

v1.0

What's better than a hero? A hero in cool armor. What's better than that? Make the armor the size of a building! This is the origin of the mecha genre, or the giant robot genre, depending on how you look at it. Featuring giant robots (duh!) piloted by dashing heroes and despicable villains, the genre has expanded over the years, with hundreds of different series. And now you get to experience one yourself.

Take **+1000 CP** to get you what you need for the next ten years.

## Opening

The opening to any good mecha should introduce the characters, their mechas, and have rocking background music. We'll get to the first two in a moment, but for now cue the music.

The jumper pays for anything requiring CP in this section.

### Genre

There are different kinds of stories and tales that use mecha as a tool. While "Genre" might be too broad of a word, it still works. The space-based Genres (Orbital War and Space Opera) all require a Tech Level of at least Fission Core. The price is a difficulty indicator. Select one.

#### Xenowar - Invader Unknown (+400 CP)

Aliens are invading. Humanity's finest gear up in giant robots to fight them off. While Kaiju might be the creation of aliens, but a few massive enemies really doesn't count as an invasion, does it?

This doesn't necessarily require a space-based humanity. Humanity could be besieged on Earth and Earth alone.

#### Space Opera - War Of The Spheres (+300 CP)

It is the XXth Century. Humanity has colonized dozens of worlds. Unfortunately humanity hasn't changed, and now an interstellar (or maybe interplanetary) war has broken out.

#### Orbital War - Heaven and Earth (+200 CP)

The people of Earth, fighting against their space-dwelling descendants. And we're talking space stations and maybe lunar colonization, not planet versus planet.

#### Alt-History - War Never Changes (+100 CP)

What if we took existing wars, and added giant robots to them? The normal Earthbound wars we know and hate, now with giant robots.

While not having to map to a specific historical war, they generally should follow the same trends as a known war. Generally the Tech Level will be Fission Core or lower. (They also don't have to be strictly "Earth"-bound - alternate earths, or just another planet with very expensive space travel will produce the same effect.

#### Kaiju - The Monster Mash (+100 CP)

Monsters threaten humanity, and the only solution is giant robots to beat them up. Biological monstrosities versus advanced engineering, round one start!

#### Police Procedural - Law And Order (+0 CP)

Well, you don't have to be mecha-nized police. Maybe you're a private detective who has to regularly bust out the ol' giant robot during cases?

Still, your enemies are criminals (or maybe you're the criminals?) and there will be court cases.

#### Sports - Pretty Robot Football Planet (-100 CP)

What's better than playing a game of football? Playing a game of football where everyone is piloting a robot the size of a skyscraper and armed with laser cannons.

It doesn't have to be soccer, but mecha are used for sports. Formalized sports, where the goal is to score points, not kill your opponents. This genre has the least firepower of all the genres, and attempts to introduce more firepower will probably not be that desired.

#### Genre Shift

Combine two Genres. You may choose one of the Genres to get discounts in, and gain the greater amount of CP from the two options. You may not use this with a scenario.

### **Sizes**

This is the standard size of the giant robots. While exceptions might exist (usually in the "larger" direction,) the average mecha will be this size. If you ask a random person on the street what "mecha" means, then this is the size they'll think of. Larger robots do require better power sources. Select one.

#### Mini Mecha

2-5 meters. Hey, isn't this supposed to be "giant?" I have my eye on you. Code Geass actually falls into this space.

#### Tank Size

5-9 meters. Considering that some species of "giants" are only this big, I'll give it a pass. \*Sigh\* Most of Full Metal Panic's Arm Slaves are here.

#### Fighter Jet Size

9-30 meters. Now we're cooking with giant robots. This is where we start to see some of the classics, like Gundam and Macross mecha.

#### Ship/Building Size

30-300 meters. Alright, plenty big. Big O fits into this size category.

### Mountain Size (100 CP)

300 meters - 15 kilometers. Truly a giant robot. Do some landscaping while you fight. Or even just walk around. Requires Fusion Turbine Tech Level

### Planet Size (200 CP)

15 kilometers - 25 megameters. These are big boys. Really big boys. Careful not to crush something important. Like, say, Australia. Requires Zero-Point Tap Tech Level

## **Tech Level**

The march of progress is hard to precisely narrow down. When do giant robots become commonplace? Well, it depends. This option just determines how powerful and sophisticated the giant robots of this world are. Are they fragile, able to be taken down by peasants armed with sticks, the only form of sensor they have is periscopes, or are they mighty machines of smartmatter that can manipulate gravity and outspeed light itself?

Space-based settings may have FTL, but it will be very slow on the lower tech levels.

### Steam Pistons

This tech level will commonly have the “steampunk” aesthetic. Brass, gears, and mechanical power are the common sorts of the day. Weapons and armor are as appropriate to the Victorian Era, and controls are clunky at best. You are limited to Ship/Building Size giant robots at most.

### Oil Burning

The era of The Great War and World War Two. Gasoline and diesel, and other hydrocarbons are now the fuel of choice. Your mecha hulls may be riveted or they may be smooth and welded. We see the first unguided rocket weapons and the rise of man-portable anti-armor weapons. Instead of this being the era of tanks, this is the era of mecha. You are limited to Ship/Building Size giant robots at most.

### Gas Turbine

The Cold War and the modern era have brought more changes. Missiles, far superior sensors, and other such things. This is the first era where flying mecha are available, though only briefly-working jumpjets are functional now. You are limited to Ship/Building Size giant robots at most.

### Fission Core

This is probably what you’re looking at. A “twenty minutes into the future” setting. Generally the capabilities of mecha will be the same as Gas Turbine, just with a few technologies we don’t have now, like railguns or cloaking. You are limited to Ship/Building Size giant robots at most.

### Fusion Turbine

Further into the future, this provides more advanced technologies, like directed-energy weapons or energy shields. You are limited to Mountain Size giant robots.

### Antimatter Battery (100 CP)

At this point, directed energy weapons and energy shields are standard. Mass manipulation or combat-practical nanorobotics are entering the battlefield at this point.

### Zero-Point Tap (200 CP)

Nearing the point of clarketech, we see here technologies like energy-manipulating nanorobotics and c-fractional drives.

### +Psionic Generator (100 CP)

This is an addition to the technology level. It makes psychic (or noospheric or whatever the term is) phenomena a known thing. The untapped potential of the human mind, brought to bear in the form of extra-sensory perception or telepathic communication.

This unlocks certain perks, which provide the purchasers with a psychic power. These work as psychic powers and are known things some psychics in the setting can do.

### +Arcane Core (200 CP)

This is the addition to the technology level. It makes magical phenomena (or whatever they get called) a thing. A strange energy, that can be generated and directed by a human being. Usually creating classical elemental phenomena, this power is much sought-after by militaries for its destructive capabilities. This allows for flying mecha even if combined with a lower tech level.

This unlocks certain perks, which provide the purchasers with a magical ability. These work as magic powers and are known things some mages in the setting can do.

## **Origins**

These can be taken as Native or Drop-Ins. Drop-Ins will have some memories and some paperwork proving they exist, though. Each member of the party has their own Origin.

### Hero

The flamboyant hero, the shonen heart in a seinen series. You might have just fallen into the cockpit, or maybe you're an official member of the military, but still a hoshot.

### Pilot

You're a military sort, most comfortable at the controls of your own giant robot. You're experienced, professional, and at least some other people in the military like you.

### Inventor

Someone has to come up with the technologies that make giant robots practical. And that someone might be you. Even if that someone isn't you, you probably could have come up with them yourself.

### Engineer

And of course someone has to keep those giant robots up and running. That would be you.

### Officer

The military is made of more than just pilots. You might just be a commander of a military force, or you could be a backseat systems specialist. Or you might be a dispatcher for a mecha-nized police force, or a coach for a mecha sports team.

