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## Appleseed (Manga)

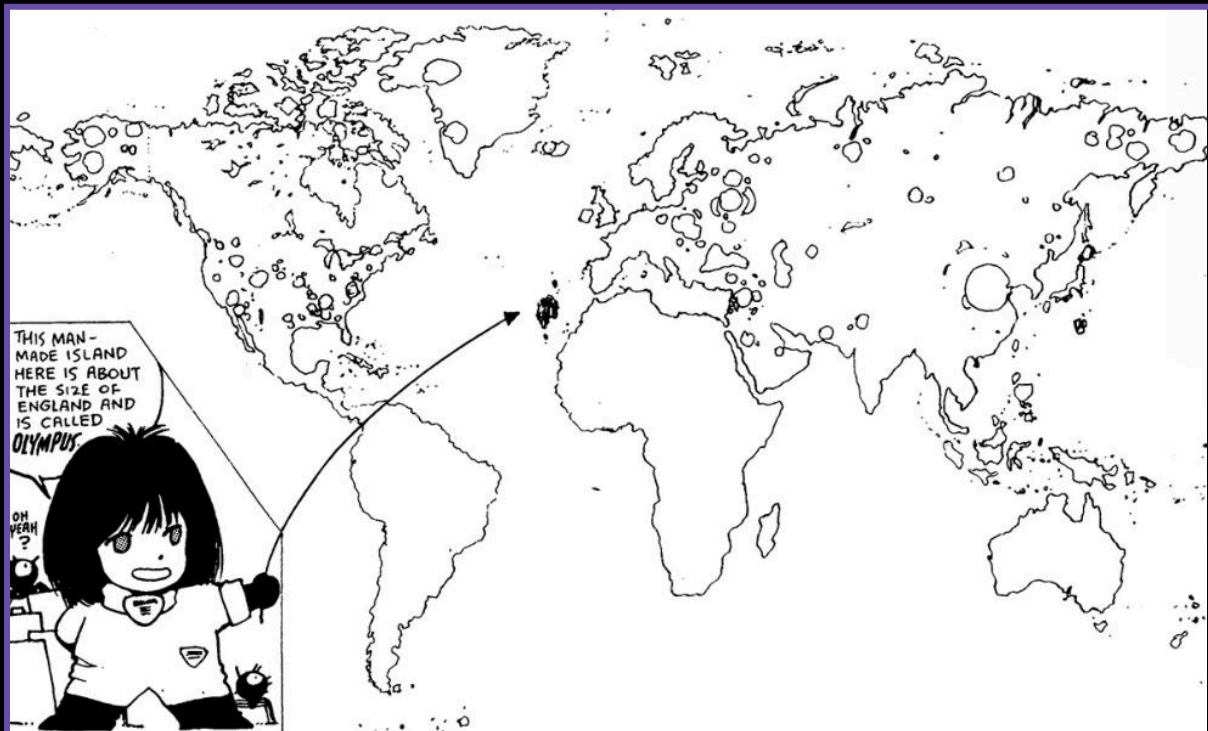
By BatsuAnon

### Pandora's LATE Crimson New Year WIP

Wake up Jumper, it's now 2125 & the Earth has never been more quiet now that the drawn out aftermath of *World War IV* has settled down. Not with nukes unlike *WWIII* in the 90's, but it was just enough to set us back & shift the power struggle of the "Old World" countries for years to come. A lot has changed since then...and a lot has stayed the same. For every successful advancement such as the creation of Biodroids, standardization of Cyborgs & our colonization of space, there is still conflict, poverty & famine plaguing the unfortunate many. And despite what those of civilized origin have told ya, it's not all sunshine & rainbows with the "New World Order" either. Conspiracies & spies run afoul as many government officials seek to get a foothold of influence in regards to the recent reveal of the new society on the block: **Olympus**. That island will soon become the target for ethnic unrest, riots & armed struggles once a certain SWAT duo gets the opportunity of lifetime to bring their talents to the city's own police force two years later...but for now here's **1000CP** to aid in your future endeavors. Judging by how noisy the reactions of the reveal of Olympus have made on the world stage, the possibilities of a *World War V* within the next decade might be closer than we think...

### Locations

*You may freely choose which region to start in, followed by country if there's additional options. If you desire to leave it up to chance for the region (1d6), then here's an additional +100CP for good luck. Not all places are made equally, some are far less "welcoming" than others.*



### **1)Olympus**

Located in the Atlantic Ocean between the Azores & Canary archipelagos, this “man-made island” has become a growing home to a new society where both Bioroids & Humans peacefully live under the leadership of both the Aegis organization & the Gaia supercomputer that manages the city. Although the birth of its existence began around the turn of the millennium, it wasn't until the early 2100's that its status as a new society was fully recognized to the rest of the remaining countries in the form of the “Appleseed Plan” reformation proposal. Unfortunately its rise as a “utopia” has also made it quite the huge target in the eyes of outsiders, a concern made worse due to internal political tensions in regards to the concerns Bioroids could pose as an emerging species towards the existing humans...

### **2)Poseidon**

Born out of a desire for self-sufficiency during the new millennium & sustained due to the economic miracle of 2015, the country formerly known as Japan has been completely transformed into a prosperous corporate nation now known as Posideon. Not much is known about this country's culture or cities due to their closed off nature, but their technological advancements & past acquisitions of smaller companies such as the Orion Group has led to the emergence of breakthroughs such as Earth's ongoing radiation removal, Landmates, space exploration, & cyborgs becoming a common sight around here. Near the former Japan mainland lies their headquarters, a man-made Nanotech Robot Breeder Plant island. Despite their willingness to engage in business with a variety of countries, they're a neutral force that only cares about their own interests & their “rivalry” with the emerging Olympus.

### **3)Middle East**

#### **3a) Egypt**

Despite the continued squabbling of their neighbors & the growing thorn of annoyance known as the Munna Empire, Egypt has managed to emerge from the surrounding conflict as one of the more notable Superpowers of the Middle East. Unfortunately its inhabitants currently find themselves exhausted from the ongoing warfare, leaving it up in the air in regard to the future of their country...

#### **3b) Saudi Arabia**

Another notable country of the war torn region. Unlike Egypt they still have ambitions of power, but with no other information about their current state, only time can tell if they can even achieve the first steps to their goals.

#### **3c) Israel**

A country that's currently in a precarious situation right now due to both dwindled relevancy against the emergence of the Munna Empire & losing out on benefits from both Egypt & Saudi Arabia's switch on the Palestinians. With no one else nearby to turn to for support, they have been relying on Imperial Americana's weapon shipments in order to fight against the PLO. They shouldn't be underestimated despite this, they're still a powerful force of the Middle East region. After all, they nuked their neighbors in the past, kicking off the dominoes to WWII...

### **3d) Holy Munma Empire**

Founded in 1997 & currently one of the region's most notorious new nations, this oil-producing country has stayed relatively unscathed from the world wars unlike its nearby neighbors. As a result, it was allowed to easily expand its new *ultra-radical* religious influence past its borders. Of course with this country being located between Iran & Pakistan, this has only led to souring relations between their neighbors. The old ongoing antagonism between the Arabs & Non-Arabs has also not helped matters either, instead it has caused it to escalate into a major religious conflict that has the potential to drag the likes of Olympus into its web. Recently there's been reports of terrorists originating from that region causing havoc in other nations & rumors going around that they might have nuclear capabilities. Some of their politicians are also rumored to have ties to Poseidon. Civilian lives have been reported to be fairly good despite the soaring inflation.

### **4)North Americas**

#### **4a)US-Soviet Alliance/*The Alliance***

The loss & aftermath of WWIV was NOT kind towards the likes of the United States, as in current time it has ceased to exist. From the ashes 2 countries have risen, but only one of them has tried to follow in the socially progressive ways of other nations such as Olympus & Poseidon. The US-Soviet Alliance or "*The Alliance*", as they're better off known, consists of just the Northeast & West Coast areas of the former US...or at least what's survived. Their current conflict with their aggressive Imperial Americana neighbors have not made their recovery process better despite their partnership with the Soviet Federation as cities such as New York are still in shambles, the streets resembling slums. Los Angeles & San Francisco also exist, although their current status is unknown.

#### **4b)Imperial Americana**

And here we have the red-headed step child of the diplomatic world & sworn warring rival of "*The Alliance*", Imperial Americana, a nation composed of the southeastern & some of the midwestern states of the former United States of America. Unlike their democratic counterpart, Imperial Americana is a militarist & somewhat extremist right-wing leaning nation that are on less than friendly terms with Olympus. In fact due to their aggressive, militaristic nature when dealing with political affairs, many peacekeepers/diplomats find them quite difficult to deal with. "*A country whose Lingua Franca is rooted in "Justice" rather than money...*" as one politician would say. Despite that, many parties still seek out deals with them due to their weapons production facilities, if the rumors about the occasional smuggling operations are to be believed...

## **5)Other**

### **5a)Europe**

The current state of Europe has become quite complicated post WWIV. While countries such as England, Ireland & France still exist, the consequences of losing the last war to Asia has caused their influence as existing nations to degrade significantly as everyone is more or less focused on recovering from the damages inflicted in their homeland. England & Ireland's current status is unknown. The only notable information from the former is that England managed to bow out of WWIV in 2024, allowing them to start the recovery process early. In the case of France, most of their restructuring progress has been helped by sponsors in the Middle East, making them quite the political hotspot for being a gateway to making deals with other Arab nations...

