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[ABARA]

Recipient - All / NA

Note - +1000 Choice Points

Countless years ago, a mutation began to occur among the human population. With no warning, humans would become White Gauna, monstrosities stronger than any weapon, and fast enough to kill dozens in the blink of an eye. The White Gauna sought only to devour all humans and would have succeeded if not for the efforts of a mysterious organization known as the 4th Chronicle Group.

The 4th Chronicle Group created the Gausa Mausoleums. These large structures served as nuclear power plants, emergency bunkers, and if the worst came to pass, a time machine to send the chosen few humans into the far future. Fortunately, they succeeded in banishing the White Gauna into a Spectral Rift through the power of the Gausa Mausoleums.

However, this was only a temporary solution. Humanity began to war over possession of the Gausa Mausoleums. Desperate to be the chosen few to survive the return of the White Gauna. Ironically, these wars destroyed many of the Mausoleums, and took more human lives than the White Gauna ever did. Once the dust settled, an organization known as Kegan Hall was founded to hide all knowledge of the White Gauna and the Mausoleums' true purpose from the populace, in order to avoid similar pointless in-fighting.

They also pooled their resources to create countermeasures against the White Gauna. They refined the White Gauna's cells to create humans with the power of the same monsters they fought. These were dubbed Black Gauna.

One of the Black Gauna experiments escaped captivity and has assumed the name "Itou Denji". He wants nothing more than to live a normal life away from Kegan Hall, but one day, he is sought out by one of Kegan Hall's Agents. The reason? White Gauna have begun to return.

This is when you arrive in the world. You must survive the next ten years, even if the world comes to an end in a matter of days. You may pay 200 Choice Points to instead enter ten years earlier, leaving immediately upon the destruction of the Gausa Mausoleums and the return of the sealed White Gauna.

[BIOLOGY]

Recipient - All / NA

Human

+300 Choice Points | Price absolute

The battle against the White Gauna is for the future of humanity, but not necessarily for individual humans. You're just as likely to lose your life to Kegan Hall's goons as the White Gauna. Choose age & gender freely.

Cyborg

+400 Choice Points | +300 Choice Points [Requirement: 4th Chronicle Group]

-200 Choice Points | -300 Choice Points [Requirement: Digimortal]

Your consciousness has been transferred into an artificial vessel. Despite being artificial, your durability is only slightly better than a normal human's. Despite your size, you have a self-destruct function on the level of a hydrogen bomb. You no longer require food or oxygen to live. Age & gender are irrelevant.

For +400 CP, your form isn't ideal. Your body is distinctly inhuman and no larger than a small dog. Perhaps a stick with legs, or an animated crow skeleton.

For +300 CP, you have a humanoid body you can attach your vessel to. This grants you the size, strength, and dexterous limbs of a regular human. However, the added weight makes you far less mobile than the prior option.

For -200 CP, you are one of the soldiers of the Church of Transfiguration. Your physical abilities are all-around peak human due to your cybernetic implants. However, you can't even compare to the likes of a Digimortal. You may choose whether you still look externally human, or proudly display your enhancements.

For -300 CP, you are an elite soldier of the Church of Transfiguration. You have various deadly weapons built into your body and your physical abilities are superhuman, two or more of you would be able to put up a decent resistance against a Digimortal, for a time. You may choose whether you still look externally human, or proudly display your enhancements.

Gauna

-500 Choice Points | -200 Choice Points w/ White and Black

One of the dreaded Gauna. As a Gauna, your power is rooted in your spinal cord. Damaging your spine is just about the only reliable way to permanently kill you. As long as it remains intact, you can regenerate flesh and reattach limbs almost instantly. Injuries to your brain will disable you for a time, and while decapitation is technically “lethal”, reviving you from such a state is as simple as surgically re-attaching the spine, as long as the vertebrae are relatively undamaged.

From your spine you can spawn countless razor-sharp bone tentacles that can extend several meters and slice through flesh effortlessly. You could kill a room full of people so quickly they don’t even notice you move.

By default, you are the result of Kegan Hall’s experiments; a Black Gauna. Your tentacles can wrap around your body to form a tough exoskeleton. In this state, the speed and strength of your tentacles extends throughout your whole body. You are faster than the majority of White Gauna, but they often have an even greater advantage in size and raw strength. Choose age & gender freely.

Alternatively, you are an unprecedented anomaly; a sane White Gauna. Unlike Black Gauna your entire body is transformed into a far more monstrous state. You can rapidly increase your size and strength by devouring humans, but you also become relatively slower. Age & gender are irrelevant.