### **Demographics**

Age can be anything over 15, but I will be sending you to a universe where your choices are appropriate. If you want to be a high schooler who's also a genius tactician, you won't be the only one.

Gender is irrelevant, so put whatever you want in that field.

As far as species go, any species that doesn't have any significant advantages over the common humans in the setting is allowed. If everyone is gene-enhanced and has cybernetics, then go ahead and take those.

## Perks

Perks in the Origin subsections are discounted for party members with the matching Origin. Perks in the chosen Genre subsection are discounted by half for all party members. 100 CP Perks discount to free.

### **General Perks**

#### Basic Mecha License (free)

Giant robots are not simple to operate and there are many pitfalls in using them. Fortunately, you are trained and certified in using them, at least enough that you can run a ferry flight with them safely and won't press the wrong buttons and make it blow up - unless you mean to.

#### Arcane Reserves (200 CP. requires Arcane Core)

You have impressively deep reserves of magical energy, enough that where a normal mage will tire themselves out you'll have barely touched those reserves. And regardless of how much you use, one night of good sleep will completely fill those reserves back up. You can apply the overnight refill to any other pool of supernatural energy you might have.

### **Hero**

#### Inspiring Presence (100 CP)

When your allies are faltering in battle, your presence reassuring them. As a hero, you inspire confidence in those who fight alongside you or those that you protect. This covers both mundane and supernatural reasons for a lack of morale.

#### Fell Into The Cockpit (200 CP)

Look, when you fall into the cockpit, you usually have about thirty seconds before the incoming fire tries to join you inside the cockpit. You need to pick up things quickly, and fortunately you can. You learn three times as fast as you would otherwise. And because that's

probably not enough to deal with the axe-wielding mecha charging right at your face, take a 12x multiplier on top of that for when you're in combat. That ought to do it.

#### I Will Dodge That (400 CP)

A typical battlefield is a place where if you can't dodge, you won't live. Fortunately you're very good at dodging, seemingly sensing every attack that would hit you. In addition to being able to dodge shots that you couldn't have seen coming, you can also dodge well enough that trying to box you in is an exercise in futility.

#### Plot Amp (600 CP)

To be the fulcrum about which the world turns is to put yourself under the lever and hold it up. You have the determination and strength of mind to not give up on your tasks no matter how big or horrible they become. You can still give up on your goals if you decide that the end result is no longer worth fighting for, or give up on a path that you see as requiring too many horrible sacrifices. But you can only be swayed from your path by the truth, not what your side says, not what the other side says.

And your dedication powers a "Plot Amplifier," if you would. While committed to being the hero, your victories and successes matter more. The more you step into the role of "hero," the stronger your plot amplifier is.

#### Psintent (400 CP, requires Psionic Generator)

You are capable of detecting hostile intent. Ranging from jealousy from another pilot to homicidal rage from your enemies, your awareness of that is almost something you don't notice. But not only can you detect the intent, you can also detect hostile actions. This means that you know when someone is about to attack.

#### Arcane Armaments (400 CP, requires Arcane Core)

The thing about elemental weapons is that sometimes you want a different element than the standard one. When using a weapon, even one on a vehicle, you can override any existing elemental output, and replace it with another element that you can use.

In addition, you can just use your magic energy to boost the firepower of the weapon. If you do that, you can choose whether to add an elemental effect if the weapon does not already have one.

### **Pilot**

#### Nerves of Eltreum (100 CP)

You don't have a bad case of nerves, you seem to have the opposite. Simply put, you don't experience fear anymore. You don't gain suicidal overconfidence, it's just that where others experience fear you experience focus and danger. You're still aware of the threats, your brain just doesn't waste time with being afraid or getting tunnel vision.

#### Try And Dodge This (200 CP)

Enemy aces tend to be very good at the entire "don't get hit" thing. Unfortunately for them, it seems you get better at aiming the more dodgy your opponent is. Not only, but your weapons become more accurate and harder to dodge in the same way.

### Top Gun Graduate (200 CP)

You're an elite mecha pilot, that's for sure. If mecha are a relatively recent invention, you may be the most experienced pilot in the world.

Aside from having a very solid foundation of flight and combat skills, you're also certified to use any mecha-mounted weapon your side fields.

### Mundane But Awesome (400 CP)

Mecha and their associated weapons are highly complex, meaning that there are likely going to be vulnerabilities the designers and pilots are unaware of that only show up under certain circumstances. Your mind picks out the details of these vulnerabilities easily. Things like armor coverage in certain poses, reload or cooling cycle timings, patterns in an energy shield, all of them stick out to you, and you can quickly figure out what vulnerabilities something has just by observing it.

Then, once you know what the vulnerability is, you gain a boost to aim and timing, to allow you to shove an anti-ship missile up the other guy's thermal exhaust port.

### Target-Rich Environment (600 CP)

As an elite pilot, you're expected to participate in operations without the help of superior numbers. Fortunately, that's not a problem for you. You're very good at handling large numbers of enemies, to the point where if an enemy would be unable to harm you in a one-on-one fight, they will be unable to harm you or even slow you down when ganging up on you. Those that would be unable to beat you in a one-on-one fight will require incredible coordination to have an effect against you even with teamwork.

Not only that, but your skills improve as the number of enemies fighting you increases. While this boost is temporary, you'll rapidly turn into a hypercompetent death machine in target-rich environments.

### Psi-detector (400 CP, requires Psionic Generator)

Your enemies have a very hard time trying to hide from you. Invisibility is useless against you, and decoys and disguises aren't much better. It's not *like* you have a sixth sense for where your enemies are - you do have one.

### Arcane Armor (400 CP, requires Arcane Core)

Combat survivability for the magically powerful aces is easier than the nonmagical ones, as they can channel their magical energies through their vehicles' armor to increase their durability.

In addition to being able to do that, you can also wrap a vehicle in an elemental aura that damages hostiles around you.

## **Inventor**

### Seven Postdocs (100 CP)

You're well-rounded in your scientific and engineering education, being able to see the cutting edge in eight fields of your choice during this setting. These are generally fields associated with the design and production of giant robots.

During future jumps, you may gain similar knowledge in one additional field, again to the point of seeing the cutting edge. However, in order to keep that knowledge you actually have to use it.

#### In Theory And In Practice (200 CP)

When it comes to taking something from theory to the battlefield, there are a variety of problems that inevitably crop up. Fortunately, you have the intuition to realize where those problems are. From parts that are troublesome to manufacture to thermal problems to sensor noise to anything else the initial design assumptions didn't take into account, you can at least see the problem, which is the first step to solving it.

#### 200,000 Units Are Ready (400 CP)

Wunderwaffen are nice and all, but if you can't mass-produce something it won't affect the course of the war. You understand how to make your technology mass-producible. While the mass-production versions will have lower performance, they'll have reduced cost, improved reliability, and greatly reduced maintenance requirements.

What "lower performance" means depends on what technology you're modifying and what the most important characteristic are to you - a power plant would have its power output reduced, as that's the only characteristic that matters, but for a gun you could get similar performance to the prototype on whatever the important characteristic is (range, impact, ammo capacity, etc) while the other characteristics decrease.

#### Whispers of the Future (600 CP)

Many people dream of advanced technologies impossible by contemporary standards. When hulls were riveted, engineers dreamed of making armor out of single curved pieces. When burning hydrocarbons for power, technologists dreamed of using nuclear power instead. When functional nanorobotics was a thing, there was the dream of synthetic particles. You have a head start on actually implementing those future technologies.

Your ability to make technologies that would normally require decades of effort to produce is just short of miraculous. Figuring out how to make the tools needed to produce your advanced technologies without having to produce the tools needed to make the tools, or the tools needed for *those* tools and so on, is something you are fully capable of.

Having a funny eye or hair color is optional.