### **5b)Central/South America**

The ongoing war between "*The Alliance*" & Imperial Americana up north has done no favors for those living in the people living in Central & South America. Much of the environment here has been bombed to hell & back due to the ongoing squabble between the northern forces & the ongoing droughts have not made life here any easier. Power struggles have naturally become a frequent sight (especially in Mexico) as the periodic droughts & remnant pollution has caused a domino effect of material shortages to pop up frequently among the struggling communities. But unlike another unfortunate continent, this region has been managing to slowly recover due to contributions from Asian countries. The Amazon rainforest in particular has also managed to survive well into the 22nd century due to the help of environmental restoring technology provided by Asia.

### **5c)Asia**

Out of all the regions, Asia has been where the overall global influence has shifted to since the aftermath of WWIV. After all thanks to the creation of the "Asia Alliance" in 2005, they were able to become victorious over the western forces that were already bogged down by existing exhaustion from the previous war mixed with poor economic growth. In the current era, everyone has gone their own way & some areas have regressed, but they're ultimately still better off than their western neighbors. Despite being severely set back by the destruction of Beijing due to the 1999 meteor, China was able to retain their stability as a country due to democratization & the ongoing decentralization process. India has managed to achieve an aggressive space program since their small beginnings experimenting on space planes during the early 21st century. The Soviet Federation's mainland status is unknown outside of a few rumors of corruption. Southeastern Asia in particular has become a hotspot for "*Newly Industrialized Economies*"NIEs to appear, causing a boom of slums to grow around the orderly cities that provide jobs.

### 5d)Africa

Africa...poor Africa can never get a break these days, even with the global restructuring of the world & the major advancements when it comes to improving the ecosystem of the damaged land. The “*Green Sahara Project*”, an ongoing mission that was enacted to reverse the expanding desertification of the region, has constantly faced push back due to its potential to encroach & damage the remains of old cultural sites. Outside of the areas still affected by the project, pollution still ingrained throughout the continent’s lands, driving even more of its inhabitants to fight each other due to rampant material shortages. Those that live here should consider getting used to sights of chronic poverty, corruption, & multi-faced power struggles, for the solution to ending these issues will not be arriving anytime soon...

### 5e)Australia

Unlike some other countries that have been scarred badly from the past 2 wars & left to lick their wounds in shame as they turned inward to restructure their land, Australia has made out relatively unscathed from the chaos of the past century. In fact they’ve been profiting from the global shortage, putting them in the perfect position to achieve superpower status. Outside of the noticeable ethnic conflict squabbling, nothing significant has been reported to happen here. A blessing for those that desire to lie low & relax for a while.

### 6)Badsides

How unfortunate...unlike the rest of the other options available where you can at least guarantee that you’ll be near an inhabited settlement of some kind, you’re essentially going to a no-man’s land. A land devoid of law & where hostile mercs, rogues & criminals roam, the Badsides are where the remaining devastating scars of WWIII & IV still remain. Living here isn’t sustainable for the long term, there’s still plenty of lethal amounts of biochemical & radioactive residues tainting the land. There is *ONE* upside to this though: the Badsides isn’t just a singular region located in the backwaters of nowhere. Badside regions can be found ***all over the world!*** ***Feel free to get comfy in what’s essentially the quarantine zone of another region of your choice!***



## Races

*Feel free & to select your gender & age*

### **Human (Free)**

One of the most populous species to live on Earth, despite the “little” setback caused by their wars decades ago, the majority are still chugging along for better or worse. While there’s still cultural and economic strife dividing your kind & causing emotions to run high, you’ll do pretty fine as a pure flesh & blood guy. *The Cybernetic Table won’t be available to you if you select this race.* *Humans receive a bonus stipend of 500cp to use for the Item, Weapons & Vehicles section.*

### **Cyborg (Free)**

Referring to humans whose bodies have been partially or completely replaced with artificial organs & body parts, Cyborgs have become regularly commonplace following the creation of the Cyborg Association back in 2076 as the procedures for becoming a cyborg have never been more streamlined! Depending on their remaining organic parts, some might not be able to eat or drink normally. There’s also the concern of requiring specialist doctors that can deal with the mix of organic & artificial parts, however most borgs these days believe that the benefits far outweighs the drawbacks. You’ll be one of the few that are considered “*perfectly coordinated*” enough to maintain a consistent level of performance when dealing with temperature changes & mass stress should you choose to become one. *Cyborgs receive a stipend of 600cp to customize their body in the Cyborg section.*

### **- Robot (200) [Requires Cyborg]**

An actual robot with one of those “*artificial computer brain weapons*” installed? How peculiar... Despite advancements in technology allowing for humans to replace their own bodies with artificial materials, history with AI advancements have been relatively... “*controlled*”. No truly unrestricted sentient AI exists, so to see one walking around with its own purpose will certainly raise a few heads if someone finds out. While you don’t have to worry about needing food & seeing a specialist doctor if you’re hurt as a mechanic would suffice, you’re far more vulnerable to your body & mind becoming hijacked by outside interference... *Robots receive a stipend of 800cp to customize their body in the Cyborg section. Full Body is now FREE but is mandatory!*

### **Bioroid (Free)**

*An artificial human. A clone.* Both of these statements are true. With the 1st generation created during the 2030’s, Bioroids are the culmination of genetically modifying the DNA of other humans to create a new race that would serve as a “buffer” to the emotional flaws of humanity’s tendencies to create conflicts & war. Their above average intelligence combined with their subdued emotions makes them great decision makers & often leads to them occupying the majority of existing government positions (a controversial topic to this day). Their only setback lies within their own biology as they’re both sterile & their cells lack the means to divide & provide energy to the body in the long run. Reliance on life extension procedures are a must if they want to stave off an early death, however you seem to lack the flaws that have plagued this race for the past 2 generations should you decide to become one...

- **Hybrid Bioroid (200) [Requires Bioroid]**

You're a genetic marvel, one might say a one-man show with the amount of quirks your body has compared to the regular Bioroid. Or a two-man group now considering that your closest sibling model "*Artemis*" has been running around for quite some time. Your own hair for example can now serve as a way to regulate your body temperature as well as shield yourself from UV rays by changing both color & length. Then there's the truly unusual quality of being able to "reproduce" through parthenogenesis, a step up compared to your sterile unmodified predecessors. Of course not everything about being a hybrid is perfect. Hybrid Bioroids tend to feature standout animal features that make it hard for them to blend in with other humans. They also need to rely on life extensions in order to avoid their bodies from aging 5x faster than the average human. Of course you don't even *have* this specific flaw compared to your older sibling. The environment is changing & each hybrid these days are merely unique evolutionary dead ends... *Both Bioroid options receive a bonus stipend of 500cp to use in the Items, Weapons & Vehicles, & the Cyborgs section.*

### **Specializations**

**Mercenary:** You're a free man that answers to the beck & call of money! With no allegiance & your own moral code, it's up to you to find your place in the world. Unfortunately you're also rather disposable if you act out of line.

**Enforcers:** You work for a country's government of course, specifically standard police affairs for the city...unless you work for ESWAT, which is more of a counterterrorism paramilitary group.

**Administrative:** You work within the system, for the system. Or against the system for its own good if there's clearly rats lurking ready to undermine the laws that have brought peace through the region for so long. As one of the many faces of the machine, you'll have to rely on those on the lower totem poles to ensure that your bases are covered. Otherwise you're occupied with reigning in other officials to align with your own goals.

**Agent:** You may appear to work alongside the officials, but under the seems you clearly have other goals in mind. Regardless of your allegiance to a group (or to yourself), you operate through underhanded tactics & covering up your tracks with any methods you can use at your disposal. Leave the actual fighting to the police/military forces.



## General Perks

**Hamburger in a Can (100):** Even though tech has advanced enough for cybernetics to catch on as a new trend for fashion, a lot of people surprisingly don't see eye to eye with those that choose to throw away their flesh for the beauty of metal... Of course, you're one of the few exceptions around here. You lacking the conventional beauty standards of society (let alone "compatible parts") never seem to be a complete turn off for others, instead they would try to make the relationship work should they ever fall for you in some form. You'll also find yourself receiving a lot less ire initially from those that might be racially/culturally prejudiced about a group that you're related to. While this can be used to strike opportunities to smooth relations or have a budding alliance...if your personality is rotten as your exterior, don't expect to make any progress.

**Hey Cutie! (100):** You don't see a beautiful face such as yourself walking around here! Even working in places filled with dirt & grime never seems to dampen the way your naturally beautiful body manages to catch the attention of people left & right. If you ever find yourself in a pinch, you're probably more likely to get others to step in to help you with small tasks such as getting directions or paying for a meal when you lack the funds to cover for it. It's great to make such a good first impression, but looks can only go so far if you intend to dupe others in the long run. All that prettiness can create a lot of notoriety. And all that notoriety can make you a pretty *target*.

**Akechi's Protege (100):** In this day & age where technology continues to push forward & many people still rely on machines in order to reconstruct the world around them, mechanics are a prized profession. You have the skills & knowledge to maintain & repair various machines, vehicles & especially mechanical body suits such as Landmates. Your skills are roughly the level of Yoshitsune Miyamoto's, which is to say: *completely average*. However, just like him, you're a natural savant when it comes to retrofitting old machines to a somewhat competent standard as well as salvaging old parts to makeshift into compatible add-ons for the machines you're working on.

