
Beyond the Grave
In each hand he wields "CERUBERUS", his twin handguns and on his back he carries a coffin filled with heavy weapons.
Cloaked in darkenss and smelling of the grave, he is back to kick ass!
Gungrave
ガングレイヴ

[Timeline]

This document is a compilation of three different Gungrave jumps. They are all their own jumps, and can be taken at any point in your chain, however, the connection between these are a bit unusual. These jumps all contain an option to "link" the continuity for some or all of these jumps. Doing so not only gives your actions consequences across jumps, but links certain purchases together. Taking these purchases in one jump will also grant you any equivalents they may have in linked jumps, once you've visited them. Similarly, if you make a purchase with an equivalent from a linked jump you've visited already, you'll receive all the versions from those jumps up-front.

You can take as many jumps between these as you'd like, but linking the jumps requires that you visit them sequentially.



[Guns Section]



This section is dedicated to the purchase of guns and gun-like items. This can be accessed from any of the Gungrave jumps, regardless of whether you linked them. Purchases here are made with Gun Points rather than the Grave Points used in the jumps. You can trade Grave Points for Gun Points, but the reverse is not possible. You receive a different stipend of Gun Points for each jump: 100GP for Part 1, 200GP for Part 2, and 400GP for Part 3. You can save unspent GP from stipends to use in later linked jumps. Spent ammo restocks weekly.



Base:
This is where you choose the types of weapons you're buying here. Each base you purchase can be individually modified in the next section.

- **Toy Gun (Free, Part 1 only):**
  A nonfunctional toy. Looks real enough to fool amateurs.

- **Pistol (50GP/ Per, First purchase free):**
  A mundane pistol. Can either be normal or derringer-sized.

- **Explosives (50GP/ Per, Part 3 only):**
  Replenishing supply of motion-activated mines.

- **Melee (50GP/ Per, Part 3 only):**
  A mundane melee weapon. Defaults to short sword or knife size, can be shield-sized with two purchases of Bigger.

- **Shotgun (100GP/ Per):**
  A powerful, but close-range shotgun.

- **Rifle (100GP/ Per):**
  A long-ranged rifle with decent piercing power.

- **Machine Gun (150GP/ Per):**
  A semi-automatic machine gun.

- **Flamethrower (150GP/ Per):**
  A hose connected to back-mounted gas tanks that can blow clouds of fire at your enemy.

- **Grenade Launcher (200GP/ Per):**
  A handheld cannon designed for launching grenades.

- **Missile Launcher (200GP/ Per):**
  A launcher for rocket propelled explosives. Comes with riot shield. Each purchase of Bigger adds another missle port.

- **Sonic Amplifier (200GP/ Per, Part 3 only):**
  This machine is like a cross between a katar and a tuning fork. This weaponizes sound as tangible blasts or slashes.

- **Railgun (300GP/ Per, Part 3 only, Discount for Ghosts):**
  Not quite a railgun, but it functions similarly. This weapon conducts electricity that can either be launched as a blast, or randomly chain to one nearby enemy after another.

- **Hybrid Weapon (50GP+, Part 3 only):**
  You can combine any of the above weapons into a single nonsensical hybrid. Like guns with swords sticking out of the handles. Price is the cost of the two weapons + 50GP.

- **Import Weapon (100GP/ 200GP+):**
  You can import a weapon you already own to act as your base. However, only if it's generally the same type of weapon as one of the bases available to you. The cost of this is the price for the closest base equivalent + 100GP, or +200GP, if what you import is far beyond the intended functionality of the base in question.

- **Ground Vehicle (200GP+/ Per):**
  You can choose one or more of the above weapons and attach it to an armored ground vehicle, like a jeep with a turret. Nothing as extreme as a tank, unless you have two purchases of Stronger and Bigger. Price is the cost of the integrated weapons + 200GP.

- **Air Vehicle (300GP+/ Per):**
  You can choose one or more of the above weapons and attach it to an air vehicle, like a helicopter. Nothing as fast as a fighter jet, unless you took Faster two times. Price is the cost of the integrated weapons + 300GP.

- **Cerberus Series (One purchase each):**
  A set of three unique handguns. These weapons have enough strength to kill Necrolyzers, Orgmen, and even Superiors, simply due to the sheer force of the bullets.

    - **Left Head (100GP, Parts 2 & 3 only, Discount Dr. T):**
      A large black and white handgun. The bullets hit with enough force to make baseball-sized holes in steel.

    - **Right Head (100GP, Parts 2 & 3 only, Discount Dr. T):**
      Completely identical to the left head, barring the white being replaced with a dark red.

    - **Center Head (200GP, Part 3 only, Discount The Strongest of us All):**
      The forgotten third piece of the Cerberus Series. An enormous cross-shaped canon bearing a similar design to the other pieces. Despite being designed to hold in one's hands, this canon fires bullets the size of human skulls. If you have the superhuman strength needed to handle the recoil, your shots will hit hard enough to casually carve through tank armor.



Modifications:
With any of the bases you bought, you can pay GP to modify them, or recieve detachable add-ons to the same effect. The effects may vary, depending on the weapon. Weapons bought from previous Gungrave may be further modification during any other Gungrave jumps

- **Ordinary Object (50GP, Free & mandatory for Ghosts):**
  You can merge your base into a mundane and nonviolent object. This can be a briefcase, or a guitar, or something as awkward as a fursuit. You can import this item, but still, nothing inherently or deliberately dangerous.

- **Faster (50GP/ Per):**
  Greater speed/ firing rate.

- **Stronger (50GP/ Per):**
  Greater impact/ durability.

- **Bigger (50GP/ Per):**
  More / bigger ammo / bigger weapon overall.

- **Anti-Orgmen Rounds (200GP, Part 2 only):**
  Bullets designed to disrupt the physical composition of Orgmen, making them shatter after a few second. Works on sufficiently weak genetically modified beings post-jump.

- **Anti-Necrolyzer Rounds (300GP, Discount Glock, Part 2 only):**
  Bullets designed to disrupt the bodies of Necrolyzers, causing them to decompose. Without treatment, they'll crumble to dust. Works on any undead corpses post-jump.

- **Anti-Superior Rounds (400GP, Discount Dr. T, Part 2 only):**
  Bullets designed to disrupt the bodily composition of Superiors. Superiors will crumble to dust within minutes of being hit. Works on any shape-shifting beings post-jump.

Gungrave

There was nothing out of the ordinary about being a criminal, or victim of a crime. It was an everyday, ordinary thing, and violence was just part of the daily routine. That's why nobody ever thought to question the way things were in this city, where things happen, and death was just a common fact of life.

That's right. Back then, everything was ordinary.

For better, or for worse, this ordinary world is soon to become very, very complicated. Changes are coming, surrounding the benevolent criminal organization: Millennium, the ambitious Harry McDowell, the unwaveringly loyal Brandon Heat, and unbeknownst to all, the dark technologies being developed by the talented Doctor Tokioka.

But for now, you don't have the time to worry about that. Just surviving on these streets keeps you occupied enough as-is. The worst you'll have to worry about for most of this decade is a bullet in the back, and a handful of unliving gunmen, who can get right back up from much worse than that. You have ten years, but it would be best choose a side sooner, rather than later.

Part 1: Pre - Timeskip
Grave Point Budget: 1000GP

Resting Place: Roll or pay for one

Here you'll determine where your ten years in the city of Billion will start. Either roll a 1d8 to choose a random location, or pay 50GP to choose freely.

Rosa Mexicana: Rolled One

A nice hole-in-the-wall Mexican bar and restaurant. Nothing much to see now, but come back in a few years, and it'll be something of a designated meeting spot for the young Harry McDowell, and his group of followers.

Warehouse: Rolled Two

A currently unoccupied warehouse. This place is well hidden, perfect spot to hide out from authorities. However, this area is within Millennion's sphere of influence, so don't think you can hide if you make an enemy of them as well.

Chinatown: Rolled Three

A crystallization of Chinese culture and cuisine. Expect cramped streets and lively residents. Millennion's influence doesn't reach this far, so don't expect the same scruples from the local riff-raff that you'd see in the main city.

Subway: Rolled Four

A simple underground platform for people waiting to be taken to point A from point B. This isn't like the slums. Unless you have a massive organization like Millennion behind you, your actions will have consequences here.

Sewer: Rolled Five

The pinnacle of “out of sight, out of mind”. You arrive hiding out down here, along with all the other human waste. As far as hiding places go, you won’t find a better place to not get shot, but the smell leaves much to be desired.

Magritt Oil Company: Rolled Six

Around the world, Magritt is a respected brand name in oil. Here, they’re just another cover for Millennion’s shady dealings. This might be your chance to get your foot in the door of Millennion, or a bullet in your chest.

Slum: Rolled Seven

A slum outside the jurisdiction of local law enforcement, a petri-dish for fugitives and petty criminals. You’d never think it could be the birthplace for talent like Harry McDowell and Brandon Heat.

Free Choice: Rolled Eight

If only you knew how blessed you are to choose where your journey begins. Everyone else just has to be happy with the hand life deals them. Choose any one of the above options at no cost.

Aspirations: Choose one

Who or what will you start this jump chasing after? Roll 3d8+15 for your age, and keep your gender from last jump, either may be changed for 50GP. You might shift your ambitions over the course of your journey, but for the time being, you're going to strive for....

For Survival: Independent

You don't care about power, money, fame, progress, or anything of the sort. All those things are useless to a dead man. The only thing you truly value is your own life, you couldn't care less how much you or the world around you needs to suffer to protect it. That's what you tell yourself, at least.

For The Family: Loyalist

Your aim is to work your way up through the ranks of Millennium, or any similar organization, and become an invaluable asset. Whether for greed or sincere loyalty, you will protect your new family, and never betray them. Be careful that these sentiments don't trap you in the long forgotten past.

For Harry McDowell: Usurper

There's only one reason why anyone joins the mob, and everyone knows it: *power*. You want more power and freedom then you'll even know what to do with, no matter who you need to step over to get it. You plan to align yourself under someone sharing your same ambition, someone like Harry McDowell.

Blessings: For Everybody

Not everyone can be great. Those who lack skill, or the luck to pretend otherwise, will never amount to anything. So, what exactly do you have to offer the world?

Scooby Do / Family / Endless Roller Coaster
Free, No Discounts.

Well... okay then. You have a snazzy soundtrack that follows you around (i.e. the Gungrave anime OST). This always matches the mood, never bothers anyone, and can be turned on and off at your own discretion. Nobody else ever seems to hear this, unless you want them to

Becoming Something / The Top Of The Top
Free, No Discounts.

You possess the one thing you'll ever truly need to make it big in this world: *potential*. You have the potential to eventually excel in a single area of mafia work, be it laundering, blackmailing, sweeping, etc. You don't have what it takes now, but with a little practice, you can make it all the way to the top.

Toys / Gun Safety
100GP, No Discounts.

When it comes to a firefight, you don't have time for anything less than the real thing. You can tell real lethal weapons from fakes at a glance. You won't be fooled by any toys. If a real gun pointed at you is out of ammo, not even that will be able to bluff you, assuming the gun's wielder is aware of this fact.

Bystander / What?
150GP, No Discounts.

Grudges are a messy affair, in any given conflict between people or groups, you don't project any clear "alignment" towards one side or the other. Unless there's clear evidence to the contrary, people are quick to assume you're uninvolved, and greatly wish to leave you that way.

Prize / Why?
150GP, No Discounts.

You're a beauty, plain and simple. People can't help vying for your affection. Even if they know there are others who feel the same way. Alternatively, you can project a "taken" aura, that says someone as gorgeous as you must be taken, probably by some badass that wouldn't stand for any competition.

Back / Blast From The Past
200GP, No Discounts.

A step beyond foresight, just before the start of any jump, you can choose to witness a flash-forward to an eyecatching scene from the end of your time in that jump. The event will occur exactly as you see it, but you will not be given any context that could notably railroad your actions leading up to it.

Last Bullet / Kick Their Ass! / That Looks Like it Hurt
300GP, No Discounts.

You've mastered the art of economic "problem solving". One movement to fire, one more to reload, if that much. You'll never mess up reloading again, and it'll never take more than a second to grab any ammo on your body. As a bonus, you always manage to find one more clip, in times of dire need.

Blessings: For Survival

Why do you deserve to be left alive?

Last / Out Of Sight, Out Of Mind
100GP, Free Independent.

When only three people know a secret, sometimes that just means you can afford to kill two. You're almost always the third man here. When your peers are taken out to make a point, you tend to be arbitrarily chosen as the one left alive, inadvertently making your life significantly more valuable to them.

Mad / Looking For The Devil
100GP, Free Independent.

You have a demonic fire in your eyes. One that makes it clear to any who gaze into them exactly how far you're willing to go to get what you want. When others sense your ambition, even complete strangers are willing to bet their lives and success on these eyes, assuming that ambition is genuine.

Siblings / Trustworthy Rats
200GP, Discount Independent.

Approaching family members for assistance with a problem will always show you the path to move forward towards success, even if no such path existed before. This takes effect through unlikely coincidences, such as finding that the kind man your brother works for is politically powerful, or that your mother happens to have dirt on your enemies. This can get you out of any rut, but the difficulty of newly created paths will match the scale of the task.

Evil / Waste Not Want Not
200GP, Discount Independent.

You have an uncanny talent for uncovering when scientific findings have been purposely manipulated. What's more, you always instinctively grasp how far a scientific procedure's effects can be enhanced by taking it to the most morally abhorrent extreme possible.

Genius / Angst Aesthetics
400GP, Discount Independent.

In any follow-up projects you undertake, whether to counter or surpass the original, your skill in all creative or scientific skills involved will temporarily scale to match your specialty. A biologist who once made monsters could now engineer the masterful firearms needed to kill them, and make them look like something out of a heavy metal album cover.

Sloppy / Cutting Corpses
400GP, Discount Independent.

As long as you can perform a medical procedure under ideal circumstances, you can also achieve the same results under abysmal circumstances in a matter of minutes, including any rehabilitation. The farther you push this, the higher the likelihood that your patient will die during the procedure.

The Devil's Science / Silver Bullets
600GP, Discount Independent.

You've gained insight into the same dark technology coined by Dr. Tokioka: Necrolyzation. You have the same level of insight as the man himself into bringing the dead back to life as nigh-invulnerable, or even monstrous revenants. You may learn to mass-produce these unstoppable soldiers, but they'll all possess strict time limits for how long they may remain active.

