

Gall Force: The Original Series Jumpchain

By Ursus_Primal

War. It doesn't change. It never has. It never will.

An unspecified time before humanity will evolve on Earth, a centuries-long war has been fought between the human-like all-female Solnoid and the amorphous Paranoid. Over the course of the three original movies, Earth's moon will go from a verdant inhabitable world to the airless inhospitable waste that we are all familiar with, both races will lose their homeworlds to planetary destruction cannons, Earth and the solar system will narrowly escape a similar fate via a system destroyer cannon, and both races will wage an all-out final battle in a dying star system, driving both to the point of extinction.

If you're new to the jumping game, just know that it's very easy to die here.

You will arrive at the beginning of 'Gall Force: Eternal Story' and you will be here for ten years, just before the beginning of 'Gall Force: Destruction'.

Take this and spend it wisely:

+1000 CP

Origins

Drop-In: You arrive here with no new memories and no established identity. A female human (or a feminine male human) will most likely be mistaken for a Solnoid.

Solnoid: They look like human women. Expect big eighty's anime hair in all colors of the rainbow and similarly colorful eyes. Your gender is set to female and your age is 14+1d8.

Paranoid: Amorphous aliens who inhabit robotic shells. Gender is Irrelevant and your age is whatever it is for a young adult Paranoid.

Location

Pick one.

Chaos: Earth's moon before the Solnoid terraforming devices made it into what we now see in the night sky. You'll be receiving visitors soon, and not all of them will be friendly.

Kularis Class Cruiser: Only Solnoids may start here. You are on the bridge of one of these vessels. You may choose to be on the Starleaf.

Paranoid Ship: Only Paranoids may start here. You start on the bridge of a Paranoid vessel of similar size and abilities as a Kularis Class Cruiser.

Sigma Narse: The site of the final battle between both races. Not much is going to happen here unless you decide to stay a little longer than the usual ten years. The star is in the last stages of its life and will soon go nova. The only planet still here is a barren rocky world with a Solnoid computer archive below the surface.

Perks

General

Pilot (100 CP): You are trained in the operation of any of your faction's vehicles and any on-board weapons. You're skilled enough to survive most battles.

Weapons Training (100 CP): You have received training in all of your faction's personal firearms. You can reliably hit what you're aiming at.

Drop-In

Your Hands are so Soft (100, free drop-in): With a few kind words, a non-threatening gesture, and a good look at your face, you can convince most soldiers that you're not their enemy. Take care not to betray them afterwards as it will not work on them a second time. And everyone else in their armed forces will learn of your betrayal as well. Fanatics will not be affected by this perk.

Linguistic Coincidence (200, discount drop-in): Even though it predates humanity, the Solnoid alphabet has a lot of similarities with the Latin alphabet used by many countries on modern day Earth. You can draw on this and future similarities to be able to learn to read, write, and speak other languages in days.

Peaceful Aura (400, discount drop-in): Everyone on board your ship, or everyone within a 100-meter radius, if you're not on a ship or the ship is larger than 200m, will have pleasant dreams when they sleep and will wake up fully rested. If someone under the effect of this aura is suffering from a war-related mental illness, this will greatly enhance the effectiveness of any legitimate form of treatment.

Look at What We've All Lost (600, discount, drop-in): With a heartfelt plea and a reminder of something from more peaceful times, you can get both sides of a battle to stop fighting. If you talk long enough about the horrors of war and its terrible cost, your words will go up the chains of command. Unless their leaders are xenophobic fanatics, they will withdraw their forces and sue for peace. Betrayal on your part will see hostilities resume with both sides sending significant forces to wipe you out.

Solnoid

Technician (100 CP, free Solnoid): You can repair and maintain your faction's vehicles, equipment, and capital ship subsystems in half the time it normally would. You can also diagnose any problems with a mechanical or electronic device just by looking at it or listening to it operate.

Attacker (200 CP, discount Solnoid): You are one of the best fighter pilots in the Solnoid forces, capable of keeping up with the likes of Luffy. You're used to high-G maneuvers, and you will not red-out until you reach the point where those same maneuvers would crush a lesser pilot.

They're Gonna be All Right (400 CP, discount Solnoid): If you should fall while protecting those you care about, your chain will still end (unless you use a 1-up.) Your death will act as insurance against any sort of calamity (war, natural disaster, or other hardships) from affecting your friends and loved ones for the rest of their lives.

Paranoid

Utterly Rational (100 CP, free Paranoid): You are in control of your emotions. Even if your side is being decimated and your ship is coming apart at the seams, you will not give in to fear or panic. Any time you wish it to be so, you will remain calm and collected.

Liquid Form (200 CP, discount Paranoid): Unlike a Solnoid, you will not spend your entire life in one form. You can be released from your current exo-skeletal frame and poured into a new one to fill whatever role is required. When you're not in a robotic frame, you're very hard to kill as most kinetic attacks will pass harmlessly through you. Not available to Solnoids.