#### Psi-savant (400 CP, requires Psionic Generator)

When it comes to actually making your creations, there are many aspects of a design that are in effect solved problems. Maneuvering thrusters will be designed using the exact same process, rewriting your power-on calibration for different actuator controllers is boring mental scutwork, and your ability to design different variants of the same basic weapon was never in doubt.

When it comes to those kinds of design challenges, you can "savant" away those problems, which lets you avoid any mental load and allows you to complete the programming or design work in a fraction of the time.



### Arcane Measurements (400 CP, requires Arcane Core)

Most people use magic like a blunt instrument, but you can use it like a scalpel. Your ability to precisely control mana is ridiculous. Not only that, but you can very accurately and precisely measure mana, and comparing a current mana level to one you remember is both easy and accurate.

## **Engineer**

### Certified Mechanic (100 CP)

You're familiar with the giant robots in your setting. (Or, if at war, you only get your side's mecha.) Not only with recognition, but also mechanically. Given the time and tools, you could disassemble and reassemble any of the mecha, and you can perform maintenance and fix the common problems.

### Tune Over (200 CP)

When it comes to personal equipment, it often needs a personal touch. You're an expert at doing that. You can tune up a characteristic of a piece of equipment in exchange for other characteristics. Add burst fire to a laser weapon in exchange for a slightly longer cycle time, make thrusters spool up faster for less gimbal, and so on.

You can make these changes quickly, and the more familiar with someone you are, the better guesses you can make about what sidegrades will fit their personal style.

### Three Shields, Six Gatling Guns, Two Rocket Launchers, Two Grenade Launchers, Six Missiles, Twenty-Four Grenades, Two Javelins, And Two External Boosters (400 CP)

Sometimes people come up with the idea of just carrying a lot of firepower into battle. This usually runs into the problem of a lack of mounting hardpoints, encumbrance, and the inability to actually fire that much dakka at once.

Fortunately, those problems don't apply to you. You can just slap on extra weapons or equipment without needing a hardpoint, and the new gear will work just fine. You don't need to worry about controlling the added weapons either, as that just gets handwaved. Encumbrance isn't an issue because you can "neglect" the additional mass as long as you haven't tripled the normal mass of the carrier.

You can even add things like boosters without having to worry too much about getting the center of mass and center thrust lined up exactly, or the existing skeleton being able to handle the force where the boosters are attached.

### Miracle Worker (600 CP)

As a mechanic for a giant war machine with thousands of parts, spares are a pain. When that one part that the eggheads said would never break breaks anyway, you never had the spare in the first place.

Fortunately, you can pull miracles out of your back pockets, along with spare parts. No machine or equipment is beyond your ability to fix, though the really complicated or fiddly ones could take a while.

You also work ten times as fast as you would otherwise, when it comes to crafting or repairing technology.

### Psiodiagnostic (400 CP, requires Psionic Generator)

While in contact with a machine or piece of equipment, you can determine what its status is - what parts need to be replaced, what materials need to be refilled, what the status of the computer systems are, and so on. This means you can spend much less time looking for the problems and more time fixing them.

### Arcane Toolbelt (400 CP, requires Arcane Core)

You can make tools out of magic. Instead of needing to go over to a toolbox, you just materialize a tool out of magic energy. This reserves part of your pool of magic energy, so when you dismiss the tool you get that energy back. A big freestanding tool like a lathe or drill press would reserve about three-quarters of the average magic pool.

There is a very minor cost that has to be paid to maintain your magic tools. Using a tool that requires power will require you to pay the price using your magic. You can operate the tools autonomously, without using your hands, but doing that increases the maintenance drain significantly.

You may create any tool you have used before (for at least enough time to get familiar with it) using this power. Tools created using this glow the same color as your magic and appear slightly see-through.

## **Officer**

### Stay On Target (100 CP)

Your words make it much easier to focus, even when people can barely hear them or pay attention. Those affected by your words are able to focus on their own tasks much better, and are much less likely to get distracted.

### Ducks In A Line (200 CP)

Leadership requires you to prioritize. Not only can you stay focused on what your group as a whole needs to do, you understand what things can be delegated to others and what you need to do yourself. That isn't just in terms of capabilities but also in terms of capacity, so you don't swamp someone with too much.

### Spot Check (400 CP)

Whether you're commanding an operation or riding in the backseat, you need to be aware of your surroundings. Fortunately for you, your situational awareness is tougher than your giant robot. Your ability to keep track of the battlefield is something that normally requires a team of dozens to do.

In addition, friendly sensors around you are less vulnerable to interference or jamming.

### Tactical Bonsai (600 CP)

There's something to be said for a thorough tactical tree, but you can get by with a much smaller one thanks to your ability to understand your opponent. As your forces clash, your understanding of the opposing commander grows. How they think, what they want, and what their orders are.

Sometimes victory is a trap, and when you understand your opponent those traps are marked, documented, and exposed to be disarmed. Even the most brilliant of tactical geniuses will be unable to hide a single scout unit after fighting you enough.

#### Psicommunet (400 CP, requires Psionic Generator)

During battle, good communications are an excellent force multiplier. Fortunately, you never have to go without. You can create a psionic communications network, and add anyone who consents to it.

As the central hub and administrator of this network, you may create subnetworks for smaller units within the main network, and control who can talk to whom.

The confidentiality of your network is perfect - information may not be intercepted, and only the intended recipients will get the message. The integrity of your network is high - it is impossible to spoof being someone else on your network or alter messages. The accessibility of your network is high, but it's still possible for it to be interfered with, though you and anyone affected by the interference will know about it.

#### Arcane Packets (400 CP, requires Arcane Core)

You can transfer magical power to allies at range. You do so in pulses. Each pulse provides a small amount of magical energy, and allies who receive them recover some of their stamina and are slightly healed.

### **Xenowar**

#### Sam And Ivan (100 CP)

When humanity has to unite to deal with an alien invasion, you would expect that former enemies would not get along so well. But around you, that's not the case. Around you, the past is the past. Grudges won't affect your team or subordinates, and the trust level will be determined by what sort of people are in the team, not nationality or pasts.

#### Universal Theory of Mind (200 CP)

How does a giant clam that sees in infrared think? The answer may just save your life.

Your theory of mind is on another level compared to most people. You don't assume that others even think in a human way, unless they are human and act like it. Your intuitions about how different people think differently, given cultural and physical differences, will be accurate for the most part. Which means that your "gut" guesses of how aliens act will be that accurate, and in combat this can save you from your biases.

#### Take Off And Nuke It In Orbit (400 CP)

When it comes to wars of extinction, holding back is foolish. Your side's "high yield" weapons or WMDs are much cheaper and faster to build, maintain, and deploy. Also, it turned out that significantly more of them were stockpiled before the war started. So take the AIR-2 Genie out of the bottle and start nuking those enemy fighter formations.

### **Space Opera**

#### Love Thy Enemy (100 CP)

But still shoot them in the face. After all, they're the enemy.

You can understand anyone. But that doesn't mean that you have to sympathize with them. Even if you find them sympathetic, you understand that letting them kill your comrades, friends, and family is dumb, and can fight without hesitation.

#### General Winter, Across the Stars (200 CP)

Keeping a handle on your logistics situation doesn't get any easier once you start going interstellar. Fortunately for you, you're the kind of logistics ace that even General Winter isn't assured of his victory against you. Logistics snafus that would slow your advance or erode your ability to defend can be cleared up with ten minutes of your attention, and the kind of problems that would stop an advance cold can be reduced to just slowing you down.

#### Anti-REMF Coating (400 CP)

When it comes to the upper ranks of the military and the politics they get involved in, there can be some extremely stupid decisions. And as a rule, the consequences of those actions are usually shouldered by the people underneath them.

You, however, are immune to those stupid decisions. Not only do you have a sense for when your orders were not made with the long-term strategic goals of your side and the facts in mind, you can also get away with disobeying these orders. An order to grind your command into a bloody mess against a strategically unimportant target can be disobeyed without consequences, while disobeying orders that would have some strategic gain if followed will only get you a minor punishment.