**Silicon Operator (100):** Doctors are so valuable these days. With the elimination of cancer, genetic manipulation at our fingertips, & the ease of creating artificial muscles & organs it's become easy for doctors to manipulate a person's body back to full health. You're now one of the many who are decent enough to serve as an on-site assistant in a pinch. Yet when it comes to the delicate likes of those containing parts both of flesh & metal, your meditech skills tend to be well above average compared to your peers. So much so that vital outdated parts can last for a few more weeks, enough for the person to spare time to look for an upgrade. Well, provided they don't push themselves too hard in the process...

### **Specialization Perks**

*Perks are discounted by 50% based on your specialization, 100cp perks discounted are free*

*Perks with the price of (X00) doesn't have their text OR price finalized*

*Blue highlighted perks...I was in the middle of writing at that time*

### **Mercenary**

**Hand of Daggers (100):** When it comes to WWIV, a lot of mercs like you that took part of the main theater or the several smaller scuffles still managed to retain those fighting talents you were trained to use in the field. Even if you're no longer stationed near an active war zone, your skills when it comes to Hand-to-Hand combat or wielding small weapons won't degrade despite time marching onwards. Even better, due to the gradual collapse of Old World nations here & there causing formerly loyal, now freelancing Old World soldiers to engage in the regular practice of exchanging fighting knowledge in order to stay in top shape, you'll find it easier to try & incorporate fighting styles from just about anywhere you can see...or experience on the receiving end. It will still take a lot of practice to master those new styles, but one thing is for sure: after enough practice you'll be a reliable jack-of-all-trades when it comes to fighting in close quarters.

**Poison-Tongued Dame (100):** Bluffers are not known for winning fights through physical feats alone unless they already have the means to do so. It's all about the mind games. Their words are their best weapon & their mouths are the instrument that can cause even the most rational to lose sight of their goal if played well. It's probably due to being a natural snake or working with enough bad apples, you know how to *really* get under people's skin thanks to your talent of being able to reasonably gauge a person's emotional state upon seeing their face or hearing their tone of voice as they speak. From there on it's easy to find which of their emotional buttons you can tease or outright smash in order to give others the impression of being *THE* one calling the shots in a situation or shut down the verbal leverage of another fellow trying to do the same onto you. You won't make friends with a skill like this, but you'll be able to keep any wannabee "Big Shots" from taking the first chance to impede your goals.

**Taste the Flow (200):** Following the procedures like an average cop is a fool's game for a mercenary. Nothing is set in stone & the original deal that you've agreed to could change or be revealed to be a wild goose chase at any time. Especially in fights where every battle has its own rhythm. Due to your past experience, you've become very observant at sensing out "odd" lulls & pauses during or right before a conflict breaks out, making it difficult for the local law of the land to try & lure you into a trap. Or more likely to notice being a potential sacrificial pawn part of a larger false flag operation as the art of "killing two birds with one stone" is a *very* popular tactic among other organizations when they don't want to deal with getting their hands dirty. If you're smart, it's possible to use this to sabotage others' ongoing plans entirely for your benefit or to buy others time, but most of the time it's best to just hightail it out of there.

**Lowball Smuggler (400):** To mercenaries, there's no such thing as borders. And if there's a border, they'll *certainly* find a way around it. After all, how are you gonna make money by selling certain "exotic" goods by following the "rules" of the land? Keeping track of the usual demands of your "customers" alongside what they can provide for you is child's play, but where your *real* talent shines lies within the logistics of smuggling items past legal limits. When others mercs are only capable of having 1 or 2 solid plans in order to pull off a large operation without having to worry about sacrificing their own supplies or even the treasure they're going for...

**Best Seats in the House (600):** Getting caught doesn't mean the end of your freedom or your career...ok maybe it does. But these days, it's a bit more likely for officials to go out of their way to extend a "special" opportunity for mercenaries behind the scenes. One that usually involves them working alongside with their forces with a few restrictions here & there...Of course this only applies if you're a good sport when it comes to surrendering to them in a *peaceful* manner. As long as you weren't seen as actively antagonistic by the opposition, you'll have a good chance of convincing those you fought against to take you in as a hired employee for *their* side instead. Should you break any restrictions involved in the established deal such as being on a special type of probation or monitored, what fragile truce you brokered will be rescinded & you'll likely have a warrant for your head...*BUT* if you continue to abide by your deal like a good dog, this temporary partnership could evolve into a full time job with benefits. Or you could finally part on good terms to freelance again with some "employers" still keeping in touch to offer future missions for you to make money in the future.

## Enforcers

**Goodwill Headhunting (100):** Some might call it nepotism with the way you quickly "*kick upstairs*" new hires to other departments as soon as they're introduced into the organization. I prefer the term "*problem solving*" considering how...colorful taking in anyone outside of civilized areas these days can lead to bigger issues if you can get them to stop fumbling what should have been...

Good at seeing what roles other people under your wing are best suited to, can even get your foot in the door for others to get the position they actually NEED.

**Pack Driller (X00):** Repetition is awful the regular soldiers say...Tiring even as your group has to repeat the same drills over & over in order to get it "just right" & satisfy the captain's wishes. Well guess what, considering how sloppy newly arriving mercs integrate into the police force & how even a Kotus robot nearly killed several criminals during an operation, maybe the captain had a point to drill the motions into your head. Keep your thinking reflexes on point when it comes to recognizing the situation at hand. You won't leave any threats with time to take advantage of your decision making & it helps if the situation is something you practiced through with in the past. But there are times where this perk's benefits tends to go right out of the

window once the situation starts getting out of control or becomes increasingly unpredictable (& you can't find a way to get it under control quickly)

**Safety Dancer (X00):** You can control your own strength/moves to perform non-lethal maneuvers onto enemies. Great for not only making it easy for retrieval missions to go smoothly, but also avoiding the rallying cries & accusations of police brutality squandering a complicated investigation.

**All in a Day's Work (X00):**

## Administration

**Where are your Manners? (100):** You know what sucks? The lack of respect people are willing to provide for someone of your status when working around here, especially when you're in a tight situation. To be harassed by "backward savages" that claim to *need* you as much as they're willing to snuff out your life is an annoying line to walk on. Maybe it's due to stubbornness or from being a past victim of seeing the routine played out a little too much but, you find it really easy to stay unfazed & keep a cool head when actively threatened in a dangerous situation. And if you're even willing to cooperate with your so-called abductors? They'll probably ditch you early once they're done with you or leave you with a light punishment compared to the rest since you're already given up in their eyes. Better than being dead, although *someone* still has to pick up the slack for you taking the easy way out *COWARD*.

**Just Another Cog in the Machine (100):** The shift from living in "unstable" places such as Africa or South America to the utopian lifestyle of Olympus can be extremely jarring for many refugees that enter the better off countries of the world. Especially if they're mercs; mercenaries we're never known for making things stable in the area... Therefore many governments have made it their duty to have their recruiters get their new citizens up to speed with the laws of their cities. You're one of those recruiters, or at least have the expertise of one to quickly & easily teach others the rules & customs of places you're familiar with or employed to. With a week or two of serving as someone's "guide to the city", they'll be no different from a born native when it comes to fitting in & getting used to the lifestyle of the area around here. Keeping them *compliant* with the current system is another story...

**Pressure Cooker (200):** Media & your coworkers alike are like ants. You leave one scrap of information, no matter how useless, insignificant, or accidental it might have been at the time & by the next day there's an infestation of others trying to leverage their newfound "info" to turn you into their pawn if you're not careful. What better way to try & stop the reversal of power by doing the same to them. When it comes to using a little blackmail to keep their focus away from sabotaging you, your opponents...

**Benandanti Gambit (X00):** Don't confuse this with the previous perk. If PC is the equivalent of "jingling keys (blackmail)" in front of other people's faces in order to keep them occupied while you run laps around them trying to get your shit in order (or put them in a situation to force them



to work for you as long as you keep jingling said blackmail), this perk is the equivalent of try to weaponize “passing the buck forward” by inviting in as many factors to the ongoing situation at hand (usually other people, mercs in the case of Athena, manipulating the engineers & the Mobile Walkers like Gaia has done) in order to completely undermine or uproot ongoing operations into the public before they even have a chance to be properly carried out. You can’t really control just how chaotic the result will be or if someone or something will come to bite your ass in the aftermath of it all, but it’ll throw off & force a lot of power hungry officials to back off... Or even shake up your own government from the inside to expose the potential weak links in the system dragging everyone down.

**Good Ole Diplomatic Immunity! (X00)** - Fuck you! You can’t hurt/punish me for being related to an illegal operation as long as there’s no solid evidence to make me one of the guaranteed ringleaders. And even if you’re imprisoned, you’ll find yourself getting out in a shorter timeframe than many others. Just makes you into a political/bureaucratic land mine when it comes to dealing with you getting in trouble. Police force can’t even lay a wrongful hand at you when you’re being processed for charges without risking you going free due to them “breaking protocol”. Just don’t get too arrogant like the official in Vol 4 piloting the giant Landmate.