Zero-G Adapted (400 CP, discount Paranoid): You do not suffer from any form of disorientation or sickness while in micro-gravity, zero-gravity, or freefall. If you have some means of movement in these environments, you can do so as naturally as if you were native to them.

Items

Drop-In

Gall Force the Eternal Collection (100 CP, free drop-in): You receive a copy of every Gall Force movie, manga, video game, and OST. These come in multiple formats so that you can watch, read, play, or listen to them on any appropriate device that you have available.

Solnoid Disk (200 CP, discount drop-in): You have a copy of the disk that was launched to Earth at the end of the Stardust War. It contains the entire Solnoid history and schematics for all of their technology. For an additional undiscounted 200 CP, you receive a second disk with Paranoid history and technology encoded on it.

Terraforming Devices (400 CP, discount drop-in): These are a series of devices that can be planted on a lifeless planet's surface to terraform it in hours instead of centuries. Planetary gravity will be artificially increased to 0.95G, but not lowered if it is above that. Life will also be seeded during this process, and it will rapidly evolve into forms that strongly resemble Earth flora and fauna from about a million years ago, although this can be changed to another era or another planet's biosphere if you have a database of

such. A second activation of these devices will return the planet to its previously lifeless state in under an hour. For either use it is recommended to be deep underground or off-world before activation.

You receive enough of these to terraform an Earth-sized world and if you use them, a new set will be delivered to you at the beginning of the next jump.

Solnoid

Standard Issue Gear (100 CP, free Solnoid): Includes a duty uniform, a pistol, and a space suit.

Toil-Type Robot (200 CP, discount Solnoid): These droids are about the same size as R2D2 from Star Wars and can do most of the same tasks as well. Unlike R2, they're capable of speech as well.

Cyborg Body (400 CP, discount Solnoid): A cyborg body has been prepared for you. It's humanoid in shape but it looks like a human-sized robot instead of a Solnoid. It's more durable than a Solnoid body, but it's only slightly stronger. You can be moved to this body if you're killed but only if your original body and head are mostly intact. Other than the requirements listed here, this acts as a standard 1-up.

Paranoid

Humanoid Frame (100, free Paranoid): This ominous-looking robed frame is needed just to walk around or interact with your crewmates.

Injection Chamber (200 CP, discount Paranoid): This chamber will remove you from your current shell and inject you into another robotic frame located in a second chamber below the first. Dozens to thousands of these are installed in all Paranoid ships. If you are able to custom build robotic frames for your Paranoid form, they can be used in this chamber.

Contact Point (400 CP, discount, Paranoid): This gelatinous creature is contained in a rocket propelled pod about the size of an aircraft cockpit. Once unleashed upon an enemy crew, it will attempt to implant a genetic alteration device into any humanoid female it comes across. The original intent was to create a third form of intelligent life that was a hybrid of Solnoid and Paranoid physiology.

Yours can do more than this. You can program it to seek out specific life forms based on species and gender. It will attempt to change the recipient into a hybrid of two species chosen by you, or it can change their gender. If the device is removed before the changes are done, it will use genetic material from the recipient to create a clone of the recipient in your choice of gender. This clone will mature from infancy to young adulthood in fifteen minutes and will have the first three perks from the drop-in tree.

Vehicles

All vehicles purchased in this section come with unlimited fuel and ammo. Except for capital ships, they will reform a day after being lost, stolen, or destroyed, and you can purchase them more than once.

Capital ships and their included fighter complements will reform after a month.

Drop-ins may choose one faction and get a discount for their vehicles.

Solnoid

Jet Blowgun (50 CP, free Solnoid): This is a small single seat hovercycle meant for planetary use. It can also change into a humanoid form and the triple barreled laser is usable in both modes.

Breaker (100 CP, free Solnoid): The Breaker is an atmospheric fighter armed with laser cannons in the wings, missile launchers and a laser turret on the underside.

Struggle Suit (200 CP, discount Solnoid): This is a space capable suit of power armor armed with a hand-held laser rifle and two shoulder mounted micro-missile pods. These are often found in the cockpits of Solnoid fighters in case the pilot has to bail out. Lockers of these can also be found on most capital ships to allow the crew to repel Paranoid boarders.

Space Fighter (200 CP, discount Solnoid): The Solnoid forces have a staggering variety of space fighters and assault shuttles at their disposal. You have ownership of the model of your choice.

Robot Vehicle (200 CP, discount Solnoid): This will either be a Bronz-D or a Plunder. The Bronz-D is a heavily armed and armored vehicle used either to defend a capital ship from attacking fighters, or to tear through the hull of an enemy ship and destroy it from within. The Bronz-D can be piloted or set to operate under AI control. This will be upgraded to a Bronz-X by your tenth year in this jump.

The Plunder is used exclusively by the Central Guard (and they will be very interested in finding out where you got this one from.) In addition to being able to operate in space, they can be loaded into entry capsules (included with purchase) and dropped onto a planet. They are flight capable in an atmosphere as well.