If your disobedience is active (i.e. you attack something you're not supposed to) and you succeed, you will have no negative consequences from your own side because of your insubordination. Neither will your subordinates. The attentions of your enemies, and the additional resources they send to deal with you, probably count as negative consequences, and this does nothing against them.

### **Orbital War**

#### Space-Adapted Human (100 CP)

The human body wasn't designed to operate in space. Fluids rise in the body without gravity to pull them down. The nose gets stuffed up, meaning that taste is diminished. Vertigo and disorientation are common problems. Muscles degrade from lack of usage. Those are problems for other people, though.

You don't suffer any sort of lack-of-use degradation. Your muscles will remain just as strong as they were when you last experienced gravity. Your coordination and kinematic intuitions will automatically adjust to the strength and type of gravity you are in. You'll never drop something expecting it to float after spending weeks in zero-G, you'll never forget how to walk regardless of how long you float, and you'll be able to consistently throw things at your targets regardless of gravity.

#### Getting to Gryps With It (200 CP)

In vicious wars, the use of more horrible weapons is more likely. Fortunately, you're immune to them. Your ability to withstand weapons that fall into "CBRN" is "yes." Well, your radiation immunity won't protect you from the heat that absorbing that radiation will cause, but otherwise any kind of radiation can't have a negative effect on you.

Likewise for radiological threats - you could chow down on iodine-131 and your thyroid would not care in the slightest. For chemical threats, your liver can in fact filter out mercury from your body, and you could walk through a field of VX without even noticing anything. (Everyone around you, when you get out, would probably want to decontaminate you.)

And as far as biological weapons go, the fact that your body just rejects harmful bacteria, and any and all viruses, fungi, prions, and parasites means that you can just laugh those off.

### Go For The Head (400 CP)

Knowing the true, most important support for your enemies is very important, as it allows you to efficiently put them down. You understand what is the keystone for your opponent's power. If they have popular support, are they dependent on control over the media? Are there pretexts that would destroy their political power?

This doesn't tell you how to destroy that, but a good target does make planing much easier.

## **Alt-History**

### Shell Shock Absorbers (100 CP)

War is hell. In the first world war, the term "shell-shock" was used to describe those traumatized by their experiences. Fortunately, you're immune to that. Your mind will process your traumas cleanly and quickly.

In addition, this makes you more resistant to any other kind of trauma or mental degradation, and allows you reverse it.

### Minefield Waltz (200 CP)

You've got a sixth sense for weapons laying about on the battlefield. Ditched weapons, landmines, the guns of the fallen. All those nearby, you can sense. And you can distinguish between them, letting you avoid traps while scavenging ammo and armaments.

In addition, you are constantly aware of the location of any of your weapons, and their status.

### Uruz Team (400 CP)

Unfortunately, enemy facilities are not completely accessible to your giant robot. There are man-sized corridors that you would have to travel through on foot if you want to get in.

Fortunately for you, you can use any power that would normally require you to be in a mecha on foot, and any power that would normally be unusable inside a mecha through said giant robot. Your skills also transfer between the two states - being good at sniping on foot applies just as well in your mecha.

In addition, you are also made a bit tougher on your own, enough to turn what would be crippling injuries into minor ones.

## **Kaiju**

### I Ship It (100 CP)

You can use improvised weapons and they won't break from the forces you apply to them. Smack that monster in the face with a panamax cargo ship! Yes, they won't do any more damage than normal, but they might do more damage than your fists. Your normal weapons are also immune to you breaking them as well.

### Flare Gun To The Face (200 CP)

A giant robot is a point, while the perimeter of a city is a line. Fortunately, you can "taunt" enemies by attacking them, which makes them forget about other targets. On the one giant piston-punching-hand, once you've punched a kaiju enough it won't even be thinking about attacking the city behind you.

On the other hand, you now have a skyscraper-sized monster trying to kill you to the exclusion of all else.

### To Fight Monsters (400 CP)

Creating monsters is rarely a good idea. But emulating them might be. For you, adapting biological characteristics and capabilities to mechanical form is easier and the end results will be superior - usually in secondary characteristics - to what others would consider possible. (For "secondary characteristics", consider mimicking a type of muscle fiber. The primary characteristics would be the speed and strength of contraction. The secondary characteristics would be things like durability, heat tolerance, elasticity, and so on.)

In addition, researching biology is far faster, especially with samples at your disposal.

## **Police Procedural**

### In The Name Of Section 4.11 (100 CP)

You memorized the lawbooks. You have a complete understanding of the laws in the jurisdiction in your area, with both civil- and common-law covered (assuming this place uses both of them.)

This also includes procedures around the laws, such as how cases will be handled, what evidence is permissible, and so on.

This is replaced each jump with the appropriate legal knowledge.

### Cast In The Name Of God (200 CP)

Access to powerful mecha has turned horrible people into horrible monsters. When they steal a mecha intended for a good guy, the blow is twice as bad. Your equipment and vehicles can only be used by people who, if you knew what they were going to use it for, you'd approve of that. Even direct access to the control systems wouldn't let them move it without your approval. And this is on top of whatever other security measures you have.

### Ye Guilty (400 CP)

The battle has been won, and the villain brought low by your giant robot. Now all that remains is the legal proceedings. If you defeat someone and have proof for just a single crime they committed, you can have them cash out on their karma now.

All their sins will come home with a vengeance. Every wrong that they have not been punished for will have a punishment, and they aren't ducking out of it. You choose to spare them from the consequences of some of their actions, if you wish, though you can only exclude or include acts that you do not know about as a group.

Not all the punishments will be legal - for example, loss of reputation or relationships may be punishments.

## **Sports**

### Sportsmanship (100 CP)

You have good sense of what is actually important. Winning is important, but there are often more important matters, like reputation and being invited back for another season.

You have awareness of the actual priorities driving your decisions, and if you believe that your priorities conflict with your values it is easier for you to change them.

### Don't Ring Us Out Yet (200 CP)

You have monstrous endurance. Enough that you can make the same sort of impressive plays after three matches back-to-back with no timeouts as you could when you were fresh. While your power might not be overwhelming, it certainly seems to be endless.

You'd still need to eat a lot after using your endurance, as it just staves off the loss of energy until you can refill.

### Above Cheating (400 CP)

When it comes to victory, some people will do anything to get it. From devious tactics to outright cheating, nothing is off the table.

Fortunately, you become more skilled when your opponent breaks out their tricks, and when outright cheating is involved you get even more skilled and become stronger and faster. The degree to which you are empowered depends on the degree of underhandedness your opponents demonstrate.

In addition, when you and your opponent are at war and not in something with strict rules, "cheating" generally refers to things like sabotage, espionage, and brainwashing.

# **Items**

The Items section follows the same rules as the Perks section for discounts. Some Items may be purchased multiple times, but they will only be discounted for the first purchase.

Items identified with a "Mecha Upgrade" require the party member to have purchased a Basic Mecha. If the party member has multiple Basic Mecha, one purchase will only provide the upgrade for one Mecha.

Alternately, a party member may choose to ride backseat to another party member, in which case they may purchase upgrades for that party member's Mecha. Doing so counts as the free purchase of Basic Mecha for the backseat member.

You may import items you already possess into these items for no additional cost, but they must be the same type of object to merge.

Items will be repaired if damaged after some days, and replaced if destroyed after three times as long. How long specifically depends on the size of the object. Mechajumper City takes a year to be restored if destroyed.

All party members get **+300 CP** to spend in this section only.

## **General**

### Basic Mecha (First Free, 100 CP)

A standard-issue mecha in use around your starting time, and in use by your side. There's nothing unique about it right now except that you'll get a new one after two weeks if it gets destroyed. Its capabilities are dependant on the tech level.

Post-jump, it gets free maintenance and fueling in between sorties.

