
GUILTY GEAR
ギルティ・ギア

INTRODUCTION

+1000 GEAR POINTS (GP)

At the end of the 20th century, mankind discovered "Magic" which allowed them to tap into an infinite supply of clean energy. While this instantly solved the energy crisis on Earth, it wasn't long before governments began to experiment with Magic's militaristic applications. The result were bio-engineered weapons with magic infused into their very cells. These became known as "Gears".

Before long, the first conscious gear, Justice, was born. But Justice commanded the Gears to rise against their former masters. Without any means of defense against the superior Gears, humanity retreated to the brink of their destruction.

Over the next century, mankind and gears would fight in the 100-year war that would become known as the "Crusades".

In the 22nd century, mankind formed an elite unit of knights, the "Holy Order." Standing shoulder-to-shoulder with the single Gear that managed to escape Justice's domination, Sol. The Holy Order and Sol defeated Justice, sealing her away in a dimensional prison. But this is only a temporary measure.

It is now the year 2180. Fearing the resurrection of Justice, the United Nations announces the "Second Holy Order Selection Tournament" to find a champion who can defeat the weakened Justice for good. However, there is much to be suspicious about surrounding this tournament. There was no restriction on who could apply: children, the elderly, even notorious criminals. The reward for victory was stated to be the granting of any one wish.

Many powerful warriors from around the world arrive to participate. Some to for wealth, others on behalf of their country, some to investigate these clearly suspicious circumstances, and others just looking for any excuse to shed blood.

You'll be here for a minimum of 10 years but can linger for longer if you desire.

FACTIONS

You may choose a second faction for **50 GP** on top of their cumulative prices. The total amount of discounts you receive is unchanged, but you may freely distribute them between the two. Any faction may be taken as Drop-In.

UNAFFILIATED - 0 GP

A free spirit, unbound to any major faction. No powerful organizations to back you up, but also no major responsibilities to anyone but yourself. You may freely choose any starting location on Earth.

ASSASSIN SYNDICATE - 0 GP

Originally founded by the vampire known as Slayer to punish evildoers that the law would not, guided by the ideal of "Dandyism". Since being taken over by the assassin Zato-1, it has abandoned its noble goals in the name of profit. You start within one of their many bases across the globe.

JELLYFISH PIRATES - 0 GP (Female Only)

A small band of chivalrous sky pirates led by the charismatic Johnny. Barring the captain himself, only females are allowed to join. Their Robin Hood-esque reputation makes them popular with lower classes and even most police turn a blind eye to their activities. You start aboard their flying base the Mayship.

UNITED KINGDOMS OF ILLYRIA - 0 GP

A united alliance of more than twenty nations within Europe. This project is still in the process of being officiated, but once they are they will become a major world power under the rulership of three kings: Daryl, Leo Whitefang, and Ky Kiske. You begin somewhere in one of these component nations.

UNITED STATES OF AMERICA - 0 GP

The effects of the Crusades were especially damaging to the USA. However, they still have quite a bit of sway on the international stage, and their military power is still nothing to sneeze at. They are rapidly rebuilding to their former level of prosperity. You begin somewhere within the United States.

ZEPP EMPIRE / INDEPENDENT AIRBORNE STATE OF ZEPP - 0 GP

Originating from India, this continent-sized airship was constructed to serve as a refuge for those who disagreed with the UN's ban on "Black Technology". It quickly became a prosperous empire, albeit one built on the backs of a slave underclass. However, there are talks of revolution in the imminent future under the command of Sergeant Gabriel. You start aboard this airship.

POST-WAR ADMINISTRATION BUREAU - 0 GP

Originally created to assist with the reintegration of war veterans into society following the Crusades. They primarily use their seemingly unlimited funding and lack of oversight to pursue unethical weapons research, intelligence gathering, and the seizing or elimination of anyone or anything that could pose a threat to them. They have close ties with both the Assassin Syndicate and the Conclave. You start in one of their many branches across the world.

SANCTUS POPULI - 0 GP

The organization created by the Apostles who introduced magic to humanity. Despite not worshipping any deity or preaching any doctrine, their social, financial, and political influence rivals and perhaps transcends any other religion in Earth's history. They are currently led by Ariels, the first female Sanctus Maximus Populi in the organization's history. A little-known fact is that the Sanctus Maximus Populi gets the final say on any decisions made by the Conclave. You may start in any nation with a notable Sanctus Populi presence.

