GUNGRAVE



This supplement is dedicated to the purchase of guns and gun-like items in any of the Gungrave jumps. This can be accessed from any of the Jumps, even if you didn't link 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 400 Gun Point stipend for each Jump. You can save unspent GP from stipends to use in later linked jumps. Spent ammo restocks weekly.



Base:
Here you choose the type of weapon(s) you're buying. Each base purchase can be modified individually in the next section.

Toy Gun [Free] [Part 1 Only]
A nonfunctional toy. Looks real enough to fool amateurs.

Melee [50 GP/ Per]
A small-to-mid sized melee weapon or shield, such as a sword, knife, bat, etc. With Bigger, it can be as large as a battle ax.

Tether* [50 GP / Per]
A special weapon type encompassing rope-like weapons such as whips or chains. This has some mechanism that allows you to extend and retract the length of this weapon at will.

Shield [50 GP / Per, One Free w/ Large Arm]
A large riot shield. Not indestructible, but as long as the shield holds, you won't even be pushed back by impacts.

Small Arms [50 GP/ Per, First Free]
A small, ranged weapon like a pistol or throwing knives. If the weapon is designed to be "disposable" like shurikens, then you receive an infinite supply you can keep on your person.

Drill* [100 GP / Per] [Parts 2-4]
A large mechanical drill. It is able to burrow through solid stone with ease. If combined with some Vehicle, you could burrow through the ground like a speedboat swims through water.

Medium Arms [100 GP/ Per]
A somewhat larger and likely more specialized ranged weapon, such as a shotgun, sniper rifle, or even an assault rifle.

Explosives [100 GP/ Per]
A replenishing supply of explosives. This can take the form of either thrown grenades or planted proximity mines.

Cybernetics* [100/200/300 GP Per] [Part 4 Only]
For 100 GP you receive a powerful prosthetic limb. For 200 GP, your entire body is mechanical, granting the size, strength, and durability of a tank. For 300 GP, this can go as far as replacing your lower body with a house-sized robot scorpion.

Thrower [150 GP/ Per]
This sprays some hazard or chemical over a large area in front of you. You receive 100 GP to select a Damage Type.

Large Arms [200 GP/ Per]
Much larger and more powerful ranged weapons. Includes miniguns, rocket launchers, grenade launchers, etc.

Drones* [200 GP/ Per] [Part 4 Only]
1-100 small flying drones for you to command. Hybridization and modifications are shared between all drones, but the more drones you have, the more their individual power is reduced. You can combine this with Cybernetic to receive two floating robot arms you can control as naturally as your real arms.

Air Strike [200 GP/ Per] [Part 4 Only]
Through unknown means, you are able to call powerful lasers down on several specific locations in your immediate vicinity simultaneously. Even if the laser doesn't hit directly, it will cause a small explosion at the point of impact. Despite coming from "above" you, this works just as well indoors as outside.

Cerberus Series: Left & Right Heads [200 GP/ Per, Discount w/ Doctor. T, One purchase only] [Parts 2-4]
Copies of Grave's iconic pistols. Despite their size, each bullet has enough force to make baseball-sized holes in steel.

Cerberus Series: Middle Head [200 GP/ Per, Discount w/ The Strongest of us All, One purchase only] [Parts 3-4]
The often forgotten third piece of the Cerberus Series. An enormous cross-shaped cannon that fires bullets the size of skulls. If you have the superhuman strength needed to handle the recoil, your shots can casually carve through tank armor.

Vehicle* [200 GP/ 300 GP/ Per]
Your own choice of vehicle, such as a jeep or boat. Nothing as large as a tank without a purchase of Stronger and Bigger. For an extra 100 GP, you can select an aerial vehicle instead.

Railgun [300 GP/ Per, Discount Ghost] [Part 3-4]
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.

Modifications:



You can pay GP to modify your weapons or receive detachable add-ons to the same effect. How exactly the modifications manifest can vary depending on the weapon. Weapons bought from any Gungrave jumps may be further modified during any other Gungrave jumps

Overheat [+200 GP/ Per, Once per Weapon] [Parts 2-4]
This weapon will rapidly heat up the longer it's continuously used. If you allow the weapon to overheat, it will be unusable until you take a few seconds to vent the excess heat.

Import [Free / 100 GP+/ Per]
Choose a weapon you already own to import as your base. It will cost the same as the closest equivalent Base. If the weapon in question is well beyond the capabilities of anything offered in this jump, you must pay 100 GP on top of that. Weapons bought from previous Gungrave Jumps can be imported at no cost regardless of functionality.

Hybrid Weapon [Free / 50 GP+/ Per] [Parts 2-4]
For 50 GP each, you may purchase two or more weapon types and combine them together in some fashion. You don't need to pay anything extra to add a starred (*) purchase to the mix.

Ordinary Object [50 GP/ Per, Free & Mandatory 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.

Basic Modifications [50 GP/ Per]
General enhancements to your weapon's capabilities.

- Faster - *Greater speed/ firing rate.*
- Stronger - *Greater impact/ durability.*
- Bigger - *More / bigger ammo / bigger weapon overall.*

Using a purchase of Small Arms as a baseline: One purchase of Faster would let you fire several shots with each pull of the trigger. One purchase of stronger would let it easily pierce through armor that would block regular pistol bullets. One purchase of bigger would let you upscale it to something closer to Medium Arms, or just add another barrel.

Damage Type [50/100/200 GP/ Per] [Parts 2-4]
For 50 GP, your weapon specializes in disorientation. Smoke, flash, chaff, etc. For 100 GP, this is some actively dangerous hazard like fire, shockwaves, electricity, lasers, ice, acid, etc.

For 200 GP, this can create puddles of a biological agent that can spawn hostile, short-lived, alien-looking creatures that home in on your target. Each puddle spawns a single creature.

Anti-Orgmen [200 GP] [Parts 2-4]
Your weapon or ammo is designed to disrupt Orgmen cells, making them shatter to pieces after a few seconds. Works on sufficiently weak genetically modified beings post-Jump.

Anti-Necrolyzer [300 GP, Discount w/ Glock] [Parts 2-4]
Your weapon or ammo is designed to disrupt Necrolyzer cells, causing them to decompose. Without treatment, they'll crumble to dust. Works on any undead post-Jump.

Anti-Superior [300 GP, Discount w/ Dr. T] [Parts 2-4]
Your weapon or ammo is designed to disrupt Superior cells. Superiors will crumble to dust within minutes of being hit. Works on any shape-shifting beings post-jump.