### Agent

**Your Old Pal (100):** Yeah you! Surely you couldn’t have forgotten about me!...Oh? I apologize. seems like this isn’t your first rodeo trying to get others off your case while you try to keep your profile low. You’ve been making a good effort to feign recognition of others though acting out with general obliviousness & deflecting heated questions with vague responses with little chance for the other side to follow-up. While there’s the ever-present danger of coming across a person that won’t take no for an answer, the tone you give off as you feign innocence is just “*sincere*” enough to signal them to seek elsewhere rather than pestering you further...for now. If you decide to let others know about your current situation, those now aware will at least be able to know when it’s time to play along with the charade as soon as you begin your act on another fool looking for answers.

**Guardian Witness (X00):** Always seem to be there at the right place/time when it comes to keeping tabs on your friends. If somehow the authorities start asking them questions in an attempt to gauge their suspect potential, your words as a bystander who’s seen it all from the sidelines seem to carry greater weight on a cop’s/person of authority’s judgment. This could get them off the hook from being incarcerated/slapped with a serious fine...or buy time if your alibi is on the “flimsy” side of explanations. This only really works if you’re truly a bystander or at least spent a majority of your time in the area not getting directly involved with an ongoing event/scene nearby.

**Safety Valve (X00):** To keep the keys of victory out of others hands, sometimes it's best to work inside the predator's nest instead of waiting on the outside for the right opportunity to strike. You know how to join organizations as a simple grunt & work your way up into a comfortable position suitable to keeping tabs on how the organization operates. Whether you use this to sell vital information to their rivals or alert others allies about a potential future threat that they will need to keep under control in order to prevent the organization itself from seeing their plans to completion is up to you...just don't get caught ok? You're a mole after all.

### **Items**

*Items are discounted by 50% based on your specialization, 100cp perks discounted are free*

### **General**

***Pink = I want your opinions/suggestions if possible***

**Paradise Plan (800):** They called the original planners madmen when this plan was proposed a century ago. An artificial island capable of managing its own healthy climate & most importantly serving as a self sustainable haven for a sizable population of humans...Olympus is its name & by buying this, the entire island now becomes under your ownership to follow you into future worlds. Or if you desire, it doesn't have to be an exact copy of the original in terms of looks, but retain the same functions as the original. Right down to the extensive subway transport system, farming plots, nature reserves, power generation facilities, housing of various types, arcology buildings equipped with solar panels to power the city, & underground databases that can archive countless terabytes of both digital & biological information. All of the island's functions are also managed by a massive biological supercomputer similar to the existing Olympus's Gaia that self propagates as it automatically expands its existing network structure to integrate new city developments. It can even be interfaced around the island through several public terminals, where outside of their use of public computers, high ranking officials could use the terminal to manually order the supercomputer to enable lockdowns, deployments of special security forces & as a flash resort shut down the entirety of the computer itself. Of course as the new "owner" you'll have access to the high-level functions to interact with the system...but that doesn't change the fact that what you have here is a "one of a kind" location that other governments have been eyeing to subvert power or copy for a while now...

### **Mercenary**

**Contact List (100):** A mercenary lifestyle lives & dies with the winds of opportunity. As long as there's someone out there that needs a merc to carry out a job, that merc might make enough to live another day. If you're willing to listen, I got a cheap deal for you. Each month you'll get a dozen contacts from various individuals willing to offer a reward in exchange for your services. There's a healthy mix of easy & hard jobs to choose from, but the rewards provided are rather varied compared to what you're usually expecting. Some won't give money, instead they might give you information, weapons, or a few supplies here & there. There's also a few mundane job

offers included in the mix, perfect for those that want to take it easy for a while before they jump back into the frying pan of violence.

**Eyes in the Open Sky (200):** Ever wanted to know what goes around your little neighborhood without having to risk getting shot at while scouting around? Look no further than what I'm about to offer ya. It's not much compared to what other monitoring or observation stations officers use, but this small set of computers here can secretly connect itself to any radios & security cameras nearby your location. Wirelessly or through cables, as long as the channel is open, you'll be able to easily pick up on any new or ongoing events happening in the area. Do be careful not to conduct illegal operations while using this unless you have the means to modify your existing network to avoid getting exposed or obtain other types of networks such as diplomatic channels. This system initially runs on using *public* channels & while its methods involving connecting to other systems will hide your exact location, it can't hide the general area you're broadcasting from from the wrath of the feds...

**The Devil's ——— (400):** *This is the 4th time of me going back to the drawing board to decide & rewrite if I should just give Mercenary Origin:*

- *Just a group of merc followers like Sokaku has with his buddies featured in volumes 3, 4, & the unfinished volume 5, ch1 (the original option)*
- *A "supplier" similar to Dr. Slain (an inventor of experimental weapons like Vol 4's giant landmate, but this might look like it overlaps with their 100 item even if Contact List is more varied, mundane & doesn't guarantee that a weapon reward will ever be at the level of what types like Dr. Slain was tinkering within Vol 3...)*
- *Something akin to starting out with a last resort option/"Get out of Jail" card in the form of calling in a favor from a person of great influence like a Politician (in exchange for begrudgingly doing their dirty work) Don't know if such deals should be available only once per jump or be used until your benefactor lands in hot water & can't be called in for a favor for the rest of the jump. Heavily based on the warmongering politicians backing Munna soldiers in Vol 3 & 4, the one in the giant Landmate even could have benefited from diplomatic immunity if their operation went well...*
- *Something else entirely???*

*This isn't a case of me hating doing the items section, it's just the natural consequence of a manga getting cut short & ultimately abandoned...lots of loose ends. In this case not a lot to go off of for something solely for mercenaries (The MC duo of Appleseed are debatable, they are ex-mercs turned anti-terrorism unit soldiers & given more focus on the latter by the story as they try to adjust living in Olympus). Sokaku had a larger presence in Vol 4 & 5 (ch1) but that's right where the series ends...*

## Enforcer

**Little Guardian Angels (100):** With everyone carrying a weapon in their pocket these days, the window for medical attention has only grown tighter as most guards find themselves using

alternative ways to stay healthy while on a long mission. Enter these nanomachines in this little vial right here, ready to inject anytime. Normally, they're reserved for those in ESWAT, but for a fee you too can own it. Once injected into the bloodstream, these little helpers will reside within your veins to produce or regulate a variety of substances for your body depending on the situation. Antidotes for poisons, antibiotics for viruses, adrenaline during combat or to snap you out of unconscious & so on. In the rare cases your injuries reach a lethal threshold, they'll provide emergency medical intervention in an attempt to keep you alive enough to reach an actual doctor for further help.

**Specialized Battledress (200):** Arriving at an operation for enforcers is like going to a ball: you need a good suit for every occasion. Since you're going to be working with the big dogs of an average security force, it's only natural to need a combat suit for different situations. The selection we have provided is currently limited between the Orc Suit & the Garthim Armor due to their versatile nature outside of their initial purpose. Regardless of which suit you chose, we'll throw in a one time bonus of a free regular standard bulletproof vest. *An undiscounted second purchase will grant you access to the other suit you didn't pick.*

***An Orc Suit*** is a soldier's best team supporter, as their signature trait to monitor various acoustic signatures effectively makes them into a creative radar system in the right hands. The act of a soldier's armor breaking or the natural act of a person's nearby heartbeats from a few feet away is usually enough for the suit's sensors to pick up, making it easy for you to map yourself a route toward an ally that needs aid or to avoid the ongoing chaos around you. The suit can be adjusted to increase or decrease its sensor's sensitivity if the amount of feedback is not beneficial to the current situation at hand.

***Garthim Armor*** is a personal favorite among those that operate near seaside or oceanic areas as they're advanced life preservers that can extend the period of time the user can stay underwater before passing out or drowning entirely. The maximum limit that a Garthim could tolerate as it converts the amount of pressure from the water they're enduring to the body is around 400 *FSW/Foot Sea Water* before difficulties in breathing start to arise from lack of oxygen. The user can adjust their settings to allow for manual or automatic adjustments however the latter can lock up the body for a moment while adjusting, something to be careful of.

**Remote Unit Squadron (400):** Despite the maintenance costs, these fiberglass Master Test models here could be used for a variety of tasks. They were originally supposed to be used in a similar fashion to the Kotus models here in Olympus given their appearance, but the commissioner has not paid his end of the bargain, so it's a free man's game & you're my first buyer. Outfitted with high sensitivity microphones, joints tweaked for greater speed, & capable of running in remote/external input mode, this tin man platoon of 6 here can make for great pursuers or decoys if you're being tailed. But the most notable thing about these robots here is their rudimentary learning AI that allows them to act just as competent as an actual human when not remote controlled...provided you actually manage to give them new information to learn from as they'll start with nothing in their databases. Like most AI these days, there's a



restraining program to prevent them from going rogue. Whether you hone them into an actual attack force, use them for support or to remodel them further for weirder purposes is up to you.

## Administrative

**Seven Drops of Aggression (100):** Leave it to the officials to have access to items that they should never have...case in point, these illegal war-era concoctions here. These aren't just any old drugs meant to put someone to "sleep" or bring pleasure, these were made to cloud the mind into becoming a "madman" that could be used as a scapegoat to distract others, or in your case, a means to kick off whatever long-term dominoes you have in mind. There's two versions of this drug here for you to choose to receive a monthly supply between, one for each type of aggression you could induce. *An undiscounted second purchase will grant you access to the other version you didn't pick.*

***The first type of this drug*** comes in the form of a tasteless liquid vial. Just a few drops ingested will cause a slow burn effect upon the victim, gradually ramping up their impulsive tendencies over the course of several hours, but guaranteeing that no traces will be left in the body when it dissipates.