THE UNIVERSAL WILL - 0 GP

A godlike data organism created within the Backyard by The Original with a simple directive "to ensure the eternal happiness of humanity". However, The Original neglected to provide an objective definition for what a "Human" was. The Universal Will ultimately concluded that "true" humans did not exist yet, and those who currently call themselves humans were "redundancies" that must be eliminated at all costs. To this end they will soon begin creating information organisms known as "Valentines". Their power is godlike and many of their minions wield transcendent power in their own right. However, the Universal Will is possibly the least trustworthy individual in all of existence, hence why this is free to take. You may choose to start anywhere on Earth or in the Backyard.

UNITED NATIONS CONCLAVE - 100 GP

A shadowy organization led by four of the apostles who followed The Original and provided magic to humanity. They serve an advisory role to the United Nations. They are possibly one of the most powerful organizations in existence. Their information network is practically omnipresent, with nearly every notable government or organization being within their pocket to some extent. Not to mention their own mastery of magic. You start in any country with a significant Conclave presence, which is basically everywhere except Zepp.

THAT MAN - 100 GP

You have somehow entered the service of the most reviled terrorist in human history. The one who created Justice and destroyed Japan. Unlike most organizations, the servants of That Man can often be counted on one hand. However, he is one of the few people in this world who sees the full picture of what is actually going on. As the second most powerful magician this world has ever known, he is practically untouchable by all other organizations, not to mention the only being who seems to have an actual plan for how to combat the existential threat posed by the Universal Will. You start this Jump within That Man's private safe haven he carved into the Backyard.

BACKGROUNDS

You may choose a second Background for **50 GP**. The total amount of discounts is unchanged, but you may freely distribute them between the two.

WILDCARD - 0 GP

You are an unexpected variable. Whether that's due to nobody realizing the full extent of the threat you pose, or just because you are such a naturally chaotic individual that nobody is ever quite sure what you'll do next.

ROGUE - 0 GP

You're not exactly on the best terms with the law. Perhaps you're a chivalrous thief, a money-hungry assassin, a two-bit thug, a ninja seeking revenge, etc. You are necessarily a bad person; you just have a habit of acting outside the law.

HUNTER - 0 GP

Bounty hunting is a booming industry in this post-technology world. Some people chase bounties as a full-time job, while others just do it on the side when their main job isn't paying the bills or allowing them the freedom they require.

PHYSICIAN - 0 GP

With people getting into brawls left and right, someone needs to be around to patch them back up afterwards. You could either be a conventional doctor, or perhaps a more spiritual healer or shaman.

SCHOLAR - 0 GP

A seeker of truth, or perhaps someone who has found all the truth they need and wishes to weaponize it. Whether you are a sorcerer, an engineer, a mad scientist, or just one who pursues knowledge in all its forms.

KNIGHT - 0 GP

Some warriors fight for themselves; others only use their might for others. Whether that's your country, your family, or an organization like the International Police Force. Perhaps you even fought in the Crusades in your younger days.

SPECIES

You may only choose one species. You may choose age and gender freely as appropriate for your species of choice.

HUMAN - 0 GP

While this may not be what the Universal Will would consider "human", for everyone else I shouldn't need to explain this further.

GHOST - 50 GP / 100 GP

An ego that has somehow managed to linger in this world long after the loss of the physical body. In general, ghosts are incorporeal beings that fluctuate between tangible and intangible, visible and invisible. They have a limited ability to influence the physical world and can trigger strange hallucinations or other eerie phenomena. They can possess inanimate objects and even people, allowing them to twist and contort their physical form in strange and sometimes physically impossible ways. Ghosts can take a variety of forms. Whether it's a sickly girl, a hound of darkness, a floating sword, etc. For all their advantages, ghosts are actually quite weak individually, and even those who are exceptionally vulnerable to haunting can only be controlled in short bursts. For double the price you are an exceptionally powerful spirit like Raoh or S-Ko.

FORBIDDEN BEAST - 100 GP

A parasitic entity created through Gear cells and forbidden magic. You are an amorphous being bound to a human host. Whether in the form of their shadow like Eddie, their hair like Angra, their flesh like Cerberus, or something else entirely. You don't have to worry about your kind's short, pre-programmed lifespans. While your host's death will let you possess their body for a time, this will only keep you alive for a few weeks tops if you fail to find a new host.