Pain / Superior Science
600GP, Discount Independent.

The cruel truth of Necrolyzation, is that it's actually more effective on living subjects than dead ones. Now, you can apply this principle to any similar process. Any procedure that you can perform on a corpse of any kind, can now be altered to function on living subjects, with an unreal increase in potency and effectiveness. Moreover, the more torturous or unethical any procedure you perform on a living being is, the greater the results of said procedure. Assuming they survive.

Blessings: For The Family

How do you plan to earn your keep?

Heat / Very Silent Protagonist
100GP, Free Loyalist.

You may be quiet as a mouse, but you have a fire burning in you. Your actions really do speak louder than words. Who you are, what you want, what others mean to you. People gleam more from what you do than anyone could ever say, to the point that speaking is just a peasantry.

Together / To Protect Is To Never Betray
100GP, Free Loyalist.

For an organization like Millennion, trust is everything. It's money, it's skill, it's power, and it's even love. Loyalty you give to others is often reciprocated. What's more, your bonds of trust often quickly evolve into bonds of sincere friendship, familial love, or even romance.

Cold / Act Unnatural
200GP, Discount Loyalist.

To be a killer, you need a quiet both your heart and body. You've taken this to the ultimate extreme. The more closed off your heart becomes, the more naturally stealthy your entire being will be. Once you reach the point where you barely even notice when you've taken a life, not even master assassins will notice when you enter a room.

Before / What I Know Now
200GP, Discount Loyalist.

As we live, we inevitably change, for better or worse. Still, you will never abandon your past. Who you were, or what you fought for. You'll always know when you're about to become someone the old you would never approve of, and unless you make the conscious choice to allow it, you will never unknowingly fall down that path.

Bang / Cold Dead Hands
400GP, Discount Loyalist.

Your usage of guns extends far past what should be humanly possible. Putting aside your nearly flawless aim, you no longer need line of sight to aim. As long as you can locate an enemy with any of your senses, you can fill them full of holes without the slightest loss in accuracy.

Hitman / One Hell Of A Sweeper
400GP, Discount Loyalist.

There's no time for hesitation in this business. In matters of life and death, you make all the decisions and considerations involved within the instant that killing seriously crosses your mind. Everything from the consequences, who you'll spare, if you can make the shot, and even processing all of your own emotions on the matter.

Code of Iron / Score To Settle
600GP, Discount Loyalist.

When you dedicate yourself to an ideal, you can become a symbol of everything that ideal represents, granting you the skills and willpower as appropriate for serving your ideal. As long as you stand dedicated, this ideal is immortal and invulnerable. Any threats that don't make killing or converting you their top priority, will either dissolve on their own, or stumble into your radar, to be handled by you personally.

Heavy / Back To The Grave
600GP, Discount Loyalist.

Little known fact about bullets: they hurt! Quite a lot in fact, yours especially. Maybe it's just your killing intent seeping into your ammo, but those you shoot with projectile weapons will always feel it. Even if it can't even hurt them, the pain experienced by a hardened soldier, or an otherwise unfeeling zombie, is no different from a pampered city boy, reeling from his body's first taste of hot lead.

Blessings: For Harry McDowell

How far are you willing to go to get what you want?

Bear / No Room For Regrets
100GP, Free Usurper.

Unlike words, eyes don't lie. Getting a good look at someone's eyes is all it takes to judge their sincerity and personality, with no room for deception. You can tell their ambitiousness, loyalty, ruthlessness, etc. This obviously isn't enough to learn the subject matter of these truths.

Face / Spoiled Brat
100GP, Free Usurper.

For some unthinkable reason, people don't seem bothered by open displays of ambition from you. Rather, most find it to be a point of charm for you. Assuming you aren't threatening anyone, displaying your greed is almost always seen as endearing, rather than obnoxious.

Balladbird / The Knife In Your Heart
200GP, Discount Usurper.

You have an accurate sense for the "vitals" of any structure, whether it's the human body, or an elaborate organization. You know where you can attack something to inflict the maximum amount of damage, and you have good intuition for how much lasting damage there will be.

Traitor / Nowhere To Turn
200GP, Discount Usurper.

A truly despicable skill. As long as there is no one alive who can refute your claims, you can effortlessly flip all the blame for your own crimes onto the victim themselves. People may still have their suspicions, but they'll never openly question your testimony. Not even after all the trusted senior members investigating you just happened to all get in car crashes after embezzling money from the organization.

Bob / Setting Precedent
400GP, Discount Usurper.

There's something about you that makes people drop their guard. What's really scary is that when someone stops taking you seriously, so does their entire operation. Not just their underlings, but even their codes, passwords, and frequencies become easier for you to breach.

Lucky / Never Taken A Bullet
400GP, Discount Usurper.

You have severely unbalanced karma. Prior to a certain threshold, you are blessed with incredible luck, regardless of how terrible you act. As long as you haven't crossed that threshold, it's all but impossible for you to get hit by any bullets fired from more than a foot away from you.

Betrayal / Only You
600GP, Discount Usurper.

It's impossible to discover your scheming through remote means. The less personal the investigation, the less effective it will be. The less personal the connection someone has with you or the scheme itself, the less effective their investigations will be. No matter how many resources they throw at the search, it'll be impossible to uncover anything that doesn't personally involve them, or their ties to you.

Higher / The Big Four
600GP, Discount Usurper.

When you progress on your path to power, economic or otherwise, those supporting you from below tend to be pulled along for the ride. The power they earn from this may not match the power you achieved to uplift them. Gaining overwhelming political power may result in your underlings gaining an equivalent amount of physical power, to better protect you. Even if it's unpredictable, they'll always gain power in a way that will help push you up even farther, and by extension, them. Don't worry about any betrayals either, as the progression of their loyalty will match the power they've obtained through you.

Keepsakes: For Everybody

The cruel truth of the world is that skill isn't always enough to make it big. Eventually, we fall short, while the man with the deeper pockets strolls right through the same obstacles with no problems. So, what's in your pockets?

Millennion / The Syndicate / A New Organization
0GP, If you succeed.

This isn't quite what you may be thinking. You don't own Millennion. This just ensures that you will be given the offer to join Millennion at some point during this jump. However, if you manage to succeed Big Daddy before your ten years are up, then the organization may be taken with you into future worlds. This Millennion is geared towards using it's overwhelming might to promote peace, cooperation, and trust within their territory and beyond, even if their methods can be quite cruel. If you've linked the continuity, Harry McDowell is guaranteed to seize control of Millennion near the end of your time here. If you retained control up until then, you will still be able to take Millennion with you, as it was when you lead it.

Presentation
Free, No Discounts.

I hope you don't expect to represent any organization while wearing those rags. At some point in this jump, once you've gotten a taste of the working world, you'll come into possession of this fashionable, self- cleaning and repairing suit and tie, with accompanying eyewear, all to your specifications.

Taboo
300GP / Per, Discount with Tokioka.

What circle of Hell did you find this unholy concoction? Injecting this serum into dead bodies will revive them as mindlessly loyal, and nearly unkillable Necrolyzers, able to brush off sustained gunfire and light explosives. Soldiers born from this serum crumble to dust after only a week of activity. With each purchase, you receive enough to create six Necrolyzers. Used samples are replenished after ten years, or after each jump, whichever comes first.

Keepsakes: For Survival

Will all this make it worth keeping you around?

Reunion / A Promised Meeting
100GP, Free Independent.

What you have here is a box, containing a pair of ornate revolvers, one gold, one silver. When split apart, these ordinary revolvers guarantee that the two owners of the guns will be reunited at the ideal time. If a physical reunion is impossible, just the gun will return, to signal the remaining owner of this.

Blood / Friends In Low Places
200GP, Discount Independent.

In this or any future world, you'll find yourself in contact with a loyal sibling, or at least someone who considers themselves your sibling. This contact has significant funds at their disposal. They'll be willing to help you in your time of need, but are unlikely to respond well to any attempts to extort them.

Answers / Life On The Road / I'm Putting the Hammer way Down!
400GP, Discount Independent.

What you have is an out of the way laboratory. Despite being in such a shady neighborhood, your equipment is top of the line, with tools suited to surgery, and genetic engineering, i.e. bioweapons. You'll never have to worry about break-ins from anyone uninformed about this lab's existence.

Keepsakes: For The Family

Do you have enough to afford your family's love?

Remorse / Graveyard Finish
100GP, Free Loyalist.

A serene graveyard that you may use to bury your loved ones. The corpses buried here can be taken between worlds, along with the land itself, which expands as needed. Unless they were companions, they can not be revived by any means outside of their home world. Please, just let them rest.

Saved / Unforgettable Style
200GP, Discount Loyalist.

Despite what the label may say, there's no such thing as a truly bullet-proof vest, except for this one. This small vest can fit under your clothing, and as long as the spot hit is covered by this vest, you won't even be blown back by the most excessive projectile weapons. Doesn't help with anything less direct than a knife or bullet, you won't survive lightning strikes with just this.

Hiding Place / Back Together After Such A Long Time / Waking him Again
400GP, Discount Loyalist.

You're in possession of an enormous luxury mansion, situated on your own privately owned land. It's located in such a remote place that it takes several hours to reach by car. Thankfully, transport is provided for you and your guests. If this cozy hideaway is discovered, you also have a backup home. A shabby wooden cabin, with no paper trails leading back to you, and enough untraceable funds to last you a lifetime. The perfect place to start a new life.

Keepsakes: For Harry McDowell

There's no point in asking, of course you want more.

Crispy / The (New) Original
100GP, Free Usurper.

You have an unlimited supply of extra crispy "chicken". I say "chicken" because I've never seen any chicken big enough to have legs the size of the average human head. These chicken is dense enough to be used as an oddly effective weapon, but why would you even want to do something like that?

Bunji / He Who Fights Monsters
200GP, Discount Usurper.

In this day and age, trench coats tend to do anything but avoid suspicion, but this one seems to fly under people's radar anyway. What's more, as long as it can reasonably fit through these sleeves, with only a thought, you can pull any weapon on your person through them, and right into your hands.

Friends / Eyes, Ears, And Mouth Of The City / I'm Just a Middleman
400GP, Discount Usurper.

This is what real power looks like. A seemingly endless list of contacts and phone numbers. Calling one will connect you to any number of politically, or economically powerful "friends". All of them are willing to help you for one reason or another. Some just want to stay in your good graces, but most of them are just intimidated by the mountain of blackmail you hold on every single one of them. You have enough "favors" saved up to move a city, but pushing your luck might push your friends to make their move against you.

Newly Bereaved: Choose carefully

Skills and resources are all well and good, but it's a reliable ally that will keep your ass out of an early grave. However, people change, your best friend can become your own killer in a heartbeat. Do not take this choice lightly.

Old Faces / Visitors From The Other Side
50GP / Per, No Discounts.

So, you have some old friends that you'd like to bring along for the ride? You can import a few of your old companions, or make up entirely new ones, with 600 Grave Points, and 100 Gun Points each to spend. They can all gain up to 300GP by taking Phantoms. I'm sure you've been through so much together, but a lot can change in 10 years, don't let your guard down.

New Faces / Residents Of The Land Of The Living

100GP / Per, No Discounts.

It's good to be sociable in this business. With each purchase, you can choose any character already in this world. You'll start on good terms with them, and find yourself running into them time and time again. With their informed consent, you can take them with you into future worlds as a companion. You cannot take Tokioka or Glock through his option.

Lackeys / Expendable Mooks
200GP / Per, No Discounts.

A pack of faithful, albeit completely average underlings. They're skills are all suited to your specialty, in which they're serviceable, but hardly exceptional. These guys fill up a single companion slot, and any abilities gained through importing are split between all of them. Each purchase adds an additional twelve lackeys to the group.

Newly Bereaved: Mad geniuses

The two companions below are a bit special. These quacks are responsible for some heavy mad science. Independents may take one of these two at a 50% discount, leaving the other at full price. Don't let those prices turn you away. These guys are gonna change the world, there may be hidden benefits to buying them here that you aren't aware of.

Tokioka / Dr. T
400GP, Possible Discount Independent.

A brilliant, but tragically spineless scientist. The world will never know how much suffering this man's work will inflict. Dr. Tokioka was the mind behind Necrolyzation technology. His science can revive the dead, into invincible soldiers, or horrific monsters of unprecedented power. The technology is far from completed, but if anyone can perfect it, it would be him.

Glock / Dr. Laguna Glock
600GP, Possible Discount Independent.

The man who would serve as the main assistant to Dr. Tokioka, and arguably his equal. In contrast to Dr. Tokioka's crippling cowardice, Dr. Laguna Glock is possessed by an insatiable thirst for scientific achievement, and a complete irreverence for moral scruples. Unbeknownst to his superior, Dr. Glock is investigating the effects of Necrolyzation on living beings. He knows better than anyone that he's on the right track to uncovering unbelievable power.

Phantoms: Can only gain up to 600GP

Great, another thrill seeker. If you're really that desperate for power, it's going to require sacrifice. Take on any of the below drawbacks to haunt you for the next ten years, in return for an extra helping of Grave Points. You only have your own ambition to blame if you end up living through Hell. Phantoms with cross-jump versions are mandatory, if their counterparts have been taken.

Dusk of the Destroyers / Destroyers In The Dusk / "I Thought it Was All over"
0GP Payout

By taking this drawback, you will be linking the continuity of this jump with one or more future Gungrave jumps. You can take as many jumps between them as you want, or even out of sequence, but you have to visit eventually.

Unfortunately, to ensure that those jumps can happen, regardless of your actions, the plot of this jump is guaranteed to end in roughly the same way as canon, with Harry McDowell killing Brandon Heat, and taking control of Millennion. You can still make a small difference, but anything that would make the future Gungrave jumps impossible will be somehow neutralized.

However, in return, the purchases shared between the different jumps will also be linked. Certain purchases made here correlate to purchases in the other jumps, as indicated by having alternate titles. Buying those here will be the same as buying them there, with no need to pay a second time. You will only get the other versions of the purchase until you've been to the jump in question, but buying something their with an equivalent in this jump will give you both versions of the purchase then and there.

Signature / Call Him Grave / The Name's Billy
50GP Payout.

You'll be spending your time in this world bearing a completely ridiculous name. Something insultingly on-the-nose, in reference to your personality and defining features, like the obese Bob Poundmax, the violent Blood War, or the graceful (and Asian) Balladbird Lee. It doesn't matter if this is your birth name, or just a nickname, this is what everyone will insist on calling you.