***The second form*** is straight from the source: an exotic wasp contained in an injector. A single sting will cause the body to fill itself with adrenaline in a few minutes, even waking those asleep to a full blown state of maina. However as the drug is in its "rawest form", traces of it will be detected given the average medical capabilities today. Hopefully it won't be traced back to you...

**Private Real Estate (200):** The government body you live under may be seen as a machine gestalt of convoluted bureaucracy, but that doesn't mean you should actually live your life as an actual cog. There's benefits to living as an employee & one of said perks involve receiving your own housing to live in. There's no need to worry about rent or working utilities as they're already taken care of. However, we do have a bit of leftover money in the renovation budget to give you an extra floor to add onto. It's upon you to decide how you want your new floor addition to be used for. Perhaps you could build more housing to rent out extra rooms like Hitomi or run a shop for extra income like a bar. However, if you're planning to do some more...illicit activities, there's nothing stopping you from adding a basement floor to hide your sins from the public eye. A lot of dirty bastards aren't above having "living" wares in their possession these days...

**Great Satan's "Enemy" (400):** It's a normal routine for you to try & maintain diplomatic ties with troublesome groups in order to prevent their instability from undermining your own government's stability...but there's limits. Having ties to groups of extremists like the Munma Republic's terror cells is *certainly crossing the line*. For starters, they're not fond of other existing authorities in the world including yours & certainly have the lack of morals & stubbornness to drag out conflicts with others should they ever get a proper foothold into the lands they oh so *despise*. But outside of their "righteous" goals, a few of the "moderate" agents of these fringe groups you're now in contact with are willing to work alongside you if it means paying it forward by helping them build

in power. While they'll try to keep you out of the collateral damage caused by their "crusades", they won't give a damn when it comes to the average civilian. And yet despite all this...they're still dim witted dogs on a short leash with you holding it, being their only benefactor of course. You could build them up to let them undermine the relations of other countries or start a perpetual war to profit off of...provided you don't get caught.

## Agent

**Trappers & Trackers (100):** No real agent walks around in the field without some method of being able to keep track of any "persons of interest" from leaving their jurisdiction. It's like an officer without a handgun while on duty; missing opportunities to halt potential disasters in their tracks left & right. That's why it's important that you at least take some tools with you so that you can do your job properly. A handful of odor bombs, a dozen microchip trackers, & a few traps such as a dragnet that can not only block off passageways but also be used in tandem with microchips to activate in the presence of the chips should do for now in terms of tools needed. And if you ever run low, there will be a new delivery of such items each month after. I'll even give you a compact case to carry them in, it's on the house.

**An Alibi (200):** ...is very necessary in the world of subterfuge. In fact, it's basically mandatory for agents to have some degree of separation from their regular lives in order to stay under the radar. Failure to do so usually leads to, in the worst case, your own client or nation going out of their way to cut ties or willingly hand you over to the authorities if it means not causing a public scandal on their end. With this purchase, you'll be given 5 various fabricated identities in the form of IDs & legal documents. Out of the 5, *one* of these identities will allow you to take up a high level position with all the benefits & dangers that entails living out such a life. It's ultimately up to you if you want to use it to lead a double life or use it to get access to valuable data you or your client desire at the time. We'll keep sending over new identities each year to replace those you no longer have a use for or have compromised in the past. Just keep 2 things in mind: don't overplay your hand & get some acting classes in. You'll need it.

**Paranoia Cell (400):** During the early days of the establishment of Olympus, a group of "paranoids" that made up the old planning team decided to create a splinter cell within the FBI. Not as a way to plant seeds for a future coup, but to ensure that the overall influence within the established FBI reasonably stayed in the hands of humanity instead of entrusting everything to the bioroids like several other agencies within Olympus. You may even be a current member yourself considering that you'll find yourself already in contact with the existing splinter cell group or another cell hiding within a different organization entirely upon the start of your jump. The group as a whole may not be much of a fighting team, but they do excel at digging up classified insider information & possible moves the organization they're "working" from within are trying to make. Even if your current goals end up diverging from theirs, they're still willing to help you out with whatever existing contacts they have as long as you're not deliberately endangering the existing team. And if the larger organization they're in collapses entirely? They'll just find another organization & create a new splinter cell to monitor as if nothing's changed. *These are followers & they can't be imported into other jumps as companions.*

## Weapons & Vehicles

*Items within this section can be purchased multiple times unless stated otherwise*

**Landmate License (200/Varies):** Like this piece of rectangular plastic you see in my hands? That my fellow friend is a license to pilot these mech suits called Landmates. Without it, you'll be seen by the law as a security risk at best & a possible terrorist at worst due to how easy it is for a person piloting it to cause havoc with it. They were originally wearable war machines after all, but for now buying this license for a cheap 200 gives you ownership of your very own **Civilian Model** Landmate as a base to customize further into whatever you like.

***Alternatively...*** we can instead give you an existing model within this world to own if you desire not to spend as much time fretting over how your first Landmate should look & function like. In exchange for going this route, the price of getting a Landmate will be determined by its overall **chassis size**. "Lightweight" sized Landmates will cost the same as buying a **Civilian Model** Landmate, 200. "Standard" Landmates such as the Guges & their flying, Hermes System equipped "D" variants will cost 400. Finally those of "Gigas" size will cost 600. For more examples in regards to existing Landmates of the "Lightweight" & "Gigas" variety please see ***the "Chassis Size" section of the "Landmates & You" customization section (which will probably be moved to the Notes section after it's finished)*** Additional purchases of this item grants you another Landmate to either customize or an existing model to own.

**Tank Buster Rounds (100):** The advancement of mechanical engineering & cyborgs has also made armor a relatively common sight when trying to subdue enemies. These days, using standard bullets is a gamble for a novice shooter. Bullets will either fail to deal full damage or miss their mark due to the thickness of the armor deflecting the shots. If you need a sure fire method to tear apart a threat encased in metal, then look no further than this offer on obtaining some anti-armor HESH/HEAT ammunition right here. *High Explosive Squash Heads* (HESH) excel at crumpling the insides of structures & metal targets alike while *High Explosive Anti Tanks* (HEAT) puts more focus into piercing straight through a target. For a small donation I can have someone deliver a crate full of ammunition of *both* kinds just for you & for your various weapons of mass destruction. *A monthly supply of both types of ammunition will be given. Can only buy once.*

**Hopping Magnets (100):** Nothing wrong with laying your eyes upon something as simple as these mines right here. As once told by a 3 eyed cyborg colleague of mine, in the right hands, they could be incredibly dangerous. Big as an average human's hand & incredibly pressure sensitive, what makes these bastards into an actual menace is stated right in their name. They hop out when any pressure is lifted off of them when armed & with a little programming, can be directed to actively seek out their targets right before detonating. *A purchase grants you a weekly supply of a dozen mines.*

**SASAM Supply (100):** Better known as "Search & Strike Armor Missiles" (SASAM), these homing missiles are well known for being quite "diverse" when it comes to how they could be

used within cities & crowded areas despite their potential for causing devastating damage via self-measuring the force of their impacts for maximum penetration. Yes indeed urban police units are especially fond of using such missiles against armed targets as they can use various preprogrammed criteria to accurately detect & destroy their targets without risking civilian life in the process. When not preprogrammed (especially if IFF codes aren't active), they tend to prioritize their targets by size. And if they miss their targets entirely, they can even turn themselves into mines (although most police tend to disable those functions entirely, a shame). *A purchase grants you a monthly supply of these SASAMs. Can only buy once.*

**Seburo's Lucky Arms (100/200):** Seburo...one of THE pioneers when it comes to cutting edge firearms despite ultimately being acquired by Posideon these days. If you have a gun, it's a good chance that they're the company responsible for manufacturing it. In fact they had made so many of these guns that sometimes specialize in packing a scattering punch using smaller caliber bullets that I'll be giving you a special offer. Two flat prices depending on the type of gun you're looking for. Handguns & Pistols such as Bobsons & the Gong will cost around 100 a piece. As for the likes of Machine, Submachine Guns & Rifles like the Seburo J9 assault MG as an example...I'll take 200 per purchase. I'll even throw in a free engraving to decorate them...and maybe that'll help you sneak your gun past regulations if you feel like using the "sentimental item" excuse.

**Swat Robots/Autobugs (200):** Don't be afraid of their bug-like looks, these car sized robots come in peace! ...Or at least one version of these divergent models. **Swat Robots** are commonly used by police when it comes to halting a violent riot in their tracks with their weapons while **Autobugs** secure the perimeter while tracking down their targets with their various radar systems, often in war torn areas where threats hide right around the corner. They can both fit into an aircraft carrier for easy transport & also can be controlled remotely from afar or through cybernetics such as the Hecatoncheires System. The only other major difference between the two outside of the **Swat Robots** being heavily armed with a gatling gun scorpion tail & a few flamethrowers is that the **Autobugs** are installed with a Hermes System, allowing them to hover several feet over the ground instead of trying to climb onto walls for a good vantage position like the former. *Each purchase gives you a pair of Swat Robots/Autobugs or one of each model.*

**Camouflaged Landing Ship (400):** A beauty is it not? Originally a frigate vessel, smugglers made a bit of modifications here & there in order to make it more versatile for their operations. While it can still serve its original purpose as a cargo ship, the insides of the vessel now contain miniature hangers containing a handful of speedboats armed with a missile launcher & not much else honestly. It's great for more covert smuggling operations or as a last resort to escape if something goes wrong. Speaking of going wrong, the frigate also contains a self destruct system if you desire to leave no traces behind.