### Piloting Suit (Free)

A relatively common outfit, this is the standard-issue piloting outfit for your side. It's comfortable and provides a bit of padding. Depending on the tech level and setting, this may have additional capabilities. (For example, any setting where the combat takes place in outer space will be pressure-sealed with its own oxygen supply, and may come with its own lightweight maneuvering pack.)

### Standard Loadout (Free)

#### *Mecha Upgrade*

The standard loadout for your mecha. Unless the primary weapon of your giant robot is integrated into the body or arms, then the main gun goes here. Likewise, any melee or secondary weapons are included here, as well as relatively common equipment like camo cloaks, add-on armor, or drop tanks

Post-jump, these will get free ammo and replacements between sorties. Ammo will also be partly refilled during lulls in combat, and completely refilled during longer breaks in battles.

### You Require Additional Dakka (50 CP)

#### *Mecha Upgrade, may be purchased multiple times.*

A relatively common weapon in use by your side, designed for mecha usage. You've been issued another weapon for your mecha. Whether it happens to be a spare of something from the standard loadout, or another weapon intended for a specialized use (like a shotgun for urban combat, or an anti-ship missile for... I do hope I don't have to spell that out for you) it's now yours.

This gains the same benefits as the Standard Loadout equipment post-jump.

## **Hero**

### Cool Headwear (100 CP)

Maybe it's a headband, like those used by martial artists. Maybe it's a pair of goggles. Maybe it's a really cool pair of sunglasses. Whatever it is, it keeps your brain safe from concussions, and your eyes safe from things like sweat, blood, or dust while you wear it.

### Sigil and Color (200 CP)

#### *Mecha Upgrade*



A new paint job for your giant robot. It's bold, unique, and intimidating to your enemies. It also has a personal sigil or crest somewhere on the mecha. This paintjob cannot be replicated without your consent, meaning your enemies will never be able to run false flag operations with "your mecha."

#### Technology Demonstrator (400 CP)

##### *Mecha Upgrade*

This purchase replaces all the technology in your mecha with what's intended to go into the next generation of mainline mecha. In general, this will cover improved weapons, protection, sensors, power generation, and propulsion.

While most of these systems will be roughly a third better than the current mecha coming off the production line, one of those systems will be significantly better. This key system will be about three times as good as the current systems.

### **Pilot**

#### Commander Upgrade Pass (100 CP)

##### *Mecha Upgrade*

Commander-type variants of common mecha have a few advantages. First, they have better sensors to allow the commander to be more likely to detect incoming hostiles, and less likely to be jammed. Second, their weapons are slightly better, and they carry more ammunition. Finally, the powerplant and thrusters have been improved just enough to offset the added mass and power draw.

#### Red Moniker (400 CP)

Well, it might be some other color, like blue, silver, or gold. Or, in some extreme situations, your nickname might not be color-related at all.

So first, you have a reputation. This requires a Native origin to function, but you have a history, and it's terrifying to your enemies and heartening to your allies. You might even be spoken of by the enemy in hushed whispers and on secure channels only, due to avoiding "speaking of the devil."

Second, you have a high rank, as befitting someone as experienced and powerful as you. You're the highest rank where you regularly deploy if you're intending for frequent combat, or the rank above that if you're intending for a noncombat role. If your service has mandatory advancement of the ranks, you are exempt from that.

Third, you have a good amount of political capital or pull. While it isn't infinite, you do have people in high places that you will listen to you a bit.

In future worlds, you may import the reputation and rank freely. In order to import the political capital, you need to have imported your reputation and/or rank.

### **Inventor/Engineer**

#### Secret Notebooks (100 CP) (Free Inventor Only)

A collection of notebooks for sketching, scratch paper, and detailing your designs in. Although the cover and contents appear to be written in code, the owner and anyone authorized sees the plaintext. Even pictures and sketches will appear obfuscated to unauthorized persons.

There is no limit to the number of notebooks in this collection, and external notebooks may be added to the collection. In addition, the owner and authorized users may access any notebook in the collection from the location of any other notebook.

#### Glasses Of All-Nighters (100 CP) (Free Engineer Only)

An ordinary-looking pair of glasses, someone else might assume you wear these to fix your eyesight. Which is sort of true, as whoever wears these glasses is immune to glare and eyestrain. No more squinting at blueprints on a screen, even in the dark.

In addition, these glasses make work count as sleep, so you can pull all-nighters to finish your tasks. In addition, while wearing these glasses you may replace your nutritional needs with caffeine of an appropriate quantity for your biology.

#### Work Bay (200 CP)

A workshop large enough to fit a mecha, along with attendant secondary bays for producing armor, control systems, and other mecha components. It's stocked with tools, as well as equipment like lifts and trollies for moving parts around and mounting them on the mecha.

#### GRS Industries (400 CP)

Giant Robot Series Industries is a notable part of the military-industrial complex, pumping out giant robots for military use. Or at least making critical parts for them. Not only is this a profitable enterprise, it also means that you have the company's resources available to borrow, such as all the collected usage and maintenance data colated from the actual usage of the mechas.

### **Officer**

#### Recon Package (100 CP)

##### *Mecha Upgrade*

This adds a radome and/or other advanced sensors, allowing for long-range scanning capability. Ideal for either detecting incoming attacks or reconnaissance flights.

In addition, this makes the cockpit more comfortable for long-duration patrols.

#### Oxymoronic Intelligence (200 CP)

Accurate intelligence can mean the difference between total defeat and flawless victory. Rarely is it this extreme, but it never hurts to have good intelligence. By purchasing this item, any intelligence reports you receive will have the inaccurate bits marked. This will only mark cases of materially relevant differences - if your enemy's new mook model carries 420 rounds of incendiary ammo instead of 400 that's not worth worrying about, but if the new guns have an effective range of 14 kilometers instead of 10 kilometers your pilots will care about being shot at early.

You have to actually read the reports yourself in order for this to kick in and work, though.

#### Colored Not-A-Base (400 CP)

Every cool mecha needs a cool ship to carry it. This is a large warship, capable of carrying a few dozen mecha. Its hanger bay contains the needed materials for standard maintenance, and it has the other features that a warship from this world has.

There are two options for its weapons: an “artillery” setup with only enough point defense and armor to handle a few mooks, but with a long-range superweapon capable of cracking open enemy bases. The other option is a “brawler”, with more armor and guns, enough to easily handle a good number of mooks all by itself.

If the Tech Level is below Fission Core, then the ship cannot fly.

## **Xenowar**

### Tag of Humanity (100 CP)

A small charm or trinket that reminds you of what you’re fighting for. It can probably fit on your dog tags. While wearing it, your resistance to mind control is increased greatly, and you’re less likely to be led astray by more mundane methods either.

### Alien Snot Remover (200 CP)

#### *Mecha Upgrade*

According to the guys in the lab, this will “stun the snot out of those guys.” This stun-baton looking thing is as you might have guess, a mecha-scale stun baton. Its shocks interfere with both the nervous systems of living beings and computer systems. The shocks are regulated, ensuring that any computer system soft-crashes and any living being only falls unconscious.

Of course, it’s not guaranteed to work on the first hit, so be prepared to take a few swings at it. Comes with a personal-scale version that only works on things that are roughly human-sized or smaller.

### Ant Farm (400 CP)

A secure facility intended for use as a headquarters for resisting an alien invasion. It has workshops, research labs, hangers, and all the other amenities of a military base. Its situation room has a holographic map that can be used for tactical planning or display planetary-scale strategic information.

More importantly, as long as operatives take care when disengaging and traveling to the base, its location can not be found by hostile forces.

It may be merged with Colored Not-A-Base, which gives a stealth ship with more trooplift and other supporting facilities (though firing weapons will reveal its presence.)