Poundmax
100GP Payout.

You've got one Hell of an eating disorder there. You just can't help yourself when you've got food in front of you, and no matter how much you eat, you always want more. You aren't at any greater risk of starving, but you'll end up the size of a house if you keep indulging yourself.

Walken
100GP Payout.

I get it, we all have our own quirks, but have some self respect man! Despite being as American as they come, you have an unhealthy obsession with Japanese food and culture. You sleep on a floor mat, have tea ceremonies, and refuse to eat anything but conventionally Japanese dishes. Not only is this an expensive lifestyle, you look like a goddamn ass wherever you go.

Proverbial Mouse Syndrome
100GP Payout.

Not the most personable fellow, are we? Your social skills are functionally non-existent. You have no idea how to express your emotions, other than your usual deadpan stare. To make matters worse, you barely even speak, and even when someone twists your arm for a conversation, it'll rarely extend past one-word answers. Don't take this handicap lightly, all those bottled up emotions have to go somewhere, don't go doing anything stupid.

Freedom
200GP Payout.

Your friends, your family, even all your companions have met a tragic fate. They're dead, and as far as you're aware, they're never coming back. This trauma has twisted you greatly, for better or worse. Even if you pay to import more, you may only have one active companion for this jump, who will experience the same trauma. Your companions will come back to life after this jump, but you and your ally will be conveniently oblivious to this fact.

Happy
200GP Payout.

This is awkward, both you, and the world as a whole, seems to believe that the happiness of others is significantly more important than your own. Your loved ones will fall for others, your coworkers will take credit for your work, and you'll gladly take a bullet for your friends. This doesn't trump basic logic, or self-preservation, but it will definitely make your life far less comfortable.

Pew
200GP Payout.

I shouldn't need to explain why this is a bad thing. Your aim with any kind of ranged weapon is... just embarrassing. When you aren't missing your target entirely, you'll hitting your own allies, or yourself. Good luck explaining to your superiors why you decided to box your way through a firefight.

Blood War
300GP Payout.

You appear to have this nasty habit of following draconian, murder-happy superiors. You get completely swallowed up in their psychotic charisma, and even when one lunatic boss goes down, you'll always find a new one to send you on suicide missions. None of them will have any regard for your life, and if they find a good reason to do so, they'll just try to kill you themselves.

Bastards
300GP Payout.

The way I see it, the only difference between an informant and a rat is which of their clients has deeper pockets, I guess you didn't get the memo. You seem to get screwed over by informants at any turn. Any info they give you is false, and they almost always seem to catch wind of anything you'd prefer to stay secret, and gladly spread it around like the flu. They aren't omniscient, but you'd be amazed how many eyes and ears they have to work with.

Disappear
300GP Payout.

You've managed to make a personal enemy of the most powerful group in the entire city. I don't think you understand what this means. Millennion controls everything, and their informants are everywhere. They could pull some strings in the police to make you a wanted man, but thankfully, that's not their style. You'll be dogged by their sweepers day and night, hitmen of the same hypercompetent caliber as Bear Walken and Brandon Heat.

Last Request: What's next?

There's no point in regretting what's already done. All we can do is move forward, and hope we screw up less and less as we get older.

Live: Go Home

Even knowing that, you're going to run away from all of this? You think running home to hide under your blanket will change a damn thing! Well, it's none of my business, Hell, I might have done the same in your shoes.

Die: Stay Here

I can't say I'd advise sticking around here right now. Things are likely to take a turn for the worse. However, if you plan to take Gungrave Part 2 right after this, you can take this option to experience the full 13 years between the two, and continue your chain as normal right after that.

Live Again: Move On

So you've still got a fire left in you after all? That's what I like to see. Fighting spirit may not pull a bullet out of your chest, but it will make sure you live long enough to take care of any idiot that was stupid enough to point a gun at you. This won't change, no matter what world you find yourself in.





Were we wrong?
Did we make the wrong decision after all?
I can't seem to remember...
when things started to take a turn for the worse.
Either way, in the end, it turned out like this.

But... now that the pieced have broken apart,
they can't be put back together.
Isn't that right, ~~Brandon~~?

- Part 2 -

[Pre - Timeskip] : [Post - Timeskip] : [Overdose]

+1000 GP (Grave Points)

[PRE - TIMESKIP] : [INTRO] : [LOCATIONS]

Despite barely 13 years passing, much has changed from the humble mafia drama those two upstarts spent their lives spinning. That is to say: Brandon Heat, the traitor, and Harry McDowell, better known now as *Bloody Harr*y.

Following the traitor's death, Harry McDowell seized control over the criminal organization: the Syndicate, and twisted it into a monument to his own ruthless ambition. Having appropriated the secrets of Necrolyzer technology, the Syndicate has turned to abhorrent human experimentation.

Humans are transformed into superhuman monsters, called Orgmen. The Syndicate's monopoly on them, and the unnaturally addictive drug "Seed" have made them into an economic power comparable to an entire country.

If Bloody Harry didn't seem invulnerable enough, he's backed by a group known as "the big four". Bob Poundmax, Bear Walken, Balladbird Lee, and Bunji Kugashira. Harry's four hypercompetent underlings, that further solidify his power. There's even rumors that they've been granted superhuman powers of their own from Necrolyzation technology.

Big Daddy, the leader of the former, kinder Syndicate, is dead. His wife Maria, and daughter Mika, have been in hiding ever since. However, Harry's mad arrogance would put an end to that as well, unknowingly awakening the instrument of his undoing.

The corpse of the traitor will return to protect the legacy of Big Daddy, by defending his only daughter, and exorcising the corruption that has befallen his beloved organization. But he's not Brandon Heat, that name no longer belongs to him. He's called *Grave* now, call him *Beyond the Grave*.

You find yourself somewhere in the autonomous city, Billion. To determine where exactly, you may roll 1d8, or pay 50GP to decide for yourself.

Slaughter House

🗡 Rolled 1

A shady nightclub in a bad corner of town. This club plays a vital role in the Syndicate's Seed distribution. The drinks are fine, the girls are finer, but nobody comes through these doors unarmed, so don't start any trouble.

Factory

🗡 Rolled 2

A long-abandoned factory that now serves as a makeshift warehouse for Seed and inactive Orgmen. The only guards here are two-bit gangsters, but they're Seed junkies as well, making them abnormally violent.

Chinatown

🗡 Rolled 3

A crystallization of Chinese culture and cuisine. The Syndicate has plenty of eyes, ears, and muscle here, but there are also many smaller gangs who are less than happy with the Syndicate's current monopoly on organized crime.

Subway

🗡 Rolled 4

A simple underground platform for people waiting to be taken to point A from point B. Like everywhere else, this place also sits in the Syndicate's pockets. Understandably, they rarely find an excuse to act on that power.

Underground

🗡 Rolled 5

In less savory terms: the sewer. Despite what you'd expect, this place is crawling with the Syndicate's guards. The reason? These tunnels are one of the only entrances to the tower said to support this city, and the Syndicate.

The Tower

🗡 Rolled 6

An enormous skyscraper that acts as the Syndicate's HQ. It's rumored that this tower holds some secret power. If you don't have the strength needed to face the brunt of the Syndicate's resources, run, and don't stop running.

Slum

🗡 Rolled 7

This slum exists beyond the jurisdiction of local law enforcement, a petri dish for petty criminals. You'd never think it could be the birthplace for talent like Harry McDowell and Brandon Heat, and possibly their grave.

Free Choice

🗡 Rolled 8

It may not be a very exciting choice, but it's a choice nonetheless. You may choose any one of the above locations at no cost. You can optionally choose to appear in any other location shown in the first game, or the anime.

[LOCATIONS] : **[ORIGINS]** : [BODY]

If you've linked the continuity of this jump, you aren't required to keep the same origin. Still, only choose one. If you did not link the continuity, roll 3d8+10 for your age, and keep your gender from last jump, either may be changed for 50GP. You're going to fight for...

For Freedom

🗡 Independent

Power isn't a symbol of how much control you have, or how dangerous, or rich, or strong you are. Having power is having more freedom than anyone else. You don't care who you have to beg, or what lines you need to cross, you'll gladly sacrifice whatever it takes to get just a little of this "power".

For Big Daddy

🗡 Loyalist

What do you think you're doing? Big Daddy is dead, and the ideals he fought so hard to protect have died with him. This optimism will just earn you death under the watchful eye of Harry McDowell's Syndicate. That is, unless you really think you have what it takes to win war on your own.

For the Syndicate

🗡 Usurper

You want strength, and everyone for miles knows that Harry McDowell is the man who can provide. You've thrown away your dignity, or maybe you never had any. It doesn't matter, money, influence, underlings, respect, you can find all of these under the Syndicate, if you can earn your keep.

[ORIGINS] : [BODY] : [PERKS]

Unlike the world you may have seen 13 years back, dark innovations in science have given birth to forms of life beyond humanity. Choose one.

✞ Human - 0GP

So you'd prefer to keep your genetics uncorrupted this time around. That is likely for the best. Humans are far, far weaker physically than the other options here, but lack any of the inherent drawbacks as well.

✞ Orgman - 0GP

An offshoot of Necrolyzation technology. Inhumans, with snow-white skin, red sclera, a pair of small bat wings sprouting from one shoulder, and a red barcode stamped on your forehead. Most bullets would bounce off your body, but you can be destroyed by certain chemical compounds.

In addition to enough strength to lift and throw cars, you possess limited shapeshifting abilities. You can contort your body, enhance muscle mass on a moment's notice, and most impressively, transform your limbs into melee and projectile weapons. Aside from pre-programmed transformations, this ability is immensely difficult to control consciously.

Orgmen are slaves to their programming. Aside from the motor skills needed to operate weapons and vehicles, your higher mental functions are nearly non-existent. You can retain your mind and free will for 400GP. This alone will not enhance your powers beyond what's described above.

✞ Necrolyzer - 400GP

At some point, somehow, for some reason, you died. Your corpse was recovered by a scientist involved in some severely taboo experiments, who gave you new life, as a Necrolyzer. In your new unlife, you've been granted superhuman strength, speed, durability, and regeneration. The latter two being the most noteworthy. You can shake off hits that would bring Orgmen to their knees. You can even resist chemical attacks tailored specifically to your biology. Your regeneration isn't quite enough to regrow limbs, but it can heal anything short of that in seconds, and with your sheer toughness, there aren't many things that can do that much damage in the first place.

You can't match up with the pure destructive power of Orgmen, but unlike those monsters, you retain the full breadth of your mind and skills from when you were alive. Unfortunately, Necrolyzation is not a perfect science. Your condition requires you to replace the entirety of your body's blood every two weeks or so, or it will begin to crumble into dust.

This option is discounted to half price with the purchase of *Dr. T*.

✞ Superior - 800GP

The name Superior is a terrifyingly accurate description for what you are. Simply put, Superiors are Orgmen with full control over their mind and body, producing results beyond human imagination. Given the exclusivity of this process, you retain your outward human appearance. Even in that form, your strength, speed, and durability blow Orgmen out of the water.

Your shapeshifting is far more advanced than the ordinary Orgman, though still difficult to control, outside of transformations that you take the time to acclimate yourself to beforehand. In addition to the capabilities of regular Orgmen, you can regrow entire limbs in seconds, and are capable of a single full-body transformation, evocative of your skills and personality.

This complete transformation will increase your size, anywhere between your current, and the size of a house, with a natural increase in physical strength and durability. No doubt, your form will also possess its fair share of unique biological gimmicks, suited to your style. Something like being able to fly with helicopter propellers and launch missiles, or swing around several telekinetically controlled arms.

Even if your form was barely any larger than your usual size, you're functionally immune to bullets, and have enough strength to bisect a freight train. Although, you're not invincible. Explosives, or abnormally powerful projectiles can still hurt you, and your regeneration can only do so much to save you. Also, like Orgmen, Superiors are vulnerable to certain chemical compounds, which could make their entire bodies crumble to dust with just one shot. Luckily for you, there's only two or so people on the planet with the knowledge to make something like that, and one is dead, reportedly.

This option is discounted half off with purchase of *Dr. Laguna Glock*.

[BODY] : [PERKS] : [ITEMS]

- UNDISCOUNTED -

I should assume you know what these are. Special skills and abilities to help you along your way in this world. Certain perks will be discounted for certain reasons. If the initial price was 100GP or lower, they will be free, but otherwise, all discounts are 50% off the initial price.

Family - 0GP

- Pre - Timeskip: Scooby Do
- Overdose: Endless Roller Coaster

The soundtrack of the original Gungrave video game. Will play without any apparent device, when you'd wish it to. Nobody finds this strange.

The Top Of The Top - 0GP

- Pre - Timeskip: Becoming Something

You are an expert in a certain field of mafia work. If taken with Becoming Something, from Part 1, then this will reflect your choice there.

Gun Safety - 100GP

- Pre - Timeskip: Toys

Your ears are immune to the harm of constant gunfire. Generally, immune to the mundane drawbacks of using guns, like blisters, or broken wrists.

Target Practice - 150GP

- Overdose: Demolition Shot

You'll find explosive barrels anywhere they could reasonably be located. One good shot is always enough for a fiery TNT-esque explosion.

What? - 150GP

✞ Pre - Timeskip: Bystander

You are an exceptionally mysterious person. As long as you don't become directly involved with any side in a conflict, you can make those involved see you with an alluringly mysterious aura. You could freeze a room in its tracks with this, entranced by the mystery of what you'll do next. Togglable.

Why? - 150GP

✞ Pre - Timeskip: Prize

People may sometimes recognize you for being famous, but nobody is ever quite sure what for. You'll easily attract loyal fans regardless. Togglable.

Blast From The Past - 200GP

✞ Pre - Timeskip: Back

You're subject to occasional flashbacks, becoming more common, the older you physically become. These will show you scenes from you past, not just here, but across all your jumps. If it's something the you from back then, and the you from right now would want you to recall, it will be done. Even if your memories have been removed entirely, you'll be able to dig these up. These flashbacks are perfect recreations of the scenes they show, down to the full extent of the emotions felt. With practice, you can even call them up at will, so you'll never have to worry about forgetting anything for good.

Kick Their Ass! - 300GP

✞ Pre - Timeskip: Last Bullet

✞ Overdose: That Looks Like it Hurt

Ammo in your guns seems to stretch itself to match how many bullets you'll need to get through a conflict. Will still be empty after a conflict, if you used more bullets than a gun should be able to hold.