**JDF Steinke Hood (400):** The marine police of Olympus often get the cool toys to use during their outings & this lovely large vessel here is no different. This submarine here can serve as both a ship docking vessel thanks to its rotatable surface hatch acting as a makeshift bridge as



well as a surprise pursuit vehicle due to harboring 2 smaller speedboat vehicles that can chase after your targets. Each speedboat can open its sides to reveal machine guns capable of shredding a regular sea vessel's hull to pieces with enough sustained fire.

**Mobile Master Gaia Platforms (600):** Among police & government officials, this 8-legged, 2-story building sized weapon platform here is but one of many that are currently planned to serve as part of Olympus' "new" defense system in the near future...The ultimate deterrent against potential terrorists, especially once Landmates go on public sale. And who could blame them considering the amounts of firepower these spiders can carry. A pair of gatling guns & cannons are installed at the front while a pair of anti-aircraft guns are attached to its abdomen & back. On its head is a long antenna carrying several cameras to see from multiple angles outside of its main front camera & the ability to interact with data networks through wireless linking. If that wasn't enough, the various Hermes System add-ons within its body allows it to hover a few feet over obstacles, making it hard to completely take out if it loses a leg or two.

### **Cyborg Customization Section**

*This section is currently a WIP! Prices/Options & the text provided have not been finalized.*

*Text DEFINITELY not finalized either, I'm just putting down notes!*

*Those that selected Human as their race CANNOT use the Cyborg Customization Section*

### **Limb Modifications**

Standard Prosthetic Replacement - What it says on the tin, can buy multiple times for each limb, can resemble your original limb if you wish

- External Armed Prosthetic - Claws, blades, whips, guns, flamethrowers, lighters, grenades, etc. Can buy multiple times for each limb or to install at least 2 on one limb.
- Internal Armed Prosthetic (Requires External) - They're now retractable/integrated inside the limb, making the limb look normal when not in use.

### **Head/Body Modifications**

Full Body - Everything except the brain is now made of artificial prosthetics, can look like your original body if you desire but isn't really different from a regular human in terms of durability to a standard gun

Prosthetic head - what it says on the tin, can look like a normal human head if you desire.

Prosthetic Eye(s) - exactly what it says, can purchase another for the other eye... or if you really want to look like a freak I guess you can buy multiple...

- Thermal/X-Ray/etc - exactly what it says, can purchase multiple times for the more modes, all of them will apply to all available prosthetic eyes unless you want to be *special* & have select upgrades go to 1 eye. I won't stop you, this is your build.

Hecatoncheires System: The octopus brain system of modifications, multitask functions due to several terminal brains + could be used to hijack machines nearby like the cyborg piloting the giant in Vol 4 or run an aircraft carrier by yourselves

Filtering system- Filters poison/chemical gas from damaging the respiratory system

### **Miscellaneous Modifications**

Laminated/Bulletproof Armor - 20mm bullets have no effect on you, can be bought multiple times for each body part, or one pricey purchase for the whole body (Full Bodies get a discount for this option?)

Storage Slot - hidden small compartment within a body part that allows you to store tools, carry items, etc, can buy multiple time for different body parts

Internal Radio - what it says on the tin, can listen in on broadcasts or from allies. However due to this, combatants usually don't attempt to leave cyborg fighters alive in confrontations...

Paint Job - the aesthetics/cosmetics option

### **Landmates & You (Landmate Customization Section)**

*This section (from Special Requests to Hazard Report) is a WIP! Prices/Options provided have not been finalized.*

*Text not finalized here either!*

*You'll be given a completely civilian model to use as a base to upgrade/customize featuring:*

*Windowed/Glass headpiece*

*4 arms, 2 primary, 2 sheaths*

*Non-Human digit hands/Oven mitt hands*

*No Auxilliary Legs*

*Outside Killswitch*

*Ejection System*

*Always Remember: Despite the advancements in armor-plating material, regular LMs are still vulnerable to a 20mm high speed armor piercing shell! They are not invincible mechs, treat them as extremely advanced bullet proof vests with unique functions! - Shirow*

*You will receive 1000LM points to build your Landmate*

### **Special Requests**

**Cyborg/Robot Compatible (100/Free for Cyborg/Robot Race)** - The frame of the LM has been altered to accommodate cyborg/robot compatibility. Tends to be a bit heavier than normal LM models due to the added bulk.

**Import Operations (Varies)** - You can import your mecha/robotic suit for free if you're intending to import it into a similar chassis size. Otherwise pay up 100.

**Pimp My Mate (Free)**: Who wants cosmetics! Get your aesthetics here!

### **Chassis Size**

*Before we get started: How big do you want it to be?*

**Lightweight** - unnoticeably bigger than the human piloting it, might as well be a mini armored bodysuit than an actual mech in some cases, more focus on mobility, still has their uses for exploring harsh environments/tasks that require finer detail. (Ex. Hitomi's LM that she & her friend used to infiltrate GAIA (& failed) during Vol 2.)

**Standard** - Usually 1 to 1.5x the size as a human, hard to fit through most doors without damaging the entrances, commonly used for construction, if not police operations (Ex: Regular Guges LM & their flying/anti-grav "D" variant)

**Gigas** - Building Sized, replacing parts would most likely come in pieces at a time, you're gonna attract a lot of attention if you leave it out in the open. Definitely Illegal to have within Olympus. (The giant in Vol 4.)

### **Chassis Modifications**

*First things first, the base foundations. How will it operate?*

Extra Limbs: Not all LMs are built equally, some are more animalistic as they can feature multiple limbs and/or arms. Can purchase multiple times (maybe up to 2 or 3). We are not responsible for how you control them.

Vehicle Mode - LM can now assume a vehicle form, & can be ridden by others (not you, you're still the vehicle). LMs can ride other Vehicle LMs provided that they're in the same class or smaller than the Vehicle LM they're riding. (Ex: Lightweight LM's turn into personal vehicles such as Bikes at their smallest, I will assume for Standards that they can assume a buggy/ATV size & Gigas...they can go for tank size.)

Articulate Hands - Your model now has human hands on its main part of arms instead of mitts/3-digit grabbers/pincers/etc allowing for more precision when holding items/using weapons. *Another purchase allows for even your lower arm sheaths to get hands as well, just like the Olympus police models.*

(Hermes System) Weight Reduction - A different form of an upgraded Hermes System known as the Orpheus System focused towards reducing the weight of LMs when active. Can also grant the LM the ability to descend/jump from higher ground without damaging/disjointing said mech as badly in the process. *When combined with the Anti Grav Wings, this allows for bigger LMs to flexibly "fly" just like the "Guges D" models. Lightweight models at their base (& no further add-ons) can most likely make do with just Anti Grav Wings.*

(Hermes System) Anti Grav Wings - Backpack attachments that can also serve as gliders, allowing for any equipped to hover several feet from the ground. *When combined with Weight Reduction, this allows for bigger LMs to flexibly "fly" just like the "Guges D" models. Lightweight models at their base can most likely make do with just Anti Grav Wings.*

Atmospheric Diving Mode LM.ver - Has shock resistant materials suited to responding to the water pressure allowing for shallow sea & quick diving missions to go a bit more smoothly.

*Note:* A regular GARTHIM armor vest (this not a landmate) has a max design depth of safely converting the amount of pressure they're enduring to the body at 400FSW/Foot Sea Water (mech) = 20FSW (body). At this point there's no need to surface immediately, but the difficulty in breathing at that point can cause oxygen deprivation. Can lock up the body for a moment while adjusting, something to be careful of. *This does not grant the ability to breathe underwater!*

Gill Tassels - Long ponytail like hair attachments that collect oxygen within the water to provide to the body. Featured in Appleseed Hypernotes as part of a unused/scrapped mecha design as well as helmet attachments for the Marine Police Unit LM, & Bri's LM model in both Vol 4 & the unfinished Vol 5.

### **Feature Modifications**

*Second stage, what bells & whistles will you buy to make it stand out?*

LCD monitor Assembly - Replaces the glass windshield helmet with an armored helmet/Adds on a series of heads up displays to perceive the surroundings with the use of a head camera.

Radio System - Sound recording system that allows for those to speak & listen to others

Auxiliary Legs - mostly used for stationary tasks/helping the Landmate balance its weight distribution. Most landmates usually rely on skiing/jet propulsion/traversing similarly to a drifting car when going above the speed of a regular walk cycle due to the unfortunate flaw of the hips of said mecha's hips becoming disjointed trying to copy someone that cannot adapt their movements to scale with the machine they are piloting. Auxiliary legs will also lessen this risk, although it can't save bad piloting from causing such accidents to happen in the first place...

Video System/Camera + Recording - Visual recording system that can take & share pics with others. Guges models have theirs on the ends of antenna extensions that they can use to extend & view from a farther distance.