White and Black Gauna are fundamentally the same violent abominations. As such, you may take the Hardship White and Black for no points, in return for 300 CP off the price of either option.

At best you are a runaway lab experiment, at worst a bloodthirsty monster. Either way, there is no place for you in society. As such, you may not receive any discounts on Equipment, not even those related to your Connections.

[CONNECTIONS]

Recipient - All / NA

Unexpected Variable

-000 Choice Points | Price Absolute

A nobody in every sense of the word. No family, no friends, no work history. It's anyone's guess whether your name is even real. You might have thrown your whole life away due to something in your past, or maybe you just appeared in this reality one day without any past to run away from.

Punitive Ministry Forces

-000 Choice Points | Price Absolute

The closest thing to a police force in this city. On paper, your duty is to protect the citizens. This is easier said than done when you have no idea what's killing them, and everyone who does know is doing everything in their power to make sure you stay ignorant. Be careful not to make too many enemies.

Observation Bureau

-100 Choice Points | Price Absolute

Another name for Kegan Hall. The Bureau currently prioritizes preserving the secret of the Mausoleums over all else, even over human lives. They will destroy White Gauna in order to protect the Mausoleums, but for most Kegan agents, any efforts to preserve civilian lives is a waste of time and resources.

4th Chronicle Group

-100 Choice Points | Price Absolute [Requirement: Cyborg]

The mysterious organization that created the Gausa Mausoleums. Kegan Hall defers to you on all matters relating to White Gauna. In spite of that, you have little-to-no tangible power. All that remains are four cyborgs containing the digitized consciousness of former members: yourself, Stick, Crow, and Skull.

[DEFINITION]

Note¹ - One 100 CP purchase free to intended recipient, second undiscounted

Note² - Remaining purchases 50% off to intended recipient

Entry-Level Position

-100 Choice Points | -000 Choice Points Unexpected Variable (Potentially)

Whether you're a government experiment on the run or a traveler from another world, you never have trouble obtaining a low-level job even if you have zero qualifications or any official record of your existence. Even in the midst of a recession where jobs are in high demand, you can always find something.

Maneater

-100 Choice Points | -000 Choice Points Unexpected Variable (Potentially)

You were born to kill. You find inherent joy in the act of slaughter, but this euphoria never seems to distract or dull your combat ability. Your lack of hesitation gives you a noticeable advantage in combat against those who don't want to fight you, or who dislike conflict in general.

Untangled Web

-100 Choice Points | -000 Choice Points Punitive Ministry Forces (Potentially)

With you at the helm, the risks of investigating those with substantial political power are notably lowered. You'll get plenty of threats and scoldings from superiors, but that's about it. This protection will fail if you're caught taking overt action against them, like sneaking into their base or leaking their secrets.

Weakest Link

-100 Choice Points | -000 Choice Points Punitive Ministry Forces (Potentially)

Whether it's billionaires looking to rig a court case or massive conspiracies who want a cop to keep an eye on any nosy detectives, you're their man. You're almost always the first pick for bribes or privileges in return for facilitating their corruption, unless you build a track record of turning down such offers.

The Lesser Evil

-100 Choice Points | -000 Choice Points Observation Bureau (Potentially)

No matter how much you've wronged someone personally, as long as there is a greater evil than you in the picture, you can still convince people to fight with you against it. They won't necessarily listen to your orders. At best, you can point them in the direction you want, but it's better than killing you on sight.

Roundabout

-100 Choice Points | -000 Choice Points Observation Bureau (Potentially)

Sometimes it's best that the right hand is blind to the left. You are a master at working behind your superior's back in any organization. Even if your goals are directly opposed to those of your superior's, and you use the group's resources to accomplish it, they're unlikely to notice until you've already played your hand.

Number's Game

-100 Choice Points | -000 Choice Points 4th Chronicle Group (Potentially)

You are able to detach yourself from your emotions to enter a state of utilitarian cost-benefit analysis. You can allow trillions to die, if it means two can survive the impending apocalypse. This doesn't make you lose sight of your goals or morality. It simply allows you to see the most direct path towards them.

Finger on The Pulse

-100 Choice Points | -000 Choice Points 4th Chronicle Group (Potentially)

You have a seemingly psychic grasp of how close the planet's dominant species is to extinction at all times. This works in terms of benchmarks: "Everything is fine", "something is going on", "this is our last chance to do something", and "there are 0-2 members of this species alive". This doesn't tell you the cause.