[BODY] : [PERKS] : [ITEMS]

- DISCOUNT INDEPENDENT -

Out Of Sight, Out Of Mind - 100GP

🗡 Pre - Timeskip: Last

When you disappear in the midst of disasters, people are quick to draw the conclusion that you died, rather than the possibility that you just ran away.

Looking For The Devil - 100GP

🗡 Pre - Timeskip: Mad

You have a quality about you that lets you get away with mouthing off to dangerous individuals, unless they have a practical reason to kill you.

Trustworthy Rats - 200GP

🗡 Pre - Timeskip: Siblings

No matter how much influence your enemies have, it's impossible for them the cut off all resources from you. Whether it's food, info, or ammo, you can always find someone willing to provide, though they may charge premium.

Waste Not Want Not - 200GP

🗡 Pre - Timeskip: Evil

When scientific projects that you were involved in falls apart, the findings and information needed to continue the project always fall into your hands. Even applies if your involvement was as indirect as that of a sponsor.

Angst Aesthetics - 400GP

✞ Pre - Timeskip: Genius

Making your creations more ornate and gothic somehow makes them more effective. Guns hit harder, blades are sharper, cars are faster, and machines are smaller. The Death Hauler is a prime example of this miniaturization.

Cutting Corpses - 400GP

✞ Pre - Timeskip: Sloppy

As long as a medical procedure is theoretically possible and survivable, you can force the operation to succeed. The stress this places on the patient's body is immense, and will severely shorten their lifespan in extreme cases.

Silver Bullets - 600GP

✞ Pre - Timeskip: The Devil's Science

With a small sample of heavily modified, or outright alien DNA, you can make chemical agents to destroy the molecular structure of those beings. The time you spend processing this formula determines its effectiveness, ranging from local paralysis, to complete disintegration. Comes with the knowledge to make special chemicals bullets, that only burst on impact.

Superior Science - 600GP

✞ Pre - Timeskip: Pain

With just a few live test subjects and the right formula you can create loyal, and unreasonably destructive Orgmen by the dozen. The ultimate slaves, that can be programmed with the same ease as a computer. You can also try your hand at the Superiorization process, but this would require a subject with the constitution and overwhelming willpower needed to survive. Alternatively, you can further explore the component innovations that go into these processes, and make some breakthroughs of your own.

[BODY] : [PERKS] : [ITEMS]

- DISCOUNT LOYALIST -

Very Silent Protagonist - 100GP

🗡 Pre - Timeskip: Heat

You don't need to speak or even emote to communicate perfectly. Deadpan gesturing without saying a word will have the exact same effect as a full conversation with someone. Nobody ever finds this to be strange or rude.

To Protect Is To Never Betray - 100GP

🗡 Pre - Timeskip: Together

When you betray, or fail to protect something, you always get a second chance. If what you failed to protect is gone for good, then you will at least get a chance to protect them in spirit, or to protect their legacy.

Act Unnatural - 200GP

🗡 Pre - Timeskip: Cold

So long as you don't display any particular emotion, or draw any attention to yourself, people tend to overlook you. Even they were looking for you, and got a look at your face, there's a good chance they'd pass you by.

What I Know Now - 200GP

🗡 Pre - Timeskip: Before

No matter the kind of forceful changes or trauma that happens to your mind, who you were beforehand will always resurface in time. As long as it isn't a change you deliberately allowed, with the intention of sticking, your old memories and personality will always resurface, eventually.

Cold Dead Hands - 400GP

✞ Pre - Timeskip: Bang

Your instincts have been honed to the point that your effectiveness with guns is always the last thing to go, no matter the state of your body or mind. As long as you can pull a trigger, your gunmanship is still in peak condition.

One Hell Of A Sweeper - 400GP

✞ Pre - Timeskip: Hitman

Your quickdraws are always faster than your opponent, as long as they start drawing first. Even if you shouldn't be able to see it, your mind and body will always move fast enough to attack, or threaten to. Not limited to guns.

Score To Settle - 600GP

✞ Pre - Timeskip: Code of Irion

Every time you come back from the dead, either literally or metaphorically, you'll come back significantly stronger in the area you "died" in. Returning from a literal death will enhance your physical capabilities to superhuman levels, a social death will give you the charisma of a king, ego death would grant you a sense of self stronger than kevlar. This does not discriminate against what methods you use to achieve this resurrection.

Back To The Grave - 600GP

✞ Pre - Timeskip: Heavy

You're able to kill inhuman beings, no matter what kind of regeneration they might have. As long as your attack reaches a part of their body that would qualify as a "vital" to most members of their species, before they can heal, then its a fatal hit all the same. Mutations or genetic modifications are disregarded in determining what qualifies as one's "species" here. However, this doesn't make them any less tough, just less resilient.

No Room For Regrets - 100GP

🗡 Pre - Timeskip: Bear

You can sense hidden or veiled threats towards your loved ones. Even if you don't know the nature of the threat, you'll always know what you have to do to meet the originator's demands. Even if it requires you to betray yourself.

Spoiled Brat - 100GP

🗡 Pre - Timeskip: Face

No matter how much of a corrupt bastard you are, your charisma always manages to shines through. Those close to you can overlook how much of a monster you are, and stay loyal to the kind, respectable man underneath.

The Knife In Your Heart - 200GP

🗡 Pre - Timeskip: Balledbird

You can easily detect your own weaknesses. Once discovered, you will know the actions needed to destroy this weakness. Such as slaughtering dozens to destroy a weak heart, or enduring agonizing procedures to heal your body.

Nowhere To Turn - 200GP

🗡 Pre - Timeskip: Traitor

Once you mark someone as an enemy, nobody within your sphere of influence will be willing to help them. Oftentimes, organizations tied to you will expend their own resources to help find them, just to earn your favor.

Setting Precedent - 400GP

✞ Pre - Timeskip: Bob

When you're about to undergo a particularly risky process, your friends can offer to take those risks in your place. If they undertake the process first, it's guaranteed to have the same level of success for you. If you'd rather, you can do the same for your friends, and take any risks involved in their place.

Never Taken A Bullet - 400GP

✞ Pre - Timeskip: Lucky

You can avoid, or push aside any immediate repercussions for blatant acts of betrayal. Eventually, this safety net will break. Whatever form that built up karma takes, you'll always see it coming first, giving you time to prepare.

Only You - 600GP

✞ Pre - Timeskip: Betrayal

The only way to kill you, is to do so in the name of revenge. If an assailant hasn't been wronged by you personally, or they've already forgiven you, it becomes completely impossible for them to kill you. You can still be hurt, or even crippled, but unless it's for revenge, you'll survive every single time. When someone thinks they've come to kill you for revenge, when they've actually already forgiven you, they'll be overwhelmed with this realization, along with a conviction to protect you with their life.

The Big Four - 600GP

✞ Pre - Timeskip: Higher

You can form "pillars" of support out of two to four powerful allies. In any hierarchical structure, as long as none of your enemies have the strength to remove all of the remaining pillars, in one way or another they won't even consider opposing you in any way. They wouldn't even bother trying, even if they could take out one of your pillars, or even yourself, as long as they know they can't take them all on. Aside from gossiping behind your back, you become completely untouchable, so long as these pillars stand tall.

[BODY] : [PERKS] : [ITEMS]

- EXCLUSIVE HUMAN -

✞ There Is Time - 0GP

Regardless of their disposition towards you otherwise, non-enemies are always patient when you're in mourning. They'll alert you to any immediate urgency, but they'll respect your right to feel sorry for your loss.

✞ Things Come To Those Who Whine - 100GP

In times where you get screwed over without anywhere to direct the blame, you'll always get somebody to throw you a bone. They'll compensate you with small favors, even if they aren't even responsible for what happened.

✞ You Look Just Like Her - 200GP

When someone has any desire to protect someone emotionally close to you, that protection extends to you as well. If the original recipient passes away, the protective urges laid on her only add to those already aimed at you.

✞ I Love You - 300GP

The speed that your relationships develop is proportional to how long you know you have to be together with that person. If you know somebody is going to die in a week, you'd go through all the emotional development in that time that you would have experienced over a lifetime spent with them.

[BODY] : [PERKS] : [ITEMS]

- EXCLUSIVE ORGMAN -

✞ Lights! Camera! Massacre! - 0GP

Your memories can be digitally extracted, and even streamed to other places live. This can only be streamed with your consent, assuming you're in a state where you can give it. No risk of being hacked against your will.

✞ Skinny White Monsters - 100GP

Your flexibility is like an octopus. As long as there's enough room for your total mass, you can fit your body into almost anywhere. You can also deflate and pump up your muscles at will. Applies to even non-Orgmen forms.

✞ Memory Of Muscle Memory - 200GP

Your ability to utilize tools cannot be impeded in any way by your mental state or acuity. No amount of psychological impairment will prevent you from exhibiting fine-control over your usual motor functions.

✞ Mostly Living Weapons - 300GP

You can already shapeshift into weapons as an Orgman, but now you can use this, or any other form of shapeshifting to eventually create biological variations of absolutely any weapon. The complexity affects how long it takes to mimic something, sometimes requiring decades, or even centuries, but once you get it, you can transform your body into that imitation at will.

[BODY] : [PERKS] : [ITEMS]

- EXCLUSIVE NECROLYZER -

✞ Thick Skinned - 0GP

The outer layers of your body now show drastically better toughness and healing than the rest of you. If you could heal damaged organs in a few minutes, your skin would block and heal from dozens of bullets in seconds.

✞ Open Sesame! - 100GP

Destroying complex devices is the same as using them. Even if they require some kind of key to use normally. You can only accomplish simple tasks in this way, and you can only use this once per working device.

✞ Coward - 200GP

When you have any kind of “finishing move” charged up, you have the option to sacrifice that attack, undoing this charge, or any preparations made for this attack. This will instead heal the amount of damage from yourself or your allies, that the attack could have caused otherwise.

✞ Once Was Enough - 300GP

You’ve become completely immune to fall damage. Your body can’t receive any damage solely for falling. This won’t save you from landing anywhere especially dangerous, like on a sharp fence, or in front of a steamroller.

[BODY] : [PERKS] : [ITEMS]

- EXCLUSIVE SUPERIOR -

✞ Spitting Distance - 0GP

You can give your Superior form, or any similarly monstrous forms, some kind of ranged weapon. This can be anything from a torrent of shurikens, biological missiles, telekinetically controlled arms, etc. One type per form.

✞ I'm Walken Here - 100GP

You can make a special variant form of your transformed states. This form sacrifices all ranged weapons or gimmicks, and trades it all in for physical might. Can optionally funnel the entire boost into one enormous limb.

✞ Armed And Dangerous - 200GP

Transformations that strengthen your body somehow also strengthen the weapons you wield. As long as you have a thematic "affinity" with a weapon, it will always give a clear increase to your destructive power in any form.

✞ Ballad Bird Legs - 300GP

Your shapeshifting has granted you great control over your transformations and altforms. You can choose to only transform only part of you, or merge parts from multiple forms at once. You even control how they manifest, like projecting spider legs of one form as prehensile blades you can sprout out of your human form's legs. Changing speed can be improved with training.

[PERKS] : **[ITEMS]** : [ALLIES]

- UNDISCOUNTED -

Perhaps you find your arsenal, of sorts, to be lacking. Though most firearms will be relegated to the appropriate section, you may find many tools here that would be of use to you. The same discounting rules as perks apply here.

The Syndicate - oGP*

- ✞ Pre - Timeskip: Millennion
- ✞ Overdose: A New Organization

If you manage to overthrow Harry McDowell, and seize control of the Syndicate for yourself, then you may take the entire organization with you into future worlds, along with all of the economic and technological improvements made under Harry's rule. Unfortunately, Bloody Harry relied of fear to retain power. Until you can restore the Syndicate's reputation, it will be just as hated as before.

*If you've linked this with other Gungrave jumps, succeeding or failing in this task there will not affect your chances of success or failure here. If you've succeeded across multiple jumps, they'll be merged into a single organization, possessing all their best qualities combined. In the case of parts 1 and 2, your Syndicate/Millennion will be able to instill just as much fear in those who oppose you, without losing any internal loyalty.

✞ Collectors Edition - oGP

You may choose to gain a mint-in-box action figure modeled after every boss-like enemy you defeat, and one for every minor enemy archetype. Works retroactively. Can instead just gain digital models, to avoid clutter.

✞ Seed Of Devastation - 100GP

You possess a replenishing supply of Seed, the Syndicate's signature drug. It's said to be more addictive than any other recreational drug, and overuse turns its victims into violent berserkers. This substance is rumored to play a part in the creation of Orgmen. Can be purchased multiple times.

✞ Where? - 100GP

Should you desire it, advertisements for you will show up in public places in future worlds. It's unclear what exactly they're advertising, but nobody ever thinks to question that. Just like these somehow never impede your efforts to keep your identity hidden, with people assuming this mysterious idol to be someone else entirely. At the very least, when you're looking for fans or help, these posters have a way of making reliable help find its way to you.

✞ This Will Become Your New Grave - 300GP

You, your enemies, and as many allies as you allow, have access to this special "stage". It can be anything from a skyscraper roof, a buried church, a moving train, a nightclub. Somewhere relatively mundane, without any especially potent or unique hazards. This place is the perfect arena to battle someone to the death. No matter what kind of weapons you throw around, as long as the location itself isn't the target, it, along with anyone outside of this place will remain unharmed. This arena doesn't give you any structural advantages, but you can move around it comfortably, as if it was your own home, letting you to perform at your best. Also. allies you allow in here have an easier time getting into position to ambush your opponents. If damaged, the stage will return in peak condition at the start of the next jump.

[PERKS] : [ITEMS] : [ALLIES]

- DISCOUNT INDEPENDANT -

A Promised Meeting - 100GP

- Pre - Timeskip: Reunion

This empty case has space inside for two handguns. When you loan the case to someone, it will always find its way back to you when its current owner is in danger, with said owner in tow. The case's owner might change during this time, but it will never draw in anyone you wouldn't be willing to help.

Friends In Low Places - 200GP

- Pre - Timeskip: Blood

In any city, you'll quickly find at least one reliable informant. They'll have their own objectives, but whoever your enemies are, they hate them even more than you do, and they'll have plenty of dirt to show for it.

Life On The Road - 400GP

- Pre - Timeskip: Answers
- Overdose: I'm Putting the Hammer way Down!