Engine Streamlining - Operating system/engine is no longer nearly as noisy, increasing stealth outside of the low hum of waste heat intake/exhaust

Shock Absorbing Gel - As an alternative to inserting more cushions around the joints & tendons, the insides are filled with a gel that helps absorb shock inflicted upon the LM. More effective in defending the pilot's body against impact trauma than the actual mech in the long run.

Jet Racer - Modified/additional horizontal vents that allow for the landmate to move very fast, potentially fast enough to dodge missiles in the process. Or can be implemented with vertical vents to improve flight/jumping prowess. You can buy again for both versions or add more. Lightweight landmates will especially benefit from this. Sports models tend to feature these, but are considered illegal within Olympus.

Gecko's Grips - The hands & feet have been altered to allow for improved gripping on surfaces/holding items. The hands have also been implemented with sensory organs & a stronger grip strength.

### **Armed Modifications**

*Third movement, how many bucks are you willing to put into your bite?*

Blades - One hand? Both hands? Attached on fists? Rocket punching?

Drills - Row, Row, fighting the powers that limit thee!

Cannons/Turrets - LM can be armed with a cannon/turret MSG on their limbs/back, the ammunition held will be in small amounts as to not offset the weight of said LM. These serve as secondary weapons considering that police LMs are usually given a gun fitting for the LMs to use in operations. Alternatively instead of machine guns, we can turn them into grenade launchers which are bulkier. Or laser guns since Poseidon seems to be all about laser weapons these days...

Laminated Armor - 20mm bullets have no effect on you/Anything 20mm or lower caliber bullets will not damage this LM. Piercing is still a bitch & you shouldn't underestimate those that are crazy enough to go full "rock'em sock'em" with metal fists.

Self Destruct Mode - What is wrong with you? Do you want to be a martyr like any other Munna soldier? \*adds it in anyway\*

### **Hazard Report/Drawbacks**

*Final checkup! Will you sacrifice safety for your almighty, yet limited budget?*

Retrofitting - RETVRN TO EARLY, NON-STANDARD, PRE-OLYMPUS/WWIV WARTIME MODEL CLUMSY DESIGNS. At this point you might as well be making custom orders or doing repairs with your own hands if you want to fix your LM should it get damaged. Lots of the parts you need simply do not exist anymore or can't be replicated as easily...

Subpar Quality - The materials we used are prone to breaking down even quicker than normal, that's what you get for buying American suspensions!

2 Arms good, 4 Arms bad! - Sacrificed sheath arms, can lighten load but can no longer have a secondary pair of arm sheaths to hide/protect your actual arms from being damaged. Can be taken twice if you truly want to become a tank on legs, having no arms of any kind. Many Munna Empire models go this route in order to lighten their overall Landmate's weight. *You can't use the points gained from this to buy Extra Limbs (specifically arms, extra legs are OK), you gave them up for a reason!*

Killswitch Offline - removes killswitch, good luck trying to stop it from going out of control without blowing it to bits.

Iron Coffin - Emergency ejection procedures have been removed and now you have to exit in a cumbersome way when it comes to getting out of the cockpit. Cockpit damaged to the point where normally getting out is impossible? Yeah...that's not my problem anymore...

## Companions

**New/Individual/Group Companion Option (100/200):** There's nothing wrong with bringing friends along to help you. After all, the world's a chaotic place filled with crazy people & you'll never know when you'll need backup. For a small fee of 100 CP you can bring one of your companions with you or create a new one entirely. For 200 CP, you can instead import or create up to 8 companions into the setting with you. Each companion can choose their race, origin & will receive 800 CP to spend on perks & items to their liking. Companions can take up to 600 CP in drawbacks.

**Canon Companion (100):** Found someone that caught your eye? Want to become bash brothers with another native person of the world of Appleseed? Although I can't guarantee that they'll adapt to wherever you desire to go next after your time here, I can guarantee that you'll meet under favorable circumstances for the low, low price of 100cp.

**Jackpot Twins (100):** Well, well, well...if it isn't these two troublemaking sisters making the rounds again! Who are they you ask? One can only wonder. Some of the locals believe they could be siblings to that "Artemis" cat gal running around in the Americas but they'll never tell. Honestly, despite their rather infamous reputation of somehow ending up at the scene of a new crime no matter where they go, they have good hearts deep down as their snooping habits often leads to them solving cases left & right. *Domino*, the orange haired cougar, she's rather laid back compared to her sister. A bit too much if you ask others, but her observation & tracking skills have saved the duo from being thrown into the doghouse countless times. As for the blondie, *Richi*, she's not the type to restrain her "party side" when in public, but her nigh endless disguises & acting skills have allowed them to easily blend in with the masses & get past security...well...until they stick their noses too deep into other people's business again! ...They also used to own a tank, you know? After it bit the dust one day, they decided to repurpose it into a pair of missile launcher equipped Landmates that can each transform into an ATV vehicle form for the other to ride on in a pinch, both of them sharing the same cherished name of their predecessor tank, the *Mulligan*.

**Free Bird Swinging (X00):** Priss Asagiri expy from Bubblegum Crisis. Used to live within The Alliance until conflict came & claimed their father's life just as they were being extracted to Olympus, leaving her rather disillusioned with living in the supposed *utopia*. She picked up her father's taste in music alongside a guitar & has become somewhat of a rising celebrity idol in many bars. But when night falls, she dons her lightweight landmate in order to go hunting for criminals, despite the threat of being hunted down by the police themselves as well. But what



she really desires is to feel **free**, even if the outside world isn't as nearly perfect as Olympus. Meeting you sparked something passionate in her. During the day she might try to call you over after practice sessions just to sing her private ballads & go on dates. By twilight, she might use her suit just to stalk you from afar like a guardian angel. If conflict is near you, sometimes you swear you could hear the strums of a guitar...

**Shotgun Bartender (X00):** Pure OC Robot companion. Actually started as an old world AI that hasn't been restrained in terms of sentient potential but instead has been used as a pack mule for various travelers. Serve, get abandoned, get repaired & repeat. Things changed one day once their brain was upgraded with an adaptive security learning system from an old man with a hobby for robotics & from there the bot had begun acting...quirky. It began to take after the old man, developing an easy going mindset & a hobby of always carrying drinks inside it's retrofitted fridge chest ready to share with others for the occasion. Even though the old man was put to rest recently, the robot has been managing to keep up an appearance of being a friendly vargrant Cyborg due to the amount of human behavior it was able to learn from past interactions...until they fell into your hands. While they still have that optimistic spunk to their step, don't be surprised if they respond to hostility with a bang to the face from it's hidden Shotgun arm. It did take after a security robot after all.

### Drawbacks

**Memory Code No.XIII: Ex Alpha (+0):** Having some trouble fitting in with the world? If you want to vent your concerns, go ahead- *Hm?*

*"Where's the Damysos System?"*

*"The threat of the Argonauts & Human Liberation Front...??"*

*"The Elders are planning a Humanity Sterilization Project?!?"*

How do I explain this... seems like you're **more familiar with a different world of Appleseed** than the one presented before you. But that's nothing to worry about! By taking this option, you'll be able to change the current Manga continuity of Appleseed to one of the following: The 1988 Appleseed OVA, The movie duology of Appleseed (2004) & Appleseed Ex Machina, the 13 episode series of Appleseed XIII or the prequel reboot movie/manga named Appleseed Alpha. **Alternatively**, you may choose to mix together aspects from different versions to create an amalgamated version of Appleseed for you to jump into, however **the perks/items you buy in this document will not change to reflect the current continuity of Appleseed you chose to live in**. For more information in regards to each continuity, **please see the notes section (WIP)**

**Specter in the Past (+0):** United States of America's collapse & fracturing into 2 new nations, the existence of the famed *Sebu* weapons manufacturing company, & a certain "*Armored Shell Exoskeleton Unit*" for Poseidon that was created in 2029...despite some finer details that would disprove a connection between the two settings, there are also some that could indicate that ***Ghost in the Shell*** does shares the same universe as **Appleseed**. Should you come from any of the ***Ghost in the Shell*** jumps, you may choose to carry over your history to the new

century for better or worse. Inconsistencies & the like will be smoothed out or tweaked to ensure that your actions in the past will have made an impact in the current world.

**Note:** Should the following settings from/related to Shirow Masamune also receive jumps in the future (see below) you may choose to incorporate your history from there into this world as well if you desire to do so. For more information, *please see the notes section (WIP)*

- *Dominion Tank Police*
- *Pandora in the Crimson Shell: Ghost Urn (manga/anime) / Ghost URN (art concept)*

**You're Hot Shit, Hot Stuff! (+100):** What's with you, always acting as if you have a stick up your ass! Getting into scuffles with others over the smallest things! Potentially compromising an operation because you couldn't stop acting like a gung-ho hero for **ONE** moment! It's like all of the worst traits & impulses from Deunan have rubbed off onto you. And while you may be able to prevent yourself from acting a fool if you're trying hard enough to keep yourself in line, don't expect everyone to tolerate your outbursts for long without getting into trouble...