MAGICAL FOCI - 50 GP / 100 GP / 200 GP / 400 GP

Under certain conditions, an inanimate object, location, idea, or phenomenon is able to gain a soul and eventually form their own personality and emotions. In some cases, this soul remains bound to the initial object, like Paracelsus or Roger, while in most cases they eventually (or sometimes immediately) acquire their own pseudo-spiritual body separate from whatever thing they were born from. If you choose to be one of the former cases you may use the **Weapon Builder** to design your body. It is believed that many beings labelled as "demons" or "yokai" are actually types of Magical Foci. There is an infinite variety of forms a Magical Foci can take. Some resemble humans, animals, monstrous beings, constructs, objects, chimeras, etc. How much you pay for this will determine the kind of power you can demonstrate, whether in terms of physical stats, magical talent, strange personal abilities, etc.

For **50 GP** your abilities aren't much different from a regular human. In fact, if not for your inability to age you might be otherwise identical to any regular human.

For **100 GP** you pose a threat akin to a mighty wild animal like a bear or a tiger. It'd take a large group of armed humans to threaten you.

For **200 GP** the threat you pose is akin to an elephant or a small dragon. Only inhuman warriors like those in the Second Sacred Holy Order Tournament could hope to challenge you.

For **400 GP** you are an exceptionally mighty entity and likely have a great deal of influence over others of your kind. You could probably take on a small army if you really wanted to, whether that be because you possess a mighty body like the demon king Inus, or mystical talent that let you casually disregard the usual limits of the art like Izuna.

MACHINE - 100 GP / 150 GP

You are a manufactured being. Either a completely artificial automaton or some kind of full-body cyborg. You have a wide variety of special functions like superhuman physical abilities, specialized scanners, hidden weapons, etc. For a small plus-charge you took a note from the Robo-Ky androids and are full to bursting with all manner of hidden functions that range in usefulness to limited flight and X-Ray vision to nonsensical functions like a deployable throne or a sword that transforms into a paper fan.

HOMUNCULUS - 100 GP / 200 GP

An artificial humanoid created through magic or alchemy. For the most part you are indistinguishable from a regular human, but you have an eternal sickly appearance and various oddities like pieces of metal jutting out of your body. Despite this, your physical strength and durability is well beyond most humans. You age substantially slower than most humans and can rapidly adapt to hostile environments. You require regular blood transfusions to function, but as long as you don't run out of blood you can rapidly regenerate from almost any physical damage or rot and even reattach severed limbs.

For **200 GP** you are a similar being to the Holy Knight Tyr. Your appearance is indistinguishable from a young human. You are tough enough to shrug off bullets, electrocution, magic swords, etc. and fast enough to catch automatic gunfire with your bare hands. You don't have to worry about blood loss, but if you become severely injured or exhausted, you will transform into an egg while you recover. This could take days, weeks, or even years to complete. With the right seals in place, you could be trapped in this form indefinitely.

BIO-WEAPON - 100 GP / 200 GP / 300 GP

You are one of the many failed attempts to create a bio-weapon rivalling the Gears, whether through black tech, magic, alchemy, cybernetics, or even demon summing. Whatever the method, you are one such creation. Your kind is often quite grotesque in appearance. Whether you resemble a greatly mutated human or animal, an animated mannequin, living slime, strange bipedal insects, etc. Sometimes these creatures rely entirely on their physical abilities, other times they have some biological abilities like flight, acid spit, laser vision, etc.

For **100 GP** the threat you pose is similar to an angry bear. For **200 GP** the threat you pose is similar to a rampaging elephant. For **300 GP** you are bigger than most buildings and can destroy a small town with relative ease.

VAMPIRE - 300 GP / 600 GP

Also known as "Nightless". A mystical creature that has existed long before the age of magic. Even when compared to Gears, their strength, speed, durability, senses, and regeneration are almost unmatched. Even entire limbs and vital organs are regrown almost instantly. Like traditional vampires, they have an almost bestial thirst for blood and find direct sunlight unpleasant. However, the latter is hardly debilitating and can be negated entirely with sufficiently strong sunscreen. Otherwise, they don't seem to be affected by most traditional weaknesses like garlic, silver, crosses, running water, etc.