This large armored semi truck has the durability to stand up to anything weaker than an RPG. Inside the trailer of this truck, is a minimalist, but cutting-edge laboratory, that you can install any scientific equipment of your own, if those present don't suit your fancy. This lab seems to never run out of power or gas, and has its own untraceable internet connection. As an added bonus, various panels can open up from the sides of the trailer, letting you launch out any heavy weaponry or devices to nearby allies, via remote controlled thrusters.

[PERKS] : [ITEMS] : [ALLIES]

- DISCOUNT LOYALIST -

Graveyard Finish - 100GP

✞ Pre - Timeskip: Remorse

When you perform an especially flashy finishing move on someone, the two of you will be pulled into an illusionary graveyard, or an environment of your choosing. This disorients your target, and improves your own focus.

Unforgettable Style - 200GP

✞ Pre - Timeskip: Saved

You gain a sci-fi cowboy outfit, similar to the one worn by Grave himself. Every part of this outfit is 100% bulletproof. You wouldn't even feel an entire clip being unloaded on you. Nobody seems to think this look silly, but just in case you do, you also receive a trenchcoat with the same properties.

Back Together After Such A Long Time - 400GP

✞ Pre - Timeskip: Hiding Place

✞ Overdose: Waking him Again

You don't have any deed for it, but you have a small two-floor diner to call your own. When multiple people enter of their own volition, they likely won't leave until they've come to terms with each other, and themselves. They'll mentally cycle through different points in their life, dredging up any long-buried sentiments. These conversations can seem schizophrenic, but two men set on killing each other could sort through a lifetime of unspoken regrets in minutes, and end the meeting as best friends. Even the most estranged relationships can be mended, the most tragic mistakes can be rectified, and the most complex feelings can be understood and accepted.

The Original / The New Original - 100GP

✞ Pre - Timeskip: Crispy

You may receive one of these two, but may not buy both. The Original: a replenishing supply of whisky, that bolsters and restores one's integrity and willpower. The New Original: A replenishing supply of Brandy, that bolsters creativity and charisma. Both taste delicious.

He Who Fights Monsters - 200GP

✞ Pre - Timeskip: Bunji

You receive a small remote detonator. When triggered, a large explosion is set off nearby, as if you planted bombs beforehand. Your supply of "bombs" is limited, but replenishes monthly. Comes with an explosion-resistant coat.

Eyes, Ears, And Mouth Of The City - 400GP

✞ Pre - Timeskip: Friends

✞ Overdose: I'm Just a Middleman

Within any city you find yourself in, you possess a seemingly omniscient information network. As long as at least two people know something, it's almost certain to be accessible somewhere on this network, sometimes not even that's necessary. You can even use this network to control what info gets spread around in the city, and how much of that info stays unchanged. You can distort the news, publicize a company's secrets, or even control what rumors get around. As long as it stays within the confines of the city, you know it, and you can control it. This information network cannot be hacked or accessed by anyone other than yourself, for better or worse.

[PERKS] : [ITEMS] : [ALLIES]

- DISCOUNT HUMAN -

✞ Where's Mika? - 100GP

You possess a fashionable red outfit. Despite how eye-catching that should be, wearing this actually increases your stealth, to the point where you can walk around in broad daylight, even while the whole city's looking for you.

✞ A Road Leading Far Away - 200GP

In any city you go, you will stumble upon a special route. As long as you don't alert your enemies to this route's existence, you can follow it to escape from any conflict, leaving those responsibilities, and the city, behind. You'll never end up anywhere of note, and your enemies may find you, in time.

Small Daughter - 400GP

✞ Overdose: The Man's a Legend

You are another secret child of Big Daddy, former boss of the Syndicate. If this is impossible biologically, you were an adopted child. Either way, many in the underworld owe their lives to Big Daddy, and love him like family. Many influential business owners and mobsters, both in and outside of the Syndicate. They will gladly show you the same love, and assist you in times of need, within reason. In future worlds, you have similar ties to an equally feared and respected figure in the underworld. Though, they may be retired or dead at the time. Nobody will discover this connection unless you tell them, but nobody will doubt you, if you do.

[PERKS] : [ITEMS] : [ALLIES]

- DISCOUNT ORGMAN -

✞ Abomination Dress Code - 100GP

Despite being monsters, Orgmen do tend to dress up a bit. Unfortunately, these tend to get torn up whenever you get serious. Conveniently, you can summon a black suit and sunglasses onto your body on a moments notice.

✞ A Fancy Set Of Wheels - 200GP

You're in possession of three luxury cars, one white, and the others black. As long as the white and black cars are in close proximity, attackers will always direct their attacks at the black ones first. Ideal for protecting VIPS.

Where Babies Come From - 400GP

✞ Overdose: I'll Prepare one of the Newest Orgmen

This giant biomechanical organ seems to float in midair, settling wherever you direct it. When an enemy approaches, this organ will spawn a primitive kind of Orgmen every couple minutes. These Orgmen are far less humanoid than the standard fair, possesing several extra limbs, or having shotguns sprouting from their body. Some of them are closer to enormous bugs, with pistols instead of stingers. With time, you may even learn to mass produce these. Just know, these spawned Orgmen are not companions, and can not be taken between worlds. The organ isn't too durable, but will regenerate over the course of a week if rendered inoperable.

✞ Bleeding Throne - 100GP

This metal chair, or some equivalent, is a must for Necrolyzers to stay active for more than a few days. Plugging into this chair will replace the entirety of the sitter's blood supply. The chair's own supply will replenish daily.

✞ On The Highway Back To Hell - 200GP

This motorcycle and sidecar combo is sturdy enough to survive at least one hit with an RPG, and fast enough to drive on walls for a time. The aesthetics of these two are designed to your specifications. Gas tank never runs out.

Death Hauler - 400GP

✞ Overdose: How's That new Coffin Working out for You?

A small gothic coffin, loaded to the brim with an impossible amount of weaponry. At least five missile launchers, two machine guns, and even a compartment for holstering two handguns. If this selection isn't to your liking, you may instead gain 1000GP (Gun Points) to redesign your coffin's components in the Guns section. If that wasn't enough, this coffin contains its own ammo manufacturing mechanisms. It's uncertain what it's making all this out of, but over time it gradually restocks its own ammo supply with seemingly no intake. The coffin even contains its own artificial human brain, that keeps all the mechanisms running smoothly, and allowing you to operate this coffin through intent, without the need for physical input. This brain can only operate weapons you could conceivably wield without it.

[PERKS] : [ITEMS] : [ALLIES]

- DISCOUNT SUPERIOR -

✞ The Way Of The Samurai - 100GP

A special Japanese katana. You seem to be wholly incapable of breaking it with your own strength, no matter how absurd. The strength of your own swing is always translated fully through this blade.

✞ Fine Dining, Finer Flying - 200GP

This enormous blimp is completely bullet-proof and missile-proof from the outside. The interior of this blimp resembles an ornate dining room. This blimp can be destroyed from the inside, but only if done intentionally.

On Top Of The World - 400GP

✞ Overdose: I Never Thought You'd Make it This Far

This bizarre structure resembles a strange blue sphere, partially enveloped in an enormous mass of alien flesh. This structure seems to warp gravity in its proximity, allowing for the creation of physics-defying architecture, or simply traversing the surroundings without any regard for up and down. When in contact with the sphere, you can control it like liquid to protect yourself, or to pull people into the hollow sphere itself. If you can't dispose of them before they leave this space, they can easily find their way back out. The structure is suspended mid-air, but cannot be moved. You can choose where it's located at the start of each jump, attach it to a property already following you between worlds, or you could just leave it in your warehouse.

[ITEMS] : [ALLIES] : [DRAWBACKS]

You know as well as anyone how eager humans are to betray one another. Knowing that, you're still willing to trust again? With the exception of the last three in this section, any of these may be bought multiple times.

Visitors From The Other Side - 50GP

✞ Pre - Timeskip: Old Faces

Import a companion you already had into this world, or make a new one entirely. These gain 600GP (Grave Points), and 200GP (Gun Points) each.

Residents Of The Land Of The Living - 100GP

✞ Pre - Timeskip: New Faces

Take a character from cannon as a potential companion. You start on good terms with them, and may take them on your chain, with their consent. You cannot take Dr. T or Dr. Laguna Glock as companions through this option.

Expendable Mooks - 200GP

✞ Pre - Timeskip: Lackeys

A group companion of 12 competent, but ultimately average humans. They take up a single companion slot, and purchases are divided among them. If linked with the pre-timeskip jump, you can either keep the two groups in two different companion slots, or merge all 24 into a single slot.

✞ Hired Monster Muscle - 400GP

A loyal pack of 12 Orgmen, programed to follow your orders at all costs. They share one companion slot, and purchases are divided between them. Discounted 50% off with Dr. Glock.

Dr. T - 400GP

✞ Pre - Timeskip: Tokioka

A brilliant scientist behind the initial Necrolyzation project. He loathes the suffering he has caused, in repentance, he is now supporting the revived Brandon Heat, in his efforts to destroy every trace of this technology. You receive a discount on Necrolyzer, among other things, by taking this. This option is discounted 50% off for Loyalists.

Dr. Laguna Glock - 600GP

✞ Pre - Timeskip: Glock

A former understudy to Dr. T, and the Syndicate's head of development, for their infamous Orgmen and Superiorization technology. His inferiority complex towards his former mentor leaves him willing to cross every ethical line possible for scientific progress. You get a discount on Superior, among other things, for taking this. This option is discounted 50% off for Usurpers.

✞ Who? - 100GP

A mysterious girl with pink hair, and a pink outfit resembling a magical girl, or a stage idol. You're likely to find posters advertising this girl, simply known as *Who?*, but none of them actually explain what she's famous for. To make things more confusing, she doesn't seem to know either. She has no memories of her past, assuming she had one to begin with. In any case, she's decided that she trusts you, and would like to stay by your side. She gains no Grave Points or Gun Points, but she receives *What?*, *Where?*, and *Why?* for free, and has to take *When?*, and *Do Not Use* for no points.

[ALLIES] : [DRAWBACKS] : [END]

The path to great power always comes at great sacrifice, but you already knew that, didn't you? You may take any number of these drawbacks to gain up to 1000 Grave Points, or 400, for imported companions.

Destroyer In The Dusk + 0GP

- ✞ Pre - Timeskip: Dusk of the Destroyers
- ✞ Overdose: I Thought it was all Over

The continuity of this jump has been linked with one or more of the other Gungrave jumps. Regardless of your choices here or there, regardless of your actions here or there, events will transpire so that all linked jumps start off in a state roughly the same way as canon.

Purchases shared under different names between the linked jumps will act as the same purchase. Making those purchases in one jump is the same as doing so in the other. You won't get the version from that jump until you visit it yourself, but at least you don't have to pay for it. Purchasing the equivalent of a purchase from a linked jump you've already visited will give you both versions of that purchase at once.

Call Him Grave + 50GP

- ✞ Pre - Timeskip: Signature
- ✞ Overdose: The Name's Billy.

Whether it was given by birth, or just a nickname, everyone insists on calling you some ridiculous name. Usually something incredibly unsubtle, relating to your most apparent character traits of archetypes, or maybe it's just a bunch of vaguely impressive english word strung together. This is mandatory, If you linked this jump to the first Gungrave jump and bought the same drawback there, but you still get GP for it.

✞ Pound For Poundmax + 100GP

A lifetime of reckless eating has left you so obese that it's a miracle you can even stand on your own two feet. This doesn't mean you can't have muscles under all that fat, but your arteries are going to give out if you keep this up.

✞ Bushi-No! + 100GP

You've sworn yourself to Bushido, the way of the samurai. The problem is that you've already broken every tenant of this code. Your own self loathing leads you to continue following this code of honor to self-destructive ends.

✞ Mr. Brick Wall + 100GP

You're completely mute. Not only can you not speak, you don't even emote, and you won't bother trying physical gestures until someone reminds you. This forces you to bottle up all your feelings inside, until you finally burst.

✞ Where did This Even Come From? + 100GP

You're an unrepentant sadist. You gain an almost sexual rush when you inflict physical and emotional agony on someone. You can suppress this, but this will cause your own insecurities to swell up and smother you, taking a toll on your energy, confidence, and eventually your sanity.

✞ When? + 200GP

Something has managed to fragment your memories. At first, it'll be total amnesia, but over time, bits and pieces will come back to you, along with all the emotions within. Sometimes this will let you experience happier days of the past, others, you'll be forced to relive the worst tragedies of your life.

✞ Ratta Tat Splat + 200GP

It appears that anyone who qualifies as your enemy in this world has infinite ammo, and never needs to reload. Inconveniently, you, and all of your allies are forced to use guns in the way that they actually work.

✞ This Is Your Brain On Seed + 200GP

You're a hopeless Seed addict. Not only does this put you in the Syndicate's pocket, overindulgence will cause you to lose your mind, or worse. Though, some argue that dealing with the withdrawal symptoms is just as bad.

✞ Do Not Use + 200GP

The world refuses to let you make meaningful changes to anyone or anything important. Every time you run the risk of changing the plot, even indirectly or unknowingly, the changes will backfire, making everything worse, and leaving you to suffer for it, in one way or another.

✞ Bloody Harry + 300GP

You have genuine difficulty devising solutions to your problems that don't involve killing, no matter how small or mundane the problem is. Violent solutions come so naturally to you that you barely even notice this trend.

✞ You Only Have Yourself To Blame + 300GP

For some reason, you've been falsely accused of treachery by the Syndicate, who has decided to pull out all the stops to see you buried you. Absolutely nobody, aside from your close friends, will believe your pleas of innocence.

✞ I'm Sorry + 300GP

By taking this drawback, you've ensured that every non-companion from this or previously linked jumps that you've gotten close with will certainly die before your ten years are up. Regardless of your disposition, you'll feel the weight of each loss, but you'll have to endure. You can take deliberate action to spare at least one of these people, but you will have to die in their place, ending your chain.

✞ Beyond Forgiveness + 300GP

Beyond the Grave has set his sights on you, along with Harry McDowell. You can't persuade him to stop by any means, and he's armed with special made bullets that can do as much damage to you as they do to Orgmen. If Brandon, and Harry are alive when the Syndicate turns on the latter, then the three of you will meet up in their old hangout, and finally make amends.

So, it's finally over, is it? Or perhaps, there's still quite a bit more of this story to tell, making this is nothing more than an intermission. Whatever the case may be, where will you go now?