Beyond Expectations

-200 Choice Points | -100 Choice Points Unexpected Variable

In the midst of impending disaster, you always receive some unambiguous “call to action” providing the opportunity to join the fight against it. Even if the threat is hidden from the public and those fighting against it have no knowledge of your existence, you’ll always somehow know when it’s time to step up.

Vulture

-200 Choice Points | -100 Choice Points Punitive Ministry Forces

You have an uncanny luck for benefitting from the fallout of bloody battles, even battles you had nothing to do with. After two monsters fight, the survivor would be left unconscious for you to arrest without resistance, or a mutiny in a secret laboratory leaves their research surprisingly intact, and so on.

Trickle-Down

-200 Choice Points | -100 Choice Points Observation Bureau

You find that those who work under you gradually adapt to fit your leadership style. If you’re cold and secretive, they’ll naturally become more intimidating. If you’re compassionate, they’ll become more charismatic. If you’re especially zealous, they’ll gradually adopt your passion and philosophy, etc.

Old Guard

-200 Choice Points | -100 Choice Points 4th Chronicle Group

Much like the relationship between Kegan Hall and the 4th Chronicle Group, you find that seniority directly correlates to a disproportionate level of respect and authority in the same or connected organizations. Even if you’re just a janitor, if you’ve been there longer, even CEOs would be hesitant to slight you.

Jailbreak

-400 Choice Points | -200 Choice Points Unexpected Variable

Seals, prisons, or really any precautions meant to contain you without killing you are torn apart with unreal ease. State of the art cells crumble under your might, automated turrets jam, even elaborate machines meant to keep you comatose will malfunction without cause, regardless of the underlying mechanisms.

Police Brutality

-400 Choice Points | -200 Choice Points Punitive Ministry Forces

You possess an almost superhuman potential for violence. You have pinpoint accuracy with a pistol and an unreal pain tolerance. You have the brute strength to tear a man's arm off with nothing but your bare hands. You're far from invincible but can handle yourself against most human opponents.

Building Blocks

-400 Choice Points | -200 Choice Points Observation Bureau

Your surgical skills defy imagination. As long as their brain is mostly intact, you can resuscitate someone several hours after their death. You can mend any spinal damage, up to and including decapitation. This doesn't make them heal any faster, but the fact you can allow them to heal at all is miraculous.

Thirteenth Hour

-400 Choice Points | -200 Choice Points 4th Chronicle Group

You find your competence in all scientific fields rises exponentially in the face of apocalyptic threats, allowing for normally impossible breakthroughs. You could potentially invent time travel in the middle of an alien invasion or figure out how to evacuate the entire planet before a cosmic god comes to devour it.

Never-Ending War

-600 Choice Points | -300 Choice Points Unexpected Variable

The longer you fight, the longer you can keep fighting. Fight for a day, and you'd barely be out of breath. Fight for a month, and thirst, hunger, or age will no longer affect you. Fight for a year, and you could survive in the vacuum of space. Fight for a decade, and you will no longer feel the effects of exhaustion. All accumulated progress is lost after 12 hours devoid of direct combat.

Adam and Eve

-600 Choice Points | -300 Choice Points Punitive Ministry Forces

You possess an uncanny luck for avoiding apocalyptic disasters. If only two people are going to be spared the end of the world, there's a decent chance you'll be one of them. You can even rebuild civilization with surprising ease. Even with only two people, lack of manpower or genetic diversity somehow aren't nearly as much of an obstacle as they should be in rebuilding humanity.

Adjustment Bureau

-600 Choice Points | -300 Choice Points Observation Bureau

With enough effort and resources, you are somehow able to completely wipe chapters of history from public knowledge, likely worming your way into many government institutions in the process. Humanity won't even remember the war that almost rendered them extinct, and certainly not what they were fighting over in the first place. This ignorance has a way of breeding widespread peace.

The Friend of my Enemy

-600 Choice Points | -300 Choice Points 4th Chronicle Group

The essence of fighting fire with fire. You have the genetic engineering skill to modify hostile or outright alien creatures into usable weapons, such as infusing humans with their powers. In addition to the raw power, these weapons tend to be inherently harmful to their source on a genetic level, such that simply launching them into the target could do substantial damage.

[EQUIPMENT]

Note¹ - 100 CP purchase free to intended recipient

Note² - Remaining purchases 50% off to intended recipient

Optimized Resume

-100 Choice Points | -000 Choice Points Unexpected Variable

Every jump you are given a fake name and ID. It's convincing enough to fool most businesses, but anything more thorough than a cursory background check would easily disprove its validity. Whether or not you use it is your choice.