In time, a vampire can develop a variety of mystical abilities like teleportation, smoke manipulation, shapeshifting, telekinesis, summoning or transforming into a swarm of bats, manipulating the blood of yourself or others, and more.

For **300 GP** you are a relatively young (only a few centuries old) vampire like Nagoryuki. For **600 GP** you are a match for Slayer, having spent thousands of years mastering your power. Even without using any of your mystical abilities, the beings that can pose any challenge to you number in the single digits.

GEAR - 300 GP / 600 GP

A living organism infused with magic-enriched cells. You are one of the very few Gears that is not only capable of conscious thought but remained active after the fall of Justice. Although, should Justice or a similar command-class gear rise, you will have no special defense against their commands. As a baseline Gears are ageless, with superhuman physical, mental and magical abilities. Even if a Gear is riddled full of bullets, the wounds will fully close within seconds. Gears reach full physical and mental maturity in under a decade. However, the abilities of individual Gears can vary greatly. Some rely on raw power like Sol, others possess highly developed intellectual abilities like Dr. Paradigm, others utilize strange magics like Testament, while others like Dizzy are a mixed bag of physical strength, magical attacks, and strange biological abilities.

There have been recorded cases of exceptionally powerful Gears reproducing asexually or turning regular humans into half-Gears through unknown means.

Gears are slightly more resistant to the hazardous properties of the Backyard, but only enough to resist for at most a few minutes before being obliterated.

For **300 GP** you are a Gear on the level of Testament, Dr. Paradigm, or Sin Kiske (prior to awakening as a command-class). You still wield a monstrous amount of raw power, but realistically the amount of destruction you can inflict in a short period is limited and even among regular humans there are a number of beings who'd be able to fight you on equal footing.

For **600 GP** you are practically a WMD. Perhaps you are a Megadeath-class Gear who towers over cities and could probably destroy enormous empires just by walking through them. Alternatively, perhaps you are like Dizzy, still bound to a human scale but able to launch attacks that could wipe a small city off the map in just a few well-placed shots.

VALENTINE - 400 GP* (Female only)

A special organism created within the Backyard by the Universal Will, or perhaps one of the duplicate Valentines created by That Man. Valentines are created using the body and soul of the human Aria Hale, though the extent that each Valentine resembles them superficially varies. While all Valentines resemble human females, in many ways they are similar to Gears, with the agelessness and superhuman physical, mental, and mystical abilities that implies. In fact, the baseline physical stats of Valentines often rival all but the mightiest Gears, and their sheer calculative ability can compete with most super-computers. All Valentines are created to fulfill a specific purpose and born with all the knowledge and skills needed to complete that purpose. One Valentine might specialize in summoning magic to help topple a kingdom, one might be purpose-built for combat and nothing else, while another might be gifted natural charisma in order to use them as a sleeper-agent.

Barring extraordinary circumstances, Valentines are not born with emotions, but the right stimuli can allow them to develop emotions on their own. There is at least one case of a Valentine getting so consumed by emotion that they transformed into an enormous biomechanical monstrosity. It's unknown if this was a unique trait to them or if all Valentine's have this dormant potential.

Due to their nature, Valentines are able to survive indefinitely in the Backyard.

*This species option is discounted half-off with either the **UNIVERSAL WILL** faction or the **FOR MOTHER** drawback. These discounts can stack.

VARIANT GEAR - 1400 GP

A unique variant of Gear technology from the future, developed by the deranged scientist Nerville Hammer. This technology has been modified to make it immune to the signals of Command-class Gears. This has a variety of strange abilities. While you can disguise yourself as a human, your true form is a strange goo-like creature. Despite being able to stretch and reshape your body like some kind of animate liquid, your strength and durability is well beyond human, both inside and out, and weapons formed from your body are more like steel. There is a small core hidden somewhere in your body. If destroyed, you will instantly die. However, as long as this core is unharmed, your amorphous body will be unharmed by any physical damage and can even freely split into multiple clones with their own cores.

There doesn't appear to be any limit on the number of clones you can spawn, not even total mass. You can create clones either at-will or in response to any non-fatal injury. Each clone is also able to freely divide in the same fashion. You don't seem to have any issue with all the sensory input of controlling thousands of clones simultaneously. You can even recombine with clones to form an enormous floating organism the size of a small moon that can rain down your clones by the thousands. However, while your clones are all roughly equal, your original body still serves as the central command center. If your original body is destroyed then all of your clones will drop dead in the same instant.