"Harry McDowell"

✞ Go Home ✞

So… that's really it, you're really done? You've decided to end your chain, and return to your home world, with all that you've acquired thus far. Is it presumptuous to assume that your time here has shown you the folly of unchecked ambition? I'd like to hope that was a lesson learned.

"Brandon Heat"

✞ Stay Here ✞

They mean that much to you, the people here, your family. You will surely protect them, and never think to betray those dear to you in this world. You'd be the one who suffers in the end otherwise, as you are deciding to spend the rest of your days in this world.

"Welcome Home"

✞ Move On ✞

Nothing too surprising. I'd go as far as calling it an inevitability. Still, even a predictable step forward is progress all the same. As you may have done many times in the past, you will move to yet another world to prolong your journey. Who knows, you may be back here sooner than you expect.


GUNGRAVE



Part 3: OVERDOSE

Briefing

+1000 Grave Points

Your purchases from previous Gungrave jumps may affect certain purchases below.

"Mother…
I thought it was all over…
But now the nightmare is starting again…
Can you forgive me for fighting?
For waking him again?
Please… Watch over me, Mother…"

Five years ago, a war was fought, in the autonomous city, Billion. One man rose from the dead, to take on the immeasurably powerful criminal organization: Millennion. They reverse-engineered alien technologies to solidify their strength and influence. In spite of that, the deadman won.

However, from the ashes, a new organization rose, known as the Corsione Family. They stole and improved on Millennion's destructive technologies, in the name of material gain. However, the Corsiones have far less control over the alien substance: Seed, than any of them realize, barring the brilliant and ambitious Garino Corsione, the Don's adopted son. Given the precedent set by Millennion's own rising stars, I'm sure you can guess how that will end.

Hope shall be revived at the hands of Mika Asagi, the secret daughter of Millennion's selfless founder. She will risk life and limb to reawaken the dead sweeper that protected her, and crushed the corrupt Millennion organization:

The man known as *Beyond the Grave*.

Stages

Roll 1d8 or pay 50GP to choose your starting location for this jump.



Gargoyle Hotel — Rolled 1

A luxurious high-rise hotel. The place is swarming with mobsters, and run by a shamelessly greedy accomplice to the Corsione's Seed trafficking. This hotel is about to be sieged simultaneously, by three undead gunmen.

Rolled 2 — Seed Hunt

Not exactly any one location. With this, you can choose one of the Corsione's three major Seed distributors: a supermarket, a warehouse at the docks, and a casino. Unsurprisingly, the people here are armed to the teeth.

The Dark City — Rolled 3

An enormous labyrinthine city. There's hardly a safe street in this city, but if you're picking a fight with the Corsiones, you'll find plenty of groups like the Gatou gang, who are less than pleased with the competition Seed provides.

Rolled 4 — Metaslica Imperial University

Likely the safest location on this list. This ordinary college campus is situated on the Metaslica Peninsula, a renown scenic tourist spot. It also happens to be the Corsione's center of operations. Still, the school itself is safe, for now.

The Mansion — Rolled 5

You start of in the mansion of Denito Corsione, the Don of the Corsione family. Well, one of his mansions, you either start in his private home, or one of his hidden strongholds. They're all equipped with equally lethal security systems.

Rolled 6 — The Laboratory

A mental hospital under the Corsione's ownership This is actually a cover for the Corsione's R&D department. All of their technological advancements come from here, and further within, lies the origin of all that technology.

Forgotten Graveyard — Rolled 7

A seemingly abandoned cabin in a field of gravestones. As you arrive, several armed men are sieging this cabin, in pursuit of one young girl. Soon, an undead legend will step out of that cabin, making his presence known again.

Rolled 8 — Your Call

If you rolled this, you can choose any of the previous locations at no cost. Optionally, you can start this jump inside the massive armored truck used by Mika Asagi, Spike Hubie, and their undead allies, as their mobile HQ.

Biology

Your body for this jump. You may only choose one, with the sole exception of Seed Treated.



Human

This is what you'd call the vanilla option. Your strength is average, your durability is average, and you don't have any special supernatural powers. Although, you do seem weirdly comfortable dealing with people who do. This is only accounting for your base stats. You may, and likely do break all of these rules when we consider your abilities from outside of this jump, but otherwise, this is the baseline you're working with.

No Cost

Clone

You are a genetically engineered clone, made by the hands of Garino Corsione, in his own image. You were created to be his intellectual equal, but you fell short of his expectations, and you were thrown away, just like your "brother" Spike. You aren't under the same psychic link with Garino as Spike, but your loathing is no less intense. Aside from inheriting a fraction of Garino's intelligence and scheming ability, you're still just a regular human physically.

No Cost





Orgmen

One of the more iconic technologies stolen from Millennion. They possess the same superhuman body and limited shapeshifting as their predecessors. However, those made by the Corsiones are… different. Their intelligence is arguably greater than that of humans, but they're kept under control by communal consciousness they all share. If you maintain your enslavement to the alien consciousness, you receive 100GP, otherwise, you pay that much to take this.

+/- 100GP

Prototype

Your patchwork body distinguishes you as one of the prototypes for Necrolyzation technology. You're regeneration isn't quite on the same level as modern Deadmen, but your strength and durability blow Deadmen, Orgmen, and even the dreaded Superiors out of the water. Your abilities are equal to that of a Deadman in all other regards. Unfortunately, you also share their need for full-body blood transfusions to stay active. Hopefully you have a capable supplier.

200GP





Deadman

A term coined to describe a corpse revived with their strength and skills intact, thanks to the Necrolyzation process. Your strength, speed, and agility are all clearly superhuman, and your durability and regeneration make you all but immortal. The tragic drawback to this body is the need to replace your entire blood supply every 2 weeks, unless you want your body to fall apart. Only one Deadman has been documented to have circumvented this weakness.

200GP

Ghost

Yeah, just a ghost. No scientific explanation this time. Your death came under tragic circumstances, so you came back as a ghost, haunting one of your belongings. You can turn invisible at will, and aside from the object you haunt, you're completely intangible. You'll pass on if this object is destroyed, but to avert that scenario, you've modified that object into a durable lethal weapon. Take *Couldn't Even put my Arm Around Her Shoulder*, for no points.

500GP



Seed-Treated



200+ GP / Per

Your body has been subjected to experimental Seed. This has given you some beneficial mutation, described in the appropriate section, but requires you take the Handicap: *Hell Awaits you Just the Same*, for no points with each purchase. This may be purchased multiple times, or even alongside other Body options.

Faction

Choose one. If you didn't link jumps, your gender is unchanged, and your age is determined by a roll of 3d8 + 5. Pay 50GP to change either.

Independant

You're going to exploit the world, for yourself. Fame, power, recognition, a good paycheck, a good fight, these are the things you value. You couldn't care less about the Corsione's honor, or the fate of the world. As long as you go to sleep knowing you've been given your fair share, you're content. Not necessarily selfish, just personally disinterested in faction politics.





Loyalist

You're going to save the world, for humanity. This isn't just about revenge anymore. The Corsione's unchecked ambition really will destroy the world. You may be traveling alone, or with friends, but you are not alone in your goal. You've been on a crusade these past few months, against the Corsione's Seed trafficking operations, with only incremental success.

Usurper

You're going to ruin the world, for the Corsiones. Bloody Harry was a fool, possessed by the Seed that was supposed to be the key to prosperity. The Corsiones are different, you're sure of it. You've allied with the Corsione family, maybe as just a faceless mook, or one of their elite guards. Whether you see a future in Seed, or just a steady paycheck, the Corsiones can deliver.





Skills & Abilities

No discounts for Body or Faction.
Certain perks can be discounted under specified circumstances.

Endless Roller Coaster

Free for everyone

Slightly more Free with Family / Scooby Do

The Gungrave Overdose soundtrack will follow you around without any apparent device. Nobody will find this strange, but you can toggle this off and on, if this OST isn't to your liking.

Awesome

Free for everyone

When you strike a pose, short of destroying you, there's no force that can knock you out of it. That doesn't mean you're any more resistant to injuries. As an added bonus, your poses are always stylish, even when they're completely improvised.

Shut Your Cakehole Kid!

50GP for everyone

In any non-english speaking environment, you have the option to toggle on an "english dub". This only works if you can understand the language. Those speaking a language you don't know won't be translated. The quality, accuracy, and overall clarity will vary on a jump-by-jump basis, ranging from faithful and high-quality, to so terrible that not even the VAs can stop themselves from laughing between lines. Nobody notices the switch, but everybody somehow stays on the same page, no matter how many times you toggle this.



Mastery with any one kind of weapon scales to mastery of hybrids of that weapon. Being an expert gunmen or swordsmen, if not both, would let you master both aspects of a gun sword, no matter how awkward the fusion. Free with *Hybrid* from the Gun table.



Strong enemies you kill will almost always explode when they die, even if there's no reason for it. These explosions won't cause any damage to the surroundings, or even the corpse, if you don't want it to. If the enemy is strong enough, these blasts can be devastating.



Weapons you fire have infinite ammo. As long as you have any amount of ammo physically on hand, you can keep firing without ever actually expending any of it. Even applies to any specially made ammo. The free version only applies to weapons purchased in Gungrave jumps, even if you haven't linked their continuity with this one. For 300GP, or free, if you bought the equivalent of this perk from previous jumps, this will apply to any projectile weapon you pick up.



Skills & Abilities

Discounted 50% off to Humans.
100GP perk free for Humans.
Full price for everyone else.

All Grown Up

Base price: 100GP

You have no trouble developing physically or mentally, or helping others do the same, under harsh conditions. You'll lack some book smarts, but your social skills and common sense won't be hampered.

Puppet Collection

Base price: 200GP

Those who are stronger, or who think they're stronger than you, have a weird habit of listening to your orders, and wanting to protect you. Doesn't necessarily mean they'll go against their own best interests.

The Life I've Been Given

Base price: 400GP

You can give up more from your body than you physically have to give, as long as it's for the sake of somebody you care about. Your concern lets you bypass any issues of biological compatibility.

I've Really Enjoyed This Chat...

Base price: 600GP

You have plot armor proportional to how bravely you seem to live. If it looks like you have no chance of beating an enemy, but oppose them anyway, being harmed by them becomes equally impossible.



Skills & Abilities

Discounted 50% off to Clones.
100GP perk free for Clones.
Full price for everyone else.

My Stupid, Failure of a Son

Base price: 100GP

Whenever you fill the role of a person's clone in this or future worlds, you pass as that person for any automated forms of identification. You also inherit a degree of their skills, personality and intelligence.

They Meant Nothing to Me...

Base price: 200GP

When you betray someone, if the damage done was minor and unintentional, they'll often just laugh it off. Friends are quick to sense when you're lost in your own hype, or pretending to be the bad guy.

My Little Copy

Base price: 400GP

You can enter any future jumps as a clone of any character from that world. This won't give you any special powers, but will likely tie you into their history. Nobody will ever doubt you, if you reveal this.

Intelligent Slave

Base price: 600GP

You know how to clone yourself or others. Clones of companions share a companion slot with the original. Cloning them with their powers increases the time and resources needed significantly.



Skills & Abilities

Discounted 50% off to Orgmen.
100GP perk free for Orgmen.
Full price for everyone else.

Connected to a Higher Plane of Existence

Base price: 100GP

Hive minds aren't particularly bothered by you exhibiting free will or individuality whilst being connected to them. Or if they would be, they don't seem to notice you, unless someone else points you out.

Sold Your Soul to Seed

Base price: 200GP

You have an alien charm that lets you propose really suspicious or inhuman offers, and have them be seriously considered. This also removes any physical tells you might have had before.

You Fought Well, But You Will Fight No More

Base price: 400GP

If an enemy's attacks don't appear to work on you the first time, unless abnormally brave, they'll get the impression that you're invincible. Just your presence can change the tide of battles.

Another Victim of Seed

Base price: 600GP

Your biology is far easier for you to replicate and mass produce than before, whether entire body parts, or bodily mechanisms. It's almost impossible for those you don't permit to replicate your biology.



Skills & Abilities

Discounted 50% off to Prototypes.
100GP perk free for Prototypes.
Full price for everyone else.

The Strongest of us All

Base price: 100GP

You possess absurd physical strength. You'd toss around a shot putt like a ping-pong ball. You can wield even the most ridiculously huge firearms one-handed, without even noticing the recoil.

Guarding the Gates of Hell

Base price: 200GP

Injuries you deal are highly resistant to healing. For beings with abnormal regeneration ability, their own body will turn against them, worsening the injury in an excessive effort to heal the wound faster.

Not... Finished... Yet...

Base price: 400GP

At any time, you can trade any regenerative ability you have for pure durability, and vice versa. You can't do this during times when you're making extensive use of one or the other.

An Impressive Trail of Destruction

Base price: 600GP

You can turn anything into an effective lethal weapon, just by hitting it hard enough. Not just objects, but hitting the ground could quickly call up dozens of concrete pillars to trap or skewer your enemy.



Skills & Abilities

Discounted 50% off to Deadmen.
100GP perk free for Deadmen.
Full price for everyone else.

The Nightmare is Starting Again — Base price: 100GP

You're at peak performance the moment you wake up. You will immediately grasp the situation, and what you need to do, once you're conscious. Your body doesn't degrade from oversleeping.

A Blind, Dead Soldier — Base price: 200GP

Every time you lose one of your senses, your remaining senses boost themselves to make the lost senses redundant. This also lets you sense abstract things, like telling when someone's lie "smells" fishy.

I Don't Need This Piece of Junk — Base price: 400GP

By tossing aside your own weapons and fighting bare-handed, you become completely immune to projectiles, barring explosives and such. Also lets you dash around at superhuman speeds.

Kutaba Ryu Meditation — Base price: 600GP

Your self-discipline has allowed you to tap into supernatural energies within you. You can control ki flames, launch yourself through the air, enhance your body, or quickly heal yourself, among other effects.



Skills & Abilities

Discounted 50% off to Ghosts.
100GP perk free for Ghosts.
Full price for everyone else.

Come on, Casanova

Base price: 100GP

You know how to make all your attacks more fun, with no loss in effectiveness. You always know just how to enjoy yourself during a fight, and by extension, how best to piss off your attackers.

Everything Passes Right Through

Base price: 200GP

Small objects on your person can't be damaged by aimed attacks that aren't targeting them specifically. Bullets just fly right by them. Doesn't apply if you try to use said objects as a shield.