## **Space Opera**

### Honest Liar’s Legitimate Military Goods (100 CP)

In wartime, the resources your superiors give you isn’t always what you need. Fortunately, you have the contact information for some businesses with a questionable quantity of scruples and legal presence. You won’t get anything for free, but selling extra gear or buying some things under the table is always an option.

### Folded-Down Drive (200 CP)

#### *Mecha Upgrade*

*Requires a technology level of Fusion Turbine or above*

A backpack-sized (relatively speaking) FTL drive that allows your mecha to travel interstellar distances. This is subject to the same rules as other FTL drives in the universe, and will probably be slower than the drives on a ship.

#### Escorts (400 CP)

##### *Requires Colored Not-A-Base*

A small task force is assigned to your command, giving you several smaller escort ships. Some are cruisers with a good mix of mecha capacity, armor, anti-giant-robot, anti-ship, and sustainability. Others are smaller destroyers intended to protect the rest of the fleet from anything closing in on them.

If Mechajumper City is chosen and combined with Colored Not-A-Base, your task force is now a defense force, and includes several carriers of the types described in Colored Not-A-Base.

### **Orbital War**

#### Advanced Ejection (100 CP)

##### *Mecha Upgrade*

Your cockpit has the ability to fly. It's not that useful for combat purposes, but in a pinch you can eject your entire cockpit and fly away. This also brings with it the flight recorders, so any data your sensors picked up won't be lost.

#### Nothing To See Here (200 CP)

In warfare, supply lines are vulnerable to interruption. You have the locations of several hidden resupply bases - each one has enough supplies to completely top you up, but the facilities there are minimal. It'll be easier to patch your ship's hull here as compared to the middle of the void, but it's not designed for refits or shipbuilding. There might be a couple of standard mecha mothballed here in case you've had some losses but recovered the pilots.

Each resupply base can only be used once, but a new one will be established a few months after you use one.

#### Bigger Stick (400 CP)

In terms of dealing with problematic things like fleets or cities, there's always the superweapon. A directed-energy weapon capable of scorching an entire city off the map from geosynchronous orbit, or sweeping across a fleet and crippling or destroying it entirely. However this does not come with any defenses, and takes several minutes to recharge after firing at full power.

This may be combined with Colored Not-A-Base, in an "artillery" configuration, granting a substantial upgrade to the firepower of the main weapon.

### **Alt-History**

#### To Whom It May Concern (100 CP)

##### *Mecha Upgrade*

A couple of racks attached to your mecha, holding between them a dozen mecha-scale grenades. Half plus one of any used grenades will be replenished for free during any lulls in

combat, and the racks will be fully reloaded during longer breaks in action. The grenades can be set to impact, proximity, or timed fusing.

In addition, you get a bandolier for your personal use with a dozen human-scale grenades. It replenishes according to the same rules.

#### Public Notices (200 CP)

##### *Mecha Upgrade*

Mines are nasty. You get a rack containing a couple dozen mines. These restock when returning to anywhere that could provide ammo. Each one is capable of destroying any mecha that gets too close, and damaging others nearby.

In addition, you get a bag with anti-personnel mines and a few anti-armor mines for use on foot. These restock in the same way. The bag also has a map that lists the location of all of your mines.

These are not always useful, especially in pitched combat, so the rack can be detached in moments.

#### Dear Grid Square (400 CP)

Artillery is often called the king of the battlefield. You gain access to “offscreen” artillery, which you may call in to bombard grid squares/volumes on the battlefield. This will do friendly fire, starts 30 seconds after you call it in, and lasts for 120 seconds. Once used another charge cannot be used for another 180 seconds.

This has two dozen charges, and recovers four per hour. One charge is used for each call-in. If you have actual “onscreen” artillery that can support you, this augments them, letting them use charges to provide another barrage before reloading could be done, or just to increase their supply of ammunition.

## **Kaiju**

#### Clippings (100 CP)

Each time a kaiju gets defeated, you get a few samples of it. Some skin, blood, and muscles, along with a piece or two of different organs. These are small samples, and the entire thing can fit in a few medical styrofoam coolers with some dry ice added.

In the future, any monstrous being that gets defeated will result in you getting samples.

#### It Has Been N Days Since The Last Giant Monster Attack (200 CP)

This massive board does show the time since the last attack by your enemies. In addition, it also lets you know how long until the next attack.

The countdown is accurate to three hours, but it doesn't give the nature of the attack, where it's coming from, or who is responsible for it, if you have multiple opponents.

#### Mechajumper City (400 CP)

A small fortified city, capable of fending off Kaiju. Within its walls about two million souls reside. The city is relatively self-sufficient, though below Tech Level Fission Core it must import its food.

The city's defenses will not be able to withstand the most powerful of Kaiju long, but with giant robot support casualties among the civilians should be extremely rare. The city has a

substantial military presence as well, though tanks and ground infantry are useful only as support against kaiju.

Mechajumper City may be combined with Colored Not-A-Base, resulting in a city-ship. This upgrades the durability and weaponry of the ship, effectively combining both of its armament options. If Fusion Turbine is the Tech Level, it may be a spaceborne arcology, though it lacks the power to land on planets or return to orbit safely. With Antimatter Battery, it can land and return to orbit on its own.

If combined with Ant Farm, the city is hidden. If combined with both, you have a stealthed city-ship.

## **Police Procedural**

### Key Fob (100 CP)

This device - probably a watch, necklace, or bracelet - can be used to order your giant robot to head to you in order for you to mount up. Uses either a voice command or a button to do so.

### Lockdown Gear (200 CP)

Once you've defeated the perp, you need to keep them from escaping. This kit includes handcuffs for mecha pilots (that will disable magic powers) but also gear for locking down a mecha in so it can't be easily taken out. Ranging from cables to tie something up to small EMP generators to put on motor controllers, to tools to take out the spark plugs (or whatever small component of the power plant there is, this will keep whoever you've defeated from escaping without a bit of hassle at least.

### Shady Bars (400 CP)

Maybe it's not in the form of bars or taverns, but you have a lot of underworld contacts who know other shady figures. As long as you don't try to arrest them, you will be able to interrogate them to get at least some useful information from them about your cases. Probably best not to base the case on that alone, but it's at least a start.

## **Sports**

### Official Mecha Football League Rulebook (100 CP)

The rulebook for whatever sport you play. Includes what objectives count for score, what kinds of moves aren't allowed, what kind of weapons are allowed and when they can be used.

In worlds not based around sports, the rulebook provides a brief overview of what the common expectations for how people fight over power. In addition, it also lists lines that are not usually crossed and how people will escalate if crossed.

### Brand-Name Sports Drink (200 CP)

Coming in cases of 24 oz bottles, this drink contains balanced electrolytes for replenishing what's been lost to sweat, as well as a bit of sugar for taste and a bit of energy. It comes in a variety of flavors, all of which taste at least decent. Everyone on the team will probably have their own favorites.

If you chug an entire bottle at once, it doubles your training gains for the next hour and also adds a copy of the training for the past hour onto your gains for the next hour, effectively doubling your past hour of training. It also completely refreshes your stamina if drunk in one go.

But if you take smaller amounts spread out over time, the bottle and its effects can cover four hours.

You get one case a day, and can stockpile as many as you want.

#### Practice Pitch (400 CP)

A large arena, the same as the ones for actual competition in your sport. In addition to letting you practice for the competition in the same conditions as you'll eventually face, this also auto-repairs any damage taken to mecha inside it once the mecha are removed.

Just outside the arena are hangers to store mecha, as well as locker rooms, offices, and other facilities for your team.

In future jumps, this will become an arena for whatever sport is most important. (If a jump has no "important sport" then it becomes a large training area for mecha combat.) It will also restore any injuries made inside it to people once those people leave.

## The Party

### **Companions**

Only the Jumper may make purchases in this subsection. Each Companion gets 600 CP, plus any CP gained in the Opening section, plus 75 CP for every 100 CP of Drawbacks taken, rounded up to the nearest 50 CP.