Safety Measures

-100 Choice Points | -000 Choice Points Punitive Ministry Forces

You receive a standard Punitive Ministry Forces pistol. It has no particularly special properties, but it's more protection than the majority of the populace has. You receive a sizable crate of spare ammo that is restocked weekly.

Invisible Fence

-100 Choice Points | -000 Choice Points Observation Bureau

You receive a special implant for keeping agents under control. When installed in a patient's neck, it allows you to decapitate them remotely with the press of a button. It also allows for effortless reattachment of said head.

Rat Hole

-100 Choice Points | -000 Choice Points 4th Chronicle Group

It's not much, but it's home. You know the location of a secluded apartment hideout. It really is quite tiny, but almost impossible to find without directly following you to the front door. There's also excellent reception.

Corked Bottle

-200 Choice Points | -100 Choice Points Unexpected Variable

This large cylindrical device is installed in a property of your choosing. The strange fleshy substance within has the ability to indefinitely hold humanoid beings in a state of suspended animation. Once sealed within, they will remain asleep unless disturbed by an outside force.

Whirligig

-200 Choice Points | -100 Choice Points Punitive Ministry Forces

A standard Punitive Ministry helicopter. If destroyed it will reappear in perfect condition one week later. As long as it isn't currently destroyed or in use, it has an odd ability to always show up at the nearest property you own when needed. You also get a pilot, but if they die they won't come back until the next jump.

Anomalous Eyes

-200 Choice Points | -100 Choice Points Observation Bureau

The same technology used by Kegan Hall to track down White Gauna when they first manifest. This device automatically detects any spacetime anomalies within a range of several cities. Connected to this is a visor that can allow you to see beings that exist partially outside of normal spacetime.

Time Capsule

-200 Choice Points | -100 Choice Points 4th Chronicle Group

These notes include detailed instructions on how to reproduce the process the 4th Chronicle Group used to copy their consciousness into machines. Mind you, this is a mere duplicate. The original brain doesn't somehow migrate into the digital copy, so perhaps not the most ideal form of immortality.

Industrial Aquaculture

-400 Choice Points | -200 Choice Points Unexpected Variable

You are the owner of your own industrial aquaculture plant. Due to an odd legal loophole, you don't need to actually pay for ownership or maintenance. This plant produces enough fish to keep half a small city fed, or at least make a tidy fortune for yourself. You'll still need to hire workers to run the place.

Alternate Report

-400 Choice Points | -200 Choice Points Punitive Ministry Forces

In every world you enter, you'll receive a vague hint pointing you towards a particular batch of files. Once you finally find them, you'll have access to a detailed report of any major conspiracies or covered-up history of that world. Be careful to cover your tracks better than the conspirators did.

Crooked Kingdom

-400 Choice Points | -200 Choice Points Observation Bureau

In every setting, you'll have a single somewhat powerful official in your pocket. Something like a police chief or low-ranking judge. Not high enough to put the whole system under your thumb, but enough authority to feed you information and nudge their organization in the right direction.

The Pipe

-400 Choice Points | -200 Choice Points 4th Chronicle Group

The ultimate anti-Gauna Weapon. Essentially a chunk of flesh transformed into a Black Gauna and strapped to a missile. You only receive one missile per jump, but it'll tear apart just about any mutated or otherworldly entity on a cellular level. Even a Gauna the size of a stadium would be brought down in one shot.

[FOLLOWERS]

Recipient - All / NA

Export

-100 Choice Points Per | 4 Purchase Maximum

With one purchase, you receive a “slot” that may be given to any local of this world, allowing them to join you as a companion. However, they may only come with you if they survive to the end of this Jump. Each purchase after the first doubles the number of slots you receive, to a maximum of 8.

Import

-100 Choice Points Per | 4 Purchase Maximum

With one purchase, you may import one of your allies from past worlds into this one. They receive a stipend of 600 Choice Points to spend on whatever they please and may gain more Choice Points by taking Hardships. Each purchase after the first doubles the number of companions, to a maximum of 8.

Create

-100 Choice Points Per | 4 Purchase Maximum

With one purchase, you may create an entirely new ally to take as a companion. They receive a stipend of 600 Choice Points to spend on whatever they please and may gain more Choice Points by taking Hardships. Each purchase after the first doubles the number of companions, to a maximum of 8.

