

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] : [GUNS]

- 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] : [GUNS] : [ALLIES]

- BASE -

Guns and gun-related items. Purchases here are made with Gun Points, rather than the Grave Points used in the rest of the jump. You can trade in Grave Points for Gun Points, but the reverse is not possible. You have a stipend of 200 Gun Points to start. All spent ammo restocks weekly.

✞ Pistol - 50GP / Per

A mundane pistol. Can be normal or derringer-sized. First Purchase is free.

✞ 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.

✞ Import Weapon - 100GP+ / 200GP+ / Per

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.

[ITEMS] : [GUNS] : [ALLIES]

- BASE: CERBERUS SERIES -

A set of unique handguns, made by some mad gunsmith. These weapons have enough strength to kill Necrolyzers, Orgmen, and even Superiors, simply due to the sheer force of the bullets.

✞ Cerberus Series: Left Head - 100GP

Can only be purchased once. A large black and white handgun. The bullets hit with enough force to make baseball-sized holes in steel or concrete. Other than the color, is functionally identical to Right Head. Discounted to half price with the purchase of *Dr. T.*

✞ Cerberus Series: Right Head - 100GP

Can only be purchased once. A large black and dark red handgun. The bullets hit with enough force to make baseball-sized holes in steel or concrete. Other than the color, is functionally identical to Right Head. Discounted to half price with the purchase of *Dr. T.*

- MODIFICATIONS -

With any of the bases you bought, you can pay more GP to modify them. The meaning of certain modifications may vary, depending on the weapon. Modifications may be installed directly into the gun, or take the form of detachable add-on parts.

✞ Ordinary Object - 50GP

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.

Special types of ammo designed to attack certain beings on both a kinetic, and a chemical level. Buying any of these for a weapon will give you a seperate supply of ammo, just for these rounds.

✞ Anti-Orgmen Rounds - 200GP

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

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. Discounted half off with purchase of *Dr. Laguna Glock*.

✞ Anti-Superior Rounds - 400GP

Bullets designed to disrupt the bodily composition of Superiors. Superiors crumble to dust within minutes of being hit. Works on any shape-shifting beings post-jump. Discounted Half off with purchase of *Dr. T*.

[GUNS] : [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.

[DRAWBACKS] : [END] : [NOTES]

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

[END] : [NOTES] : [OVERDOSE]

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.

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.

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.