#### Wingmates (100 CP, first free)

Import or create up to four Companions with the Pilot or Officer Origin

#### Support Staff (100 CP, first free)

Import or create up to four Companions with the Inventor or Engineer origin

#### Triteragonists (50 CP)

Import or create up to two Companions with the Hero origin.

### **Side Characters**

#### Robot Pet (100 CP, 50 CP Hero or Pilot)

A small robot, about the size of a cat. It might be round with flapping ears, or it could be some other shape. Regardless, it can cheer you up, provide you some advice, and act as a systems operator for your giant robot.

#### Bridge Bunnies (100 CP, 50 CP Officer)

A team of three junior officers assigned to your command. They are trained as EWAR or sensor specialists, and will keep you advised of conditions on the battlefield.

(Bunny ears not included, and probably against military uniform standards.)

### Wrench Monkeys (100 CP, 50 CP Inventor or Engineer)

Whenever you need to start the stage of your work involving physical building, these fellows seemingly come out of the ductwork to help you. They won't show up in the field, though, only in workspaces that you have continuous permission to use. Once you stop working and start cleaning up, they pack up their tools and vanish into the surroundings.

These NPCs get a sliver of the benefits you do from your crafting perks, but they fully understand any technology or engineering you do, and can use all the same tools as you.

At Fission Core Tech Level and above, they may be replaced with robots.

## Scenarios

You may only take the scenario associated with your genre. You may not take any Scenario with Genre Shift. Further rules are in the notes.

### **Interrogation (Xenowar)**

At the start of the jump, the war will begin. Humanity will have little, if any, warning that aliens were out there, and the aggression will be seemingly unwarranted and unknown in source.

In order to find out why humanity is under threat, you must capture a high-ranking alien commander, one only one or two ranks down from the alien's commander-in-chief.

You must then successfully interrogate this commander, getting them to spill the beans on the actual motivation for the destruction of humanity. This information will reveal a shorter path to peace, one that preserves the life and independence of humanity. Though the path does lead through some very dense patches of violence.

You have four years to reach peace.

Rewards: Samples of every kind of technology used by the aliens, the services of the commander you captured, In An Ant Farm With A Box Of Wreckage

In An Ant Farm With A Box Of Wreckage: You have absurd capabilities when it comes to reverse-engineering things, especially things that developed along different paths than the ones you already know. In addition, the longer this technology has been in use, the faster your study of it goes.

### **Strike True, Strike Deep (Space Opera)**

This war has been raging for decades. With both sides evenly matched, you have been selected to raid deep into enemy territory and destroy critical core infrastructure of the enemy's military-industrial complex. Ranging from mining operations to shipyards, your targets are many, large, and well-defended.

You have two dozen sites you must destroy, with additional targets of opportunity, scattered across a dozen star systems. Each is guarded by a progressively stronger force of enemies.

You have six months to accomplish this. (The FTL rules for this setting do mean that you can actually accomplish this physically with in-setting ships.)



You get one Colored Not-A-Base and one Escorts for free (and cannot purchase another of either), but must pass the scenario to keep it. If you fail the scenario but imported items into either item, you don't lose the other items.

Reward: Infrastructure equal to that which you destroyed, Economic Chokehold

Economic Chokehold: Whenever you deal industrial or economic damage to an enemy, that damage cannot be reversed except with your permission.

### **Hidden Truth (Orbital War)**

War has broken out in the past year. But there is a secret regarding the start of this war, a conspiracy was afoot. If the truth comes out, those in charge of this conspiracy will have nowhere to hide.

You're going to need to find out what this is. This is going to involve quite a few giant robot fights, but the traces of the conspiracy are out there. You have some bonus intuition and luck to help you find the clues, but you'll need to put in work and fight your way to or from some of those clues on your own.

Once you have all the clues, including testimony from someone on the inside, you'll need to get the news out. Not just the news, but the news framed properly to get people to believe it. A broadcast on a common frequency across the entire Earth system will do the trick. And once that's done, you'll have to survive the immediate backlash as every member of the conspiracy will cash in chips to see you dead. You finished them, so they'll try to finish you off in an act of spite.

You have one year to do this.

Rewards: Universal Broadcast Antenna, LaPlus Detector

Universal Broadcast Antenna: A large antenna array, this is capable of transmitting not just to receiving hardware but also to people. All of them, anywhere in the entire universe. Everyone will hear whatever message you transmit through this station. Or it can encode text, images, or any other data you can put on a computer and the audience will get that too.

The downside is that everyone who hears this can tell exactly where the antenna is. At least, you can restrict the transmission zone using a map.

LaPlus Detector: You can tell when there's something beneath the surface of a society. It's a conspiracy detector. It tells you how much connection to any conspiracies the place you are at right has, how big all those conspiracies are, combined together, and how much evidence your current place has to find.

It doesn't tell you how many conspiracies are involved with the place, or where in the place your smoking gun is (consider how many places there would be to search in the Pentagon.) It does tell you how many different kinds of evidence you haven't found yet, and how potent those pieces of evidence are.

### **Prison Break (Alt-history)**

Your side has recently learned the location of the enemy's most notorious POW camp. Many soldiers and spies are interned here. Your mission is to get them out. Unfortunately, there are multiple barriers between the POWs and freedom. First is distance, as the prison is well behind enemy lines. Next, the prison is heavily guarded. You'll need to take out the mechas

guarding it. And finally, news of a successful prison break will attract pursuers who will try to prevent you from making it back to the border with your rescuees.

You have two months to get those POWs back to friendly territory. You don't have to get everyone home, but you need to get at least 90% back alive, and you can't leave anyone at the prison.

Reward: Military and espionage assets equal to those that you rescued, including any vehicles or equipment a rescued unit would have used, Leave None Behind

Leave None Behind:

Whenever any of your subordinates or friends gets into physical danger, you become aware of that. You are aware of their locations and their odds of survival over time. You don't get any other information from this, though.

### **Versus The World (Kaiju)**

The year is, uh, I forgot. Let me check the fact sheet for this world. Anyway, shit is fucked. Long-range communications are down. Travel between cities is risky, due to numerous smaller kaiju. In one city, defenders have reactivated several old mecha, putting them between the monsters outside and the citizens inside.

That would be you guys.

You must defend your city, keeping it safe both from the monsters and the environmental devastation that their deaths cause. Expect to be attacked every week. While giant monsters will be the main threat, humanity can be its own monster, especially in dark times such as these. Don't be surprised if you get attacked by giant robots. In addition, you must take action and strike a decisive blow against the darkness. Remove one of the sources of the monsters, destroy a kaiju cultist organization, remove the communication disruption (Hint: this will require fighting an extremely powerful kaiju), topple a tyrant ruling over another city and ensure it remains stable, or so on.

Your industrial resources, what you use to actually build and repair weapons and units and giant robots, are limited what your city can produce and what you can salvage from kaiju.

You have two years to do survive and accomplish a blow against the darkness.

Requires: Fighter Jet Size or Ship/Building Size, Tech Level above Gas Turbine.

Deferred purchases: Bigger Stick, Ant Farm, Technology Demonstrator

You get one Mechajumper City for free (and may not purchase another), but you must pass the scenario to keep it. It starts with no weapons to defend itself. You will have to make those yourself. If you fail the scenario but imported items into Mechajumper City, you don't lose the other items.

Rewards: Your city, and any giant robots you built to defend it, are now fiat-backed. Any conventional forces built to defend it are not fiat-backed as individuals but as a group, Murder On The Chernobyl Express

Murder On The Chernobyl Express:

Whenever you (or your forces) defeat someone or something trying to attack a given location, the defenders of that location become slightly more impressive. How much more impressive depends on the relative power of the attacker and defender - the defeat of an overpowering opponent will give a notable increase to defense, while it would take orders of magnitude more underwhelming attacks to produce the same effect.