Destroy

-200 Choice Points Per | 4 Purchase Maximum

You receive a group of 25 suicidally loyal soldiers. They receive 600 Choice Points to spend. They occupy a single companion slot and everything they buy is distributed equally among them. They receive the same Connections as you for no cost but can only take a Biology equally or less expensive than your own. Each purchase after the first doubles their numbers, to a maximum of 200.

Connect

-200 Choice Points | -100 Choice Points w/ Closer Than Family

You receive an identical twin. You were close with each other from the start, but after various experiments, this developed into a full-on psychic bond. You remain connected over any distance. Not only can you use this to telepathically communicate, but you can perceive each other's emotions. Most notably, your physical condition is also reflected across this bond.

If one of you is injured, an identical injury appears on the other. On the other hand, if one of you is healed, so is the other. If you're feeling especially utilitarian, you could charge into battle without any regard for your well-being, while leaving your twin back home, surrounded by top-notch medical staff. Injuries are the most obvious manifestation, but really any changes to your physical conditions is reflected over the psychic bond. Feel free to experiment.

Naturally, this also makes them a major weak-point for you. Especially since one of the few things you don't share are CP-bought abilities. Also, if a change in physiology is brought on by an external addition, like a parasite or implant, that is not reflected, aside from the indirect effects of infections. For example, if your twin was transformed into a Black Gauna, this wouldn't immediately turn you into one, but you'd still benefit from their enhanced regeneration.

They receive 600 Choice Points to spend in this jump. In future jumps, you may bring them into a jump at no cost, without occupying a slot. In this case they receive no CP, and you will be unable to sever the psychic bond for the remainder of the jump. Thus making them a potential target for enemies wishing to kill you through them. If you import them through conventional methods, either of you may disconnect and reconnect at will, and may choose to automatically disconnect the moment before one of you dies.

You may import a past companion into this option to receive all the attributes described above.

[GENERAL]

Recipient - All / NA

Dynamic Inks

-000 Choice Points | Price Absolute

You may choose to superimpose Tsutomu Nihei's art-style onto future worlds. This only affects your own perception, so others cannot see it. You may decide whether the art is in black-and-white or color.

Quick Draw

-200 Choice Points | Price Absolute

As long as your target has their guard down, you are able to execute your first attack with unnatural speed. This only applies to basic attacks, nothing that requires preparation or some other special conditions. But whether that first attack is a sword slash, gunshot, or just tearing a guy's arm off, as long as you get the drop on them, it'll seem like it happened in a flash.

Spatial Rift

-300 Choice Points | -000 Choice Points w/ Gauna + White and Black

When a White Gauna exits the Spatial Rift to attack our world, the transition isn't always instant. There's a substantial period of time where they can't be seen or heard by regular people, even as they tower above the city eating up humans by the hundreds. You may choose to enter a similar liminal state any time you step foot in a jump, universe, or dimension for the first time. This effect persists for several hours before you pass fully into the new reality.

This doesn't affect unconventional forms of detection like ESP or specialized equipment for tracking the signature of you or beings like you.

Gausa Mausoleum

-600 Choice Points | Price Absolute

The very things that all this fighting has been for. Perhaps due to some odd glitch in the interdimensional technology, this one now follows you between jumps. The average citizens only know the Mausoleums as highly advanced nuclear power plants and enormous emergency shelters. This is technically true, but far from their full potential.

The technology behind the Mausoleums allows them to harness the enormous quantities of energy they produce to warp time and space. For instance, the power of all Gausa Mausoleums working together were able to banish all White Gauna on Earth to a rift in space. Where they remained until the Mausoleums began to break down. You only have the one Mausoleum right now, but perhaps you'll be able to reverse engineer the technology to make more in time.

Each Mausoleum contains a portal called a "Spore Vessel". These could be said to be the true purpose of the Mausoleums. These are designed to send a small group of humans into the unfathomably distant future. Ideally this would give the White Gauna enough time to die out or lose interest.

The Spore Vessel on the Mausoleum following you only has enough power to be used once per jump. Whether due to the design of the Vessel or the guiding hand of a higher power, the Vessel will never send the passengers somewhere inherently hospitable. Even if the planet they knew was swallowed by the sun eons ago, there would be a landmass with equivalent environmental conditions. Wherever they end up, survival and repopulation will be theoretically possible.

[HARDSHIPS]

Recipient - All / NA

Note - Followers may not take starred (*) Hardships

Digimortal*

+000 Choice Points | Reward Absolute

Instead of Abara, this is the setting of the two-part manga Digimortal. Anything you bought will be altered to the closest equivalent. Black Gauna becomes Digimortal, Kagan Hall becomes the Church of Transfiguration, etc.