This is Going to be my Best Gig Ever!

Base price: 400GP

You can weaponize any object you lay your hands on that you hold a thematic affinity with. For instance, a ladies-man rockstar could throw exploding roses, or turn speakers into sonic cannons.

On my Last Guitar String

Base price: 600GP

You can summon items from out of your warehouse from thin air. You can just pull out smaller objects from any unobserved part of your body, but for larger items, they just seem to fly in from "off-screen".



Skills & Abilities

Exclusive to Seed Treated.
Only one of these perks may be taken per purchase of Seed Treated.*

A Very Delicate Balance

*Free, Seed Treated

Your body no longer requires external sustenance or intake of any kind. The Seed within you takes care of those functions. The Seed even handles replacing blood that has been lost or made unusable.

Thanks to Seed, I can Move

*Free, Seed Treated

The speed, strength, and reflexes of a small part of your body have been enhanced. The smaller this area, the greater the potency. With just an enhanced eye and arm, you could catch dozens of bullets with one hand before even a Deadman attacker could blink.

No Expendable Goon

*Free, Seed Treated

In addition to any passive regeneration you may already have, with a few seconds of concentration, you can regrow limbs or organs in an instant. The energy for this process can either come from you, or from external machines. In the latter case, you'd be able to heal at these same speeds passively, as long as the machines are intact.

No Place for You to Run

*Free, Seed Treated

You can release countless flying drones that fire small bullets at enemies. You can also make kamikaze variants, that explode on impact. You can spawn twelve or so more drones every few minutes.

Top Class Designated Hitter

*Free, Seed Treated

You can spawn prehensile tentacles from your body. These tentacles are strong, and can burrow through the ground at insane speeds. You can even coil tentacles up to launch as exploding missiles. Lost tentacles regrow immediately.

What the Heck is That...?!

*Free, Seed Treated

Seed has affected your body's adaptability. You can graft any biological or biomechanical parts to your body without the slightest issue. Attaching a new part to yourself lets you instinctively make full use of that body part, including any inherent mechanisms, even if it shouldn't be remotely possible biologically. This doesn't impede your immune system in any way against actual threats.



Skills & Abilities

Discounted 50% off to Independants.
100GP perk free for Independants.
Full price for everyone else.

No Need to get Violent

Base price: 100GP

You're excellent at stalling to make your escape. When your life is at someone else's mercy, you'll often get those few extra seconds needed to make your escape. Also improves ability to play dead.

We Did Quite Well, Considering Our Opponent

Base price: 200GP

You're an undisputed master at whipping underlings into shape. You can train troops to fight like one soldier operating many bodies. They act with such perfect coordination, that you'd think they really were.

We Were Hired For this Job For a Reason

Base price: 400GP

You and your troops always hold a distinct advantage against those who've never fought trained soldiers. Their competence drops like a rock, while your group's skill skyrockets, and your attacks hurt more.

They Were Laying For us, Man

Base price: 600GP

You can mark certain locations as "spawning areas". These areas will start spawning armed mooks to attack any enemies that enter. Their quality and quantity depends on the influence you hold in that area.



Skills & Abilities

Discounted 50% off to Loyalists.
100GP perk free for Loyalists.
Full price for everyone else.

Where to Next?

Base price: 100GP

You have a strange talent for keeping an eye on your allies when acting as support, as do your allies. If one of you can contact the other radio, they can somehow see the entirety of their surroundings.

No Choice but to Attack

Base price: 200GP

You have the ability to charge any type of attack to increase its destructive potential. Whether it's your bullets or your fists, taking the time to charge the attack can at most triple its destructive power.

Just What I'd Expect From a Couple of Kids

Base price: 400GP

Running in guns blazing from the front is an oddly effective strategy. Organizations you face can be broken up into "stages". Beating all of them will topple the organization, with no chance of recovery.

Let's Put'em on the Team

Base price: 600GP

You and those you fight alongside share an empathetic link. When you get angry, they get angry, when you get a second wind, so do they. When you succeed in a mission, they achieve similar success.



Skills & Abilities

Discounted 50% off to Usurpers.
100GP perk free for Usurper.
Full price for everyone else.

When you Have Everything

Base price: 100GP

When you're bored with the life you've lived, you always have some idea of how to invigorate yourself. These solutions may not always be the most morally sound, but they will always serve their purpose.

I Have Acquired so Much

Base price: 200GP

Throwing inordinate amounts of money at your employees will speed any project up, and make the impossible slightly less so. Researchers become more competent, materials suddenly become better, etc.

The Power to Create Life… And to Take it Away

Base price: 400GP

With enough time and practice, you can convert any medical procedure you know of into a quick and simple injection. Without proper testing, these will almost always be horrifically dangerous.

I Was Practically a God

Base price: 600GP

You can telepathically contact and communicate with any hive minds or disembodied consciousness you come across. They always value you enough to offer fair deals for your assistance in their goals.

Special Perks

The following four purchases are different than any of the others. For starters, their prices. All of the following four options have an initial price of 3000GP. As you'd imagine, this is almost impossible to afford normally. The special nature of these make it manageable. For every purchase you make, tied to a certain fraction, the full GP costs of those purchases, disregarding any discounts, is deducted from the price of the appropriate option below. If you've linked this jump with one or both of the previous Gungrave jumps, this will extend to those purchases as well. Purchases linked across jumps are only counted as a single purchase. The costs of those will only be deducted once, rather than for each version. All of the purchases below have the capacity to "synchronize" with any of the capstones above, or any similar equivalents from future jumps. More on that in the notes section. Companions cannot purchase any of these Perks.





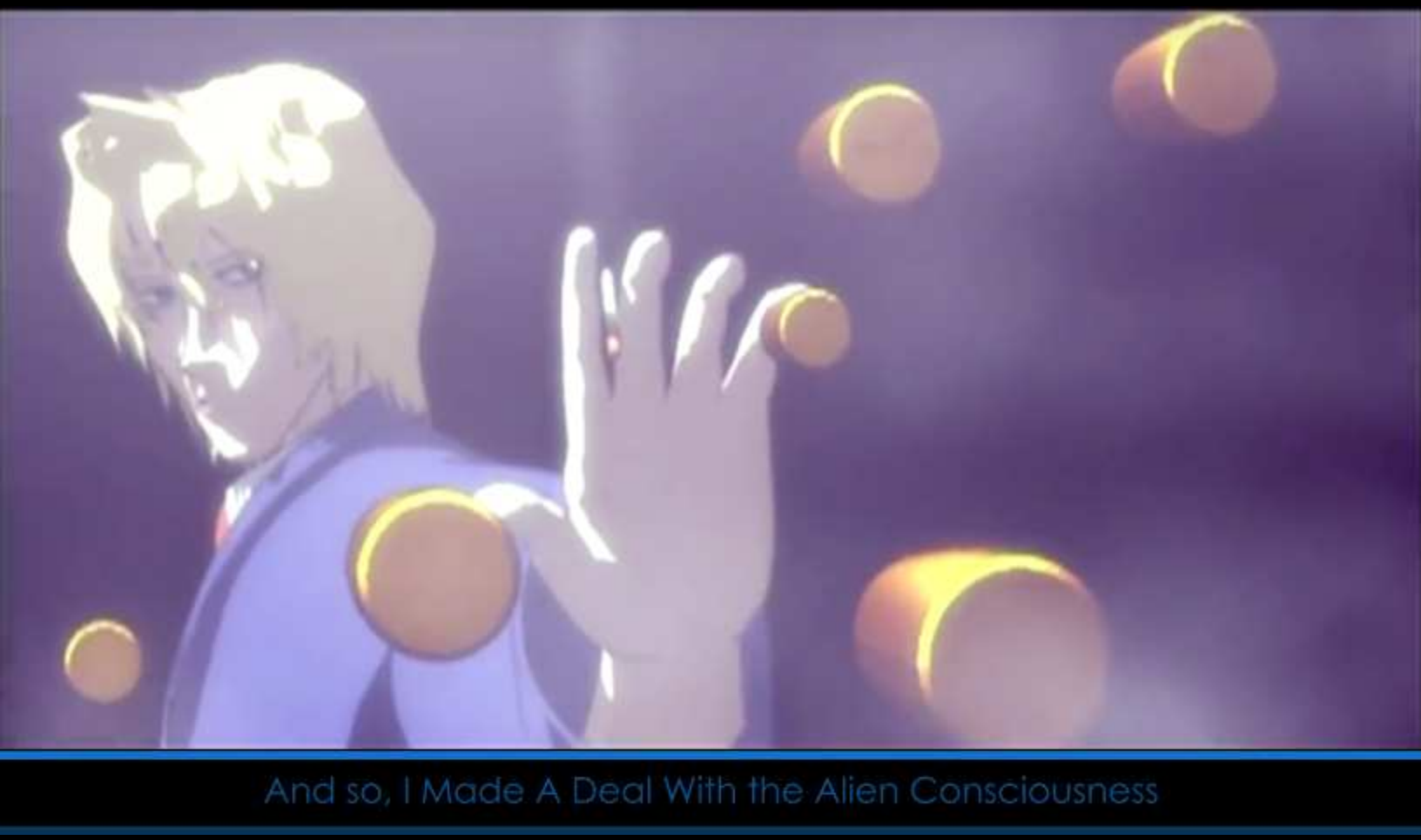
Cost deducted for *Independent* purchases.

Your true identity is the alien consciousness that has manipulated this world to spread your Seed for so long. As long as enough Seed exists to sustain your consciousness, you will live. You produce Seed from within your own, or any sufficiently infected bodies. Seed infiltrates a living host, analyzing their physical and mental state to find out how to best to modify their body to improve their chances of survival. A process you can control fully now, retaining all this information for yourself, and even controlling the mutations that develop. Those infected inevitably lose their mind, becoming an extension of yours, unless you'd prefer they keep their sense of self.



Cost deducted for *Loyalist* purchases.

Through all your struggles, you've forged a will that even defies the laws of physics. Any kind of fuel or expense that you'd have to rely on in a fight, can now be simply willed back to full. Anything from stamina, usable blood, supernatural energies, or even ammunition. You can keep all of these topped off, just by wanting it bad enough. In times when you're overflowing with fighting spirit, you can enter a state marked by a slight change in appearance, where all of these "fuels" are replenished the instant you use them, giving you an effectively infinite supply. These functions require an inhuman level of desire, at first, but as you get more accustomed to the feel of these, you may learn to use them on a moment's notice, or even passively.



Cost deducted for *Usurper* purchases.

Your own ingenuity, combined with the cooperation of the alien consciousness, has granted you tremendous psychic powers. Energy blasts, telekinesis, teleportation, among others. This, along with any other psychic powers you may have, grow in strength, capabilities, and applications over time. As any of your psychic powers grow, your mind will improve to match. Not only improving in intelligence, but even multitasking and perception. You can effortlessly handle any amount of input that your powers could give you, like stopping countless bullets while preserving their momentum, and suspending your enemies in the air, without even losing your train of thought.



A Little Gift Left Behind by Some Visitors From far Away…

Cost deducted for non- *Independent*, *Loyalist*, or *Usurper* purchases.

Not exactly a perk, but special all the same. This alien spacecraft was left behind on Earth, thousands, maybe even millions of years ago. It was reverse engineering this spaceship that all the impossible advancements by Millennion and the Corsiones became reality. While you could follow in their footsteps, if left fully functional, this vessel can be used to travel the stars at unbelievable speeds. This spaceship has the effect of enhancing any of the previous three Special Perks significantly, when utilized in its immediate presence.

No discounts for Body or Faction.
Certain items can be discounted under specified circumstances.

Equipment & Items



A New Organization — Free* for everyone

100% off* with Millennion / The Syndicate

You have a chance to take the Corsione family organization into future worlds. The organization is comparable to Millennion, but instead of ruling through fear or respect, they rely almost solely on technological might, making their name far more obscure globally.

*You only keep it if you seize control of the organization personally.
*If you've also accomplished the equivalent task in previous jumps, then the organization will be swallowed up into your Millennion.

I Told You That Getup of Yours was Too Flashy — Free for everyone

You receive a single unique outfit. It has no special qualities, other than always being taken seriously, and healing whenever you do.

I'm Putting the Hammer way Down! — 400GP for everyone

100% off with Answers / Life On The Road

You get your own heavily armored truck, containing a compact but cutting-edge laboratory. If the equivalent is taken in previous jumps, then this truck is twice as tough, and the equipment is easier to use.



You have effectively exclusive access to an abandoned cabin in the middle of a graveyard. Short of following you directly, nobody ever finds a reason to search here, no matter how easy it should be for them to track anyone or anything you hide here.



You have a smuggling route that runs through many wealthy businesses in any given city. You can smuggle anything through here, and while one of your "deliveries" might be intercepted part way, they'll never be tied back to you.



Through both witness accounts and baseless rumors, you have a legendary reputation as a freedom-fighting figure. Unless you want it to, these exploits will remain as baseless rumors, but you can easily tie them back to yourself, and receive the instant respect that entails.



You receive schematics to a factory that would be able to mass produce Orgmen within seconds of each other. The material cost for each Orgmen still just as immense. If taken with the equivalent item from a linked jump, then you get one already assembled machine.



You receive a mechanized coffin, containing 1000 Gun Points in weaponry condensed within. If taken for free with the equivalent item from a linked jump, you can instead overhaul that coffin by adding these stipends together for 2000GP of weapons.



You now own an abnormally high-tech pipe organ, attached to a small arena. Playing the pipe organ allows you to slightly distort physics to within that arena, slowing the enemy's bodies, teleporting your own soldiers in, launching beams of energy, raise force fields. Unfortunately, you can only do so much, your force fields can only take so much punishment, and these effects are painfully slow to take effect, and none of them will instantly win a fight. It doesn't help that your enemy needs to be inside the small arena for you to do any of this.

Discounted 50% off to Independants.
100GP item free for Independants.
Full price for everyone else.

Equipment & Items



Worth a Thousand Times its Weight in Gold

Base price: 100GP

You have a sizable supply of recreational Seed. This stuff is highly diluted, but that still makes it one of the most potent and addictive drugs on the planet. You could make a fortune with just a briefcase of it. Seed makes creatures stronger and more violent, but this is too diluted for any serious mutations to appear. Restocks monthly.