## **Traffic Stop (Police Procedural)**

Your city is a major hub for human trafficking, controlled by a powerful syndicate. You and your party need to take them down. Of course, they have corrupt cops on their payroll, some backup from out of town, and a lot of dirty tricks. Take them down, and do so in a way that they'll get locked up. "Fruit of the poisonous tree" doctrine is in effect here, so you'll need to have a chain of custody and a good starting point.

In addition to taking down the criminals, you'll also need to make sure that the trafficked people are alright. Some of them need therapy and a ticket back to their families. Others need official documentation and immigration amnesty. Even though there are more people than a small group can take care of, you can spearhead the movement to help them.

Rewards: You may optionally import whatever reputation you developed from your actions in taking down this syndicate in future jumps, Rachet The Moral Arc

Rachet The Moral Arc:

Whenever you make progress on social or economic problems, it can't be reversed except by your own actions.

## **You Are The Champions (Sports)**

Well, not yet. But that's the point. The global championship, the highest tier of your sport. That's what you're after. The party is a young team, and this is the first year that you qualify to possibly be the global champion. With some exceptions.

First, as an AA team there are only a few slots for you to compete against the AAA teams. You'll need to beat out a lot of AA teams to even be in the running during the regular season.

Then you need to fight against the AAA teams, each with more experience and a bigger roster of players to pull from. The playoffs are divided into two rounds - first, double-elimination halves reduces the pool of possible teams to 64, and then the finalists take each other out in a single-elimination.

The referees will be trying to be fair in most of your matches, but keep in mind the rules are general enough that a lot of OCP-based tactics would be considered cheating.

Oh, and keep in mind you only have one year to do so.

You get +100 CP for taking this scenario, offsetting the cost of taking the Genre.

Rewards: A really nice trophy, the memories, and offers for sponsorships in future Jumps. In addition, you get Underdog's Training Regime, even if you only made it to the AAA playoffs.

Underdog's Training Regime: Your ability to train, learn, study, and practice is improved. This provides a multiplier to the effectiveness of any of that based on how far you got in the postseason in the You Are The Champions scenario. If you only got to the AAA playoffs, then your multiplier is 1.5x. If you made it through to be a finalist, then you get a multiplier of x4. Each round of the finals that you win at doubles your multiplier, so a champion would have a multiplier of 256x.

# Drawbacks

## Giant Robot Fight (+400 CP)

Any and all perks, items, or powers that aren't appropriate for your setting are locked off like you don't even have them. In addition, perks or powers that are less appropriate for your origin are reduced. If you're an Engineer, your prior piloting experience will be worth less. If a Pilot, your super-engineering will be less super. This will also take effect on Companions, applying debuffs to perks and powers that aren't appropriate to their origins.

## Rookie Pilot (+600 CP)

Any prior perks, items, or powers are sealed off, like you don't even have them. Your warehouse is accessible, but all items (purchased or not) are sealed off so you can't interact with them. This will also affect on Companions.

## Trying To Find Rare Merch (+0)

There are many stories already made about giant robots. If you want to go to one without a jump already made for it, you may use this. You still have to pay for Tech Level and Size, and will still get paid for your Genre, and those have to match the setting. You may not take Scenarios.

You may also use this to replace a canon character in this story.

## Drafted (+100 CP)

The plot knows where you live. Expect to never have more than six months without getting involved in a giant robot fight.

## Monster of the Week (+200 CP)

*Cannot take with Genre: Sports or any Scenario*

The status quo of the world is very strict. A giant monster could attack Tokyo and a week later you wouldn't be able to tell, aside from all the people that aren't there anymore. Any attempt to change the status quo by you or your allies faces stiff opposition and many unexpected problems.

In addition to this, there are constant battles, probably one a week. These might not even have a specific purpose, just being an attack for the sake of an attack.

## Plot Twist (+200 CP)

*Cannot take with Genre Shift or any Scenario*

Choose an additional Genre, which must give more CP than the original Genre. After one year, the setting will switch from the original Genre to the new one. And you won't see it coming. You'll be caught completely off-guard by the change, as will most of the people around you. Your memories of this Drawback are sealed, your reminders won't work, your build sheet will be doctored to disguise the CP differences, and so on.

You get the CP from the new Genre, and the discounts from the original Genre. The new Genre is considered the true Genre for other drawbacks that have requirements.

### Be The Robot (+200 CP)

You're now a mecha yourself. You're not a human, you're an AI. While you don't suffer from any sort of sensory disconnection, you still have problems. First, you need maintenance, and any part that isn't taken care of will essentially be a chronic injury until it gets fixed. Second, you can't eat. Have fun maintaining your social connections without the common bonding experience that is eating.

Your Basic Mecha can serve as an item or an alt-form in future jumps, as well.

### Char Clone (+400 CP)

Guess who has a nemesis? You do. An opponent who has it out for you personally, this pilot is skilled enough to go toe-to-toe with you, and has access to a mecha just as good as yours. And they're going to keep running into you, again and again.

And you can't kill them. Ranging from cybernetic prosthetics, to having their soul implanted in a clone, each time you think you've put them down they pop back back up eventually.

At least their red mecha, light hair, and mask should tip you off to who this is.

## Conclusion

So you've lasted ten years here? Great.

Your drawbacks are off, and your choice is your own.

First, a few gifts for you: Your mecha and their upgrades now have fiat-based logistic support and repairs. In addition, you get a cool soundtrack, in a variety of media forms. You also get at least two model kits for each mecha that you used during your stay here.

Spin-off - continue

Renewed for another season - stay here

Canceled - go home

## Notes

You only pay CP for what you keep. You may be given equipment that is similar to what you get here, but you don't get to keep it unless you pay. So you can get extra weapons, or Officers might actually be given command of a ship without purchasing it. But you'd have to slip them into the warehouse and appease the quartermasters if you want to keep them, and even then if they blow up that's it.

The Basic Mecha can get replaced during your stay here. If the old model is being phased out and your command issues you a new mecha (for legitimate reasons) then the new model can take the upgrades and imports from the old one. Technology demonstrator makes this significantly slower to happen.

## **Examples of each genre:**

### Xenowar

Macross, Aquarion, Darling in the Franxx, Getter Robo, Fafner

### Space Opera

Battletech, Armored Trooper VOTOMS, L-Gaim, Mobile Suit Gundam Iron Blooded Orphans, Strike Suit Zero  
Gargantia on the Verdurous Planet (if starting in space and intending to stay there)

### Orbital War

Mobile Suit Gundam, Metal Armor Dragonar, Valvrave, Armored Core 4, Project Nimbus,

### Alt-History

Full Metal Panic, The Vision of Escaflowne, gen:LOCK, Brigador

### Kaiju

Pacific Rim, Into The Breach, Iron Brigade  
Gargantia on the Verdurous Planet (if starting on Earth and intending to stay there)

### Police Procedural

The Big O, AD Police: To Serve and Protect

### Sports

Immortal Grand Prix, Basquash, G Gundam (questionable)

## **Scenario Rules**

Failing the scenario is not a jump-fail or chain-fail, unless you do so in a way that counts as the latter.

Scenarios have a limited duration, and when the duration expires the jump ends.

Perks and effects that fiat overall success at a scenario you are attempting are disabled. Perks and effects that fiat success at part of a scenario have their effects reduced.

You may repeat this jump to take scenarios you have not attempted yet, but doing so means that you only keep your purchases from that repeat if you succeed at the scenario. You do still get your main and item stipends. Drawbacks do not carry over and still provide full points if taken.

The scenarios are intended to be full-party deals, and all party members get the rewards and “for taking this.” Restrictions on taking more of something apply to the entire party. (The Universal Broadcast Antenna Item only grants a single item that belongs to the entire party.)

Some scenarios make some purchases “deferred.” If you purchased something listed as deferred, you will not receive it until the end of the jump.

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