That's Our Nihei

+100 Choice Points | Reward Absolute

This world is even more confusing. The narrative is convoluted, nothing is ever explained, and you can barely tell what you're looking at half the time.

Low Clearance

+100 Choice Points | Reward Absolute

You are exceptionally tall and clumsy. You also have a tendency to forget these facts and frequently hit your forehead on door frames so hard it bleeds.

Did You Know?*

+100 Choice Points | Reward Absolute [Requirements: Followers > 0]

Your Followers lose all memory of you or the Chain. This makes things difficult if you don't think they can survive here through their own power.

Fish Face

+100 Choice Points | Reward Absolute

You are deformed to the point of being absolutely hideous in any form you assume. Your personality is similarly crude and unlikable.

War Never Changes*

+200 Choice Points | Reward Absolute

Humanity is more self-destructive than ever. They will constantly be waging war, trashing every Gausa Mausoleum they come across, and killing more of their own than the White Gauna ever could. No matter what you do to stop one war, they always find the means and motive to start another.

Closer Than Family

+200 Choice Points | Reward Absolute

You have a twin. They have been telepathically linked such that pain, emotions, and injuries are shared between you over any distance. If they die, you die. This wouldn't be an issue, if not for the fact that your twin is completely impulsive, utterly incompetent, and shows little-to-no self-preservation.

Short Leash

+200 Choice Points | Reward Absolute

Your faction (or whichever you're the least antagonistic to for Unexpected Variable) implanted a bomb in your neck. Should you disobey them, they can remotely sever your head with the press of a button. They can easily revive you, but you are incapacitated until they do. They have no qualms abusing this.

Black and White

+200 Choice Points | Reward Absolute

The Observation Bureau's duty is to maintain order at all costs. As such, they aren't fond of surprises, no matter how useful. Kagan Hall will go to any length to destroy you. They somehow have the means to track you down no matter how you conceal your presence. Whether they can hurt you is another matter.

White and Black

+300 Choice Points | Reward Absolute

You are no better than the White Gauna tearing this world apart. Assuming you aren't one of them. You are plagued by a constant and maddeningly intense urge to devour humans and destroy the Gausa Mausoleums. Resisting this instinct isn't inherently impossible but demands superhuman willpower.

Infestation

+300 Choice Points | Reward Absolute

It appears you give off a signal similar to the Gausa Mausoleums. White Gauna will be instinctively drawn to you. They will do everything in their power to destroy you, even if you're a White Gauna yourself. People transforming into Gauna will be generally more common in your proximity.

Breached Hymen*

+400 Choice Points | Reward Absolute [Incompatible: Uphill Battle]

Your entry to this world was the straw that broke the camel's back. All the remaining Gausa Mausoleums were pushed past their limits, destroying them and the Spore Vessels inside. The sealed White Gauna will be unleashed into the world the instant you show up. They were an apocalyptic force even before the seal was released. How will you manage with no time to prepare?

Uphill Battle*

+400 Choice Points | Reward Absolute [Incompatible: Breached Hymen]

The Gausa Mausoleums somehow resonated with your interdimensional nature. Should all the remaining Gausa Mausoleums fall before your ten years are up, it will mean the end of your chain. You can repair them as they break down, but there must always be at least one active at all times. Unfortunately, they seem to resist any supernatural abilities you try to use on them.

[INITIALIZATION]

Recipient - All / NA

Note - All Hardships revoked

Reclaim the Past - Go Home

Fight for the Present - Stay Here

Seek a Better Future - Move On

[JUMP NOTES]

Recipient - All / NA

Note - Jump by Gene

I have read this manga countless times over and read every summary I can get my hands on. I have no fucking clue what's going on in this setting. If you have a question about the story that wasn't addressed in the jump, odds are your guess is as good as mine.

Only discovered after finishing the skeleton that Dirge already made an Abara jump. While I'm not against dupes, I'll admit I probably wouldn't have made this if I knew, if only because scrounging a full jump out of Nihei's vague and confusing writing style is exhausting.

It's explicitly stated that White Gauna are invisible to normal people after they first enter the world. People not reacting to White and Black Gauna is a common occurrence throughout. It's unclear whether the implication is that all Gauna can turn invisible, or if they're moving so fast that they might as well be. I lean towards the latter, since I think it requires fewer logical leaps.