A Straight-on Attack Won't Work

Base price: 200GP

You own two oversized, and easy to steer bulldozers. The price point here comes from the fact that they're completely invincible from the front. They can be taken apart from the back or sides, but not even a nuclear blast would be able to scratch these front blades

You're not Leaving Alive!

Base price: 400GP

You can load a property you own to the brim with furniture that transforms into automated weaponry. Your house will transform into a death trap the moment an intruder steps in, while leaving your own allies completely untouched. If you don't have a property in mind, you will be provided with either a relatively successful business establishment, or a personal mansion.

Discounted 50% off to Loyalists.
100GP item free for Loyalists.
Full price for everyone else.

Equipment & Items



Seed Senses Seed

Base price: 100GP

What appears to be an oversized light bulb containing a demonic fetus is actually an effective Seed detector. This creation is able to detect the location and density of Seed, even from a distance. Post-jump, this will react to signs of any alien life.

Art, Beats, Go, Jackpot

Base price: 200GP

You possess your own collapsible HUD. This tells you your health and defenses at all times. It indicates when you have the energy or resources needed to perform a devastating special attack, in the form of a stylized skull. You also get an objective pointer to direct you towards your current target. As a final bonus, this keeps track of your combo score in combat, which is only really for stroking your ego.

Unwelcome Competition

Base price: 400GP

You are the leader of your own street gang. You're nowhere near the likes of Millennion or the Corsiones, but your information network, connections, and raw numbers are not to be underestimated. You could make a respectable income through drug dealings and the like, but you can direct your gang to less unsavory tasks, if you'd like.

Discounted 50% off to Usurpers.
100GP item free for Usurper.
Full price for everyone else.

Equipment & Items



More Money Then I Could Ever Use

Base price: 100GP / Per

You're absolutely loaded. For most who take this, you receive one million yules, with an added zero for each additional purchase. If taken by Usurpers, you only get this once, but receive an amount so arbitrarily large that you'd never be able to spend it all in this lifetime.

Do You... Believe Me?

Base price: 200GP

This ornate syringe will refill itself completely within a week of use. This is counter-seed, injecting it into one infected by seed will not only purge it all from their system, but reverse all but the most subtle physical or mental mutations. Post-jump, this will be able to purge any mutations or parasites in the same fashion.

Is There Anything This Guy Doesn't Have?

Base price: 400GP

A pair of unfairly capable robot tanks. Despite being light and mobile enough to dash across a room or even along walls at great speeds, they're sturdy enough to take countless point-blank rockets. They never need to actually stop firing in combat. The only way for most enemies to get close is just to take the infinite flurry of bullets and rockets. These easily differentiate between friend from foe, and will automatically attack the former, once the latter is out of range.

Character Selection

Buy new companions here, or bring in old ones.
Discounts applied only when specified.

Quite a Crew we Got Here — 50GP / Per for everyone

Import option. You can import companions from past worlds into this one. Given 600GP (Grave Points) and 400GP (Gun Points) each.

We Could Use the Company — 100GP / Per for everyone

With each purchase, you may choose a single living canon character to start the jump on good terms with. If you can gain their informed consent, they may come with you into future jumps.

Can Never Look Forward to the release of Death — 100GP+ / Per for everyone

You're not limited to living characters now. With each purchase, you may take a character from this world as a companion. This means they must take either the Ghost, Prototype, or Deadman body. Their price will be the price of their body, plus 100GP.

This Should be Quite Enjoyable — 200GP+ / Per for everyone

You have a group companion of two-dozen capable humans. They aren't superhuman, but they're loyal, and their teamwork is good enough to outmaneuver or outsmart many heavy hitters in this world.



You'd Know Absolute Power — 400GP+ / Per for everyone

You may take a sizable group of Orgmen as your personal slaves. Once they leave this world, their connection to the alien hive mind will be severed, but may form a far smaller one between themselves.

It's a Major Freak Attack Down There — 400GP+ / Per for everyone

Make or import two companions who receive discounts on Ghost, Prototype, or Deadman bodies. They have 800 Grave Points and 400 Gun Points. Some of their Grave Points must be spent on one of the discounted bodies, in order to be taken through this option.

Handicaps

Take on drawbacks in return for additional GP.
No drawback limit.

+0GP — **I Thought it Was All Over…**

Destroyers in the Dusk / Dusk of the Destroyers

Taking this will link the continuity of this, and any previous Gungrave jumps you've visited. Certain purchases from previous jumps will also give you certain ones here for free, and the reverse is also possible.

+50GP — **The Name's Billy**

Mandatory with Signature / Call Him Grave

The name everyone calls you by is completely ridiculous. It's either something as on-the-nose as *Zell Condorbrave*, or as over-the-top as *Rocketbilly Redcadillac*. Still pays out if taken mandatorily.



+100GP **Mr. Popularity**

You are blindness, paranoia, and anger, wrapped up in one grumpy package. You've been living with blindness for long enough that it's barely a disability anymore, but it magnifies your paranoia ten-fold.

+100GP **There's Nothing Left to Want**

You've been cursed with an insatiable boredom. The only way to satiate this boredom is through overt and extreme acts of selfishness and sociopathy, and you're well aware of this fact.

+100GP **Sooner or Later, the Earth Will be Overflowing**

You've been possessed by the alien consciousness' desire to spread the drug called Seed. You aren't completely under its control, but it will force an instinctual desire to spread Seed, one that can manifest subconsciously, if you aren't cautious.

+100GP **Only Survivors Have The Luxury of Feeling Guilty**

You're far too naive and trusting of others. Your optimism can, and often will, put you and your allies into otherwise avoidable danger. The betrayals you incur will never mean unavoidable death, but they will often result in excruciating pain for you, or those close to you.

+200GP

You May Think the Dead Feel no Pain

You attract injuries like a magnet attracts metal. Not only that, your sensitivity to pain and suffering in all forms is abnormally high. You can push through with enough grit, but you will never get used it.

+200GP

Anyone Have Experience Fighting Soldiers?

All of your enemies now have the fighting ability and competence of a trained soldier. Conversely, the capabilities of you and your allies has been reduced to those of complete amateurs.

+200GP

You Threw Away Everything When you Died

You share an emotionally charged past with Brandon Heat, whether one of shame or hatred. You're overwhelmed by the sensation that fighting Beyond the Grave to the death is the only way to let go of your regrets. These urges can be resisted with enough willpower.

+200GP / Per

Hell Awaits you Just the Same

Your body is struggling to maintain a crucial balance with the Seed inside your cells. Losing control at any time during this jump will see you mutate into a grotesque, violent, and completely mindless monster. If you or your allies can't find some way to reverse this transformation before the end of the jump, it will signal the end of your chain. This can be taken multiple time. By taking it once, you'll be fine as long as you set aside a fraction of your concentration at all times to suppressed it. The Seed becomes harder to suppress with each purchase, becoming completely impossible after eight times. With Seed Treated, your monster form can be an altform post-jump.

+300GP **Couldn't Even put my Arm Around her Shoulder**

You can't touch anything. You just phase right through anyone or anything you try to touch. Unless taken as a Ghost, the opposite is not true. The attacks of others can hurt you as normal. The exception to this intangibility is anything you need to touch to stay alive or protect yourself. You can stand on solid ground as normal.

+300GP **This Party has Gotten a Little Out of Hand**

Both Beyond the Grave's group, and the entire Corsione family want you dead or dissected, believing you have some kind of ties to the origin Seed. You cannot convince them otherwise, and can not leave this world until both factions are destroyed or disbanded.

+300GP **I Had to Get rid of the 'Original'**

A clone of you wants you dead. They share your powers, but not at the same strength. They are young, but will age to adulthood over the course of the jump. If you fail to kill them before that, their power will match yours. Not to mention any schemes they set in motion.

+300GP **Completely... Under... My Control**

Garino Corsione has somehow established a psychic link with you. This allows him to perceive through all of your senses at all times, but not vice-versa. Even worse, he can seize control of all of your motor functions at any time, puppeteering you with barely any effort. He can't read your thoughts, or make use of your powers, but he can stop you from trying to attacking him in any way. However, there's nothing stopping you from finding someone else to do it for you.

What comes next?
Decide the next step of your journey.

Save & Quit

Rest Your Weary Legs

Go Home.

In Memory of Those Left Behind

Stay Here.

Peace be With you, Until Your End of Days

Move On.





GUNGRAVE GORE

Gungrave VR / Gungrave GORE JumpChain...

...Will be written as soon as more information regarding Gungrave VR, and Gungrave GORE becomes readily available to me.

And y'know, assuming they have enough content for that to begin with.

So, for the time being, this is the notes section.

Jump by Gene

For all Gungrave jumps, any of the loyalties/origins can be taken as a Drop-In. Naturally, this is somewhat of a moot point following the first Gungrave jump, if you're sticking to a single continuity.

For Back (Part 1), if you're taking the parts 1 and 2 jumps as a single continuity, you will instead be shown a scene from near the start of part 2. If you're throwing in Overdose as well, then you'll receive a

flash-forward to that at the start of part 2. I leave it up to you to decide how, if at all this works for other jumps with a connected continuity.

I don't like to be picky about item imports. As long as you have something that's roughly the same type of object as one of your purchases here, I won't stop you from importing them at no cost.

Gungrave has this weird habit of introducing new names and terminology, for things that we've already seen, and then just acting like they've always been calling it that. Most notably, the name Millennion didn't show up until Overdose and the anime came out.

This didn't really make much of a difference in the pre-timeskip jump, but the events of the anime and the game differ slightly. A few designs were changed, the aliens plotpoint was (understandably) scrapped entirely from the anime. However, other than that, the event of the two are close enough that a healthy dosage of fanwank could conflate the two. Other than the endings. Since it won't really make much of a difference in the end, I'm letting you choose how much of the two respective sources contribute to the events you experience in-jump. That being said, Overdose is rooted firmly in the game continuity. If you want to link this jump to that, you need to have at least the base level of game content to make that work, mainly the whole alien thing. Still, you can just have that stuff in the background, and have the events of the anime play out mostly unchanged. How convenient that reanimation is such a prominent element in this franchise.


GUNGRAVE
GORE
©RED

Synchronicity

These are all the ways that the Special Perks (Part 3) "synchronize" when bought alongside capstone perks from this jump. This phenomenon isn't limited to capstones from this jump. As long as the results don't necessarily contradict the stated effects of either perk, these can potentially synchronize with any perks of roughly the same nature as the capstones here. The fourth Special "Perk" just gives all the affected perks a slight boost when it its proximity, so there's no point in elaborating on that any further here.



Their Goal Was to Multiply -- to Infiltrate Other Lifeforms

I've Really Enjoyed This Chat... - Your luck extends to your ability to infect. Even if a creature is supposedly immune to infection, you can still get a hold, if you hold genuine hope that you might succeed.

Intelligent Slave - You can use any of your clones as vectors for spreading seed, even if they aren't infected themselves.

Another Victim of Seed - Having experienced it all first-hand, you can reproduce any medical procedure performed on or with the help of Seed, barring those of a less tangible nature, like psychic powers.

An Impressive Trail of Destruction - In the midst of great destruction you cause, your Seed almost always falls into the hands of someone willing to spread it for personal gain.

Kutaba Ryu Meditation - You can focus Seed through your ki. Most notably, you can create spectral Seed beasts, to hunt down prey.

On my Last Guitar String - Since all those infected with Seed are technically extensions of your body, you can send your summon objects right to those bodies directly, instead of just your main body.

They Were Laying For us, Man - You can mix in a fair number of Orgmen with the mooks spawned from these areas.

Let's Put'em on the Team - You can share your empathic link with all those you've infected with Seed. However, this only works if they still have at least some form of individuality.

I Was Practically a God - Through a battle of mental power, you can subsume other hiveminds into yourself.

In The End, it's Only Our Strength of Spirit That Allows us to go on

I've Really Enjoyed This Chat… - The willpower you use for the Special Perk no longer needs to be sincere. As long as you are doing acts that appear to require great bravery and willpower, it will still count.

Intelligent Slave - The will and emotions of your clones now serve to fill your reserves, even if you're indifferent to their situation.

Another Victim of Seed - When you use machined to mass produce your biology, and you're appropriately fired up, you can use your willpower to drastically decrease the material cost.

An Impressive Trail of Destruction - You can inflict a seemingly infinite amount of damage on something, and it only seems to become more dangerous each time. You could call up iron girders from the ground, but no matter how many times you do this, the building's structural integrity is never affected. Only works when you're fired up.

Kutaba Ryu Meditation - Self-explanatory. Refilling your ki with will.

On my Last Guitar String - Rather than summoning the actual objects from your warehouse, you can summon copies of those items, that disappear as soon as they've served their purpose, or your will can't sustain them. You can summon multiple copies of the same object.

They Were Laying For us, Man - Regardless of your influence, if your spirit holds out long enough, you can spawn enemies infinitely.

Let's Put'em on the Team - When you get fired up enough to refill your various reserves your allied get just as pumped up, and their reserves fill as well.

I Was Practically a God - Rather than deals, hiveminds will be willing to perform favors for you, when you show them enough fighting spirit. Even if they lacked the very concept, this perk instills it in them.

I've Really Enjoyed This Chat… - Your bravery bolsters your ability to resist psychic influences. Even if your body is under complete psychic control, you could move just enough for one last spit in the eye.

Intelligent Slave - You can perceive through all the senses of your clones all at once, without being overwhelmed, regardless of distance. You can take control of their bodies at any time.

Another Victim of Seed - You can reproduce a small semblance of your psychic powers into others through Seed.

An Impressive Trail of Destruction - By releasing a blast that destroys the entire area, you and those nearby are sucked into a small hellish pocket dimension. You're all sent back at the conclusion of the fight.

Kutaba Ryu Meditation - You can use your ki and psychic energies interchangeable. If you don't have enough willpower for your ki, you can just use your intellect to use psychic energy to the same effect.

On my Last Guitar String - Your powers give you greater to control to the state that objects are summoned in. You could summon items in such a way that they're launched at your enemies, or summon them "primed" in some way, like arming a bomb when you summon it.

They Were Laying For us, Man - Rather than worrying about a specific place, you can teleport these mooks right to you. The amount summoned is determined by your influence in your current location.

Let's Put'em on the Team - They won't get psychic powers, but those you have a link with will have their intelligence raised to match yours.

I Was Practically a God - If you can get them to agree, you can connect your brain to hiveminds, to enhance your own powers with their inhuman brain power, without actually sacrificing your free will.