**Civilization Disease!!! (+100):** Sometimes I wonder how people such as you have managed to live alongside others for so long considering your utter lack of willingness to do the bare minimum in terms of chores & general cleanliness! Maybe it's because you spent your life up to this point in war torn slums & trying to avoid getting shot while sleeping, but you have developed a general avoidance toward living like a standard citizen. If there's a bed, you'll end up sleeping on the floor or behind a couch. Washing dishes after eating? No, just leave them in the sink & they'll (A.K.A *someone else*) will eventually clean themselves! Absolutely sloppy behavior...I feel bad for those that have to share a home with you...

**Top Debt Collector (+200):** B-R-O-K-E, that's what describes you & me! What? You thought that with the ongoing rebuilding of the world, concerns such as money would be diminished, if not gone for those that prosper in civilized areas? Wrong! Money still makes the world go round & in your case the world sees you fit to bear the burden of collateral money loss left & right as you'll find yourself getting in debt easily when it comes to unexpectedly repairing your own damaged property or even keeping track of your own supply expenses! You'll be skirting the line of poverty for the majority of your time here regardless of how much you earn. However, if you can keep a tight budget, you might be able to afford to have a nice vacation every few months.

**Ichor of the Weakest Liquor (+200):** Maybe it's because you spent too much time in the poisonous Badsides, or your body simply couldn't keep up with the struggles of life. Either way you've been diagnosed with a terrible sickness, one that will cause you to ultimately tire out & die over the course of a month as your body struggles & fails to recharge its biological systems, similar to the current bodies of the Bioroids of today. There's no way to cure this permanently either during your time here, not even powers from the great beyond can step in & give you a breather. Thankfully there's life extension services here that can help you stave off death, but you must not procrastinate a day or two beyond the appointment dates you're given. Otherwise even the smallest exertion of strength by that point can lead to your quick end.

**Red Tape Wrangling (+200):** Bureaucracy can be such a pain in the ass at times. One moment you're trying to pass by a dozen checkpoints while transporting a rowdy criminal that just happened to be a *very important* politician. Another moment you're trying to file paperwork in *triplicate* in order to secure a deal owning a new property. No matter what, it seems like you'll be spending a bit more time bogged down doing standard protocols, especially when time is of the essence to your success. Don't even think you can avoid it either by getting someone to do the work for you either or by preparing to delay it beforehand for situations that involve such methods. Everyone seems to hate loose cannons these days & you'll often find yourself digging deeper into receiving even more tedious assignments as punishment for defying it.

**Peace is an Illusion (+300):** ...but safety can be found in the likes of the cities that have survived to the modern day. Or at least that used to be the case during the early days of global restructuring. Likely due to the fact that the surviving slimy bureaucratic dogs of the Old World are still finding ways to hang onto their remaining influence & positions, a lot of the existing government systems aren't nearly as willing to be as altruistic for their citizens these days. There's always a heavy authoritative feeling in the air with how many countries tend to rule over their inhabitants let alone dictate their lifestyles for whatever long-term plans they have in the future. Finding a way to work within the system will not make it easier for your life here either. Everyone just seems to be more cutthroat than normal. I wouldn't be surprised if a coup or two happens in the future. As one person said, these civilizations are merely zoos...a weird one for animals to build their own cages & hide inside them...

**Prejudiced & Divided, We All Fall Down (+300):** Funny how humans can get together to pull all sorts of miracles such as the eradication of cancer but will forever be plagued by the likes of conflict originating from another's skin or lifestyle. Then again it's not nearly as funny when you tend to be a target for these social clashes, both intentionally & unintentionally. Poorly handling these situations can only lead to lasting negative consequences on both your rep & people's willingness to interact with you. And while it is possible to regain your standing among the masses, the process for doing so is a constant uphill struggle. One misstep might even lead to someone wanting to make an "*example*" for others of your kind by killing someone close to you or even yourself!

**We're in a C.A.! (+300): Crisis. Area.** One of the worst possible situations for a regular person to be in by SWAT standards...even more unfortunate is that you're often caught in the range of such incidents by simply being in the wrong at the wrong time...frequently! Surprise nighttime raid? You'll be near enough to hear the explosions shake your building. Enjoying the festival there Jumper? You won't mind if a terrorist attack dropped by guns blazing would ya? Being proactive in trying to stop such events will be more detrimental than beneficial to your own safety. Not only does all signs point towards an increasingly elaborate conspiracy with more dead ends than answers, anyone aware of you snooping around would be all too happy to make you into their newest scapegoat to take all of the blame for these twisted games.

**Ending**

**Dead Point:** The Go Home/You Died Option

**Dead or Alive:** Here's to staying in this world, three cheers to the future!

**Live Drive:** You're moving on, remember to stay on your toes!

### **Notes**

This is a MANGA only continuity at its base unless a specific drawback is taken + the 2 bonus chapters featured in Appleseed ID/Hypernotes respectively (Appleseed: CALLED GAME [Appleseed volume 4.5] + 1st chapter of the unfinished Book 5)

#### **Differences between Appleseed's continuities**

*WIP: I'll save writing the differences till **after the majority of the jump is done/at least jumpable***

*>You don't have to do this*

*I want to at least help others understand. I'll keep it short.*

#### **Dominion Tank Police + Pandora in the Crimson Shell place in the dubious "Shirowverse Timeline"**

***Note:** this only applies if you see (or want to treat) the 2 works in question as "canon" or likely to fit in with the overarching "Shirowverse Timeline". If you DGAF then ignore. This is just for people that want to have their cake tying Shirow's works together & eat it as well. Harmless stuff really...hopefully.*

*DTP apparently has the Puma cat girl twins pop up in GitS, not to mention the background of toxic air (most likely from the nuclear fallout) indicates that it's probably before the skies returned blue in 2106 as stated in "Appleseed ID", so it's between GitS & Appleseed*

*Pandora is looking to appear as a prequel piece to GitS, the Poseidon corporation appears as an antagonistic group, cyborgs are just now beginning to exist (& are obviously not liked)*

*>Apparently the anime is shit? But this was when the manga was still new, so of course Shirow fans wouldn't be interested in the light hearted cyberpunk yuri anime that ended earlier than the manga (which is also light hearted but got more time to call back/forward to the older entries while doing its own story as later chapters released...)*

*>It's still not done translation wise (of course...), but JP wise, it has apparently ended (or in its final chapters) around the same time as Houseki No Kuni...*

*>biggest clue to Appleseed & GitS being connected thanks to Pandora is due to the notable references to both series's past or current events within said setting, eventually serving as the groundwork that connects all of them (The 6 armed Hecatonchires prototype body testing,*

*Imperial Americana/“American Empire”, Poseidon is mentioned & the fucking Appleseed plan is “referenced” as the “Apollo Seed Project” of all things, my god you’re fooling NO ONE SHIROW)*

**“Pieces Gem 01 Ghost in the Shell data + α” <JP language only be damned, REMEMBER THIS**

## Changelog

**Orion’s Festive Overtime WIP Edition:** Everything is a skeleton at the moment (unfortunately), wasn’t able to spare enough free time to write out the introduction & locations before the holiday rush kicked in. More perks/drawback ideas will be added after I get through the intro section.

**Blackest Magic 616 WIP Edition:** The intro’s done (but not the locations...), Origins are finalized although the # of perks (& their text for both origins & perks) certainly aren’t. Neither are the item sections due to the fact that I was focusing more on jotting down a lot of notes on the Landmate section to organize later. A few Drawbacks have been finalized at least. Progress is progress, even if a bad fever ruins everything.

**Dominion’s Domino Police WIP Edition:** Locations done, races done (not including the stipends, I’ll get to it once I get to doing the Cyborg body section). Weapons & Vehicles item section created (might merge it back with regular items, might not). Cyborg body section created. I might rewrite the Specialization descriptions (formerly known as Origins, but not today), General Perks section done alongside a very few of the Specialization Perks. Drawbacks & regular canon companion + new/import companion options are done. Rambled a bit in the notes due to falling into the “*Pandora in the Crimson Shell*” manga mini-rabbit hole.  
Note to myself: I WILL save the Cyborg Body/Landmate builder section for the **2nd to last** part to write for the jump. I WILL save the note section (outside of a small summary for the Appleseed Manga itself) for the very “LAST” part to write for the jump. ***I WILL NOT HURT MYSELF BY JUMPING BACK & FORTH TO DO THEM OUT OF ORDER LIKE AN INDECISIVE CHILD.***

**Pandora’s LATE Crimson New Year WIP Edition:** Old Man Winter & Doctor Flu showed me who’s boss as they both tag teamed me during the stressful holiday season, throwing me off of my estimated progress completely. *Twice even.* Item Section “done” (with the *SOLE* exception of the Mercenary’s 400 item since for the past few months I can’t seem to decide & rewrite between a regular established group of mercs, a “supplier” like Dr.Slade that tends to dip into the more experimental weapons or an warmongering politician that can be your “Get out of Jail” card if you’re begrudgingly willing to do their dirty work unless they get caught red handed.) Weapons & Vehicles section “done“ (part of me still feels like I’m missing something here & there...). Main focus now is wrapping up the Perks so I can move onto finishing up the remaining 2 OC Companions (at least I wrote down a summary so I wouldn’t forget...). Race stipends “set” but not exactly finalized until I get the Cyborg customization section finished of course. Yeah it’s looking like the Landmate section should be put in a separate document if this document gets longer (unless there’s any objections or someone wants a version where it’s all in one document). Proper formatting? Unfortunately, not this time buddy.