Kularis Class Cruiser (600 CP, discount Solnoid): This 200m long FTL capable starship packs a lot of firepower and features in its comparatively small frame. It's armed with multiple missile launchers, laser cannons, and point defense turrets. The hangar bay and launch racks can hold 3 Bronz-Ds, 16 Steam-Class Fighters, 8 Bain-Class Fighters, 4 Balsam-Class Fighters, and enough Struggle Suits to outfit every member of the crew. The ship also houses a Blossom-class deployable planetary outpost which is equipped with several Jet Blowguns, 2 Breaker Fighters, some utility vehicles, and an escape pod. The AI systems on board all of these are completely loyal to you.

This can be the Starleaf if you want.

Paranoid

Ground Combat Drone (100 CP, free Paranoid): A four-legged tank which is also piloted and therefore not an actual drone. It has a triple barreled laser gun pod, missile launchers, and thrusters to make jet assisted leaps

Battle Drone (200 CP, discount Paranoid): This bipedal space fighter isn't actually a drone as there is a pilot. It's armed with a triple barreled laser cannon and its claws.

Dinosaut (400 CP, discount Paranoid): A massive quadrupedal mech bristling with weapons. This is usually deployed as a last resort as doing so destroys the ship it's stored on.

Damoth-type Cruiser (600 CP, discount Paranoid): This Paranoid cruiser is about the same size as the Kularis-Class cruiser, 200 meters wide and 80 long, and is heavily armed with multiple laser and plasma cannons. It holds numerous Battle Drones and Ground Combat Drones and is built around a Dinosaut.

Companions

Starship Crew (200 CP): Did your ship's crew grow on you during your time here? If you can convince them (and they won't need much convincing) they will join you as a group companion.

Canon Companion (50 CP each): Many people on both sides of the war believe that nobody will win the war, or even survive it. The hard part of convincing them will be getting them to believe that you can actually take them away from this war. If you want Catty to join you, see the next option.

Catty Android (100 CP): One of the many android daughters of Catty Nova Nebulart has joined you at your starting location. She can wirelessly interface any nearby computer, and she is strong enough to tear a blast door apart. If you help her save as many Solnoid lives as possible, she will join you as a companion.

Import (200 CP): You can import as many companions as you like. Each one can choose between your origin or drop-in and gains 400 CP to spend on perks, items, and vehicles.

Drawbacks

No more than 800 CP may be gained from drawbacks.

Self-Insert Mode (0): You may insert yourself as one of the named characters in the movie. You are not plot-bound to meet their fate, but it could still happen.

Crossover Mode (0): Choose a second jump and fill out the jump doc, keeping the point totals separate. The two jumps will then fuse into a single setting.

To the Bitter End (0): Ten years in this jump would normally see you through Eternal Story up until just before the beginning of Destruction. With this drawback, you can extend your stay for up to five years, long enough to go through the plots of Destruction and Stardust War with a couple of extra years afterwards to do as you see fit.

10 Little Gall Force (0): You're not actually taking part in the Solnoid/Paranoid war. You're one of many super-deformed people who are working on the set for the movie. Nobody dies, but expect wacky hijinks, comedic injuries, deliberately flubbed lines, perverts, and Catty demonstrating why she hates that one scene. If you take this, the only other non-toggle drawback you can take is "There's No Magic Here." Both your regular form and your super-deformed form will become alt-forms for you after this jump.

G-Canceller Failure (+100 CP): The G-canceller is a vital part of FTL drives in this jump. Any ship you're on that is equipped with one of these devices will suffer from frequent breakdowns and require constant maintenance.

Leader Borne Wants You (+200 CP): Borne, the supreme commander of the Paranoid forces, believes that you are the key to ending the war. If you are a Paranoid, you will be interrogated ruthlessly for all the knowledge you might have. If you are a Solnoid or Drop-in, large numbers of drones will be dispatched to capture you and bring you back for interrogation.

Leader Journey Wants You (+200 CP): Journey, the supreme commander of the Solnoid Forces, knows you are the key to winning the war. If you are a Paranoid, she believes that your death is the way to victory and will divert significant assets towards that end. If you are a Solnoid or Drop-In, she will attempt to have you captured. If she succeeds, you will be converted into a cyborg and your mind will be forcibly read by her systems.

It's All Up to You (+400 CP, requires To The Bitter End): Remember the system destroyer cannon mentioned earlier? Unless you do something, it won't be stopped in time and the entire solar system, along with a large part of the Solnoid and Paranoid fleets, will be wiped out in an artificial supernova. Failure to prevent this will leave you feeling incredibly guilty, assuming you survive.

There's No Magic Here (+800 CP): Magic? Chi? Psionics? The Force? These don't exist here and any powers you have that work on these or other supernatural sources will not work here.

The End

Stay Here: Seriously?

Go Home: War does tend to make one long for home.

Move On: Onward, hopefully to some place less war-torn.

Notes

Made with the help of the Gall Force Wiki at Gears Online: <http://www.gearsonline.net/series/gallforce/>

Change Log

V1.0: Created the jump.

V1.1: Added the drawback 'To the Bitter End.'

v1.2: Added the Crossover Mode and Self-Insert toggles.