You are a variant of Gear technology. While you are immune to the influence of command-type gears, any weapons or viruses designed specifically to attack Gear cells or biology will be just as effective against you.

MAGICAL THEORY

"A world separate from our own, yet somehow controlling it -- The Backyard. Hidden behind its gates are the eternal truths. Of good… and of evil. Of creation and of destruction. Of Chaos the likes of which mankind has never seen."

Much like a computer program, the Backyard contains the "source code" of the material reality. It is a dimension of infinite information and energy. While one can affect reality from within the Backyard, the opposite is not necessarily true. The information density within the backyard is so high that almost any living being (which have relatively low information density) will be instantly annihilated down to their soul, like a drop of water falling into the ocean.

Magic is a kind of scientific theory for drawing upon the energy of the Backyard. With the proper infrastructure, one can extract power from the Backyard as an infinite clean fuel source known as Zeal. The practical application of magic theory is known as a "spell". Creating magic is a highly involved process. Below is a simplified pipeline of those involved in said process.

- Writer (sometimes called programmer)
Those who are able to write the necessary programmatic language to cause magic to occur and log it in the appropriate format. They are the "creators" of magic. One must have a state-mandated license to hold this position.

- Score (sometimes called "notes" or "program")
A medium upon which a certain type of magic has been written. These are logged by the writers. Based on what these scores say, such as "cause fire" or "fly" the person activating the spell is able to cause a desired effect. Primary recording mediums include zeal or paper.

- Hardware Sequencer (Instrument)
A physical device that will load a score and play it back. Its contents cannot be altered. Once a person has a score and sequencer, they are basically able to use magic. In common households, the combination of the two are called "pods" and commonly used for lighting or as an engine.

Depending on the sequencer type or score, the final effect will vary greatly. For example, the quality of the pod may affect the quality of its light, or be more efficient, etc. Basically, the commonly traded goods on the market are designed for a specific purpose and cannot perform complex tasks.

- Software Sequencer
Unlike its physical sequencer counterparts, a software sequencer is the act of tapping directly into the Backyard to cause spells that produce similar or desired effects. Some mages are called this, as well. Altering the contents of a spell is possible, unlike hardware sequencers. That means the caster is able to arrange the spell according to his or her desires.

- Five Element Configuration
There are five basic types of magical energy: fire, lightning, wind, water, and ki. Most people have a natural affinity for one of these five elements. It is incredibly rare for a magic user to command more than one type. An affinity for ki magic appears to be a trait almost exclusive to individuals of Asian descent, with only a couple recorded instances of a non-Asian learning to use ki.

All magic is tied to these five elements in some fashion or another, even those that appear to manipulate completely unrelated forces like time, space, gravity, light, darkness, souls, minerals, etc.

MAGICAL BASICS

Common applications of magic.

THE ORIGIN - 0 GP

Taking this simply ensures that this world's magic will continue to function in future Jumps. As magic and the Backyard are inextricably linked, this means that the Backyard will theoretically be accessible from any Jump and can impact those worlds in the same way they can this one. Of course, just because it is possible does not mean it is easily achieved. Only a handful of mages in history have been able to freely enter and influence the Backyard directly, and even fewer have found a way to survive there for any prolonged period.

SOFTWARE SEQUENCER - 0 GP / 200 GP

As a magic user, you naturally possess a solid enough grasp of magic to cast spells without the need of a Hardware Sequencer. Though using one anyway saves you the trouble of doing the mental calculations. For **200 GP** you can apply this principle to any magic system you know how to use that normally requires a physical focus like a wand or staff to cast magic.

FIVE ELEMENT CONFIGURATION - 50 GP / 200 GP* (One purchase only)

You have a potent affinity with one of the five magic elements. For **50 GP**, you have an affinity for either Fire, Lightning, Wind, or Water.

For **200 GP**, you have an affinity for ki magic. Even without consciously using it, those with a ki affinity possess all-around superhuman physical abilities. Once mastered, ki can be used to strengthen or oppose other elements and manipulate vital energies in a variety of ways like healing diseases, increasing one's physical abilities even further, sensing auras, or even temporarily de-aging oneself. This is half-off if you also took **TUNER**, **NINJUTSU**, **DRAGON SLAYER**, or **CURSED BLOOD**. This is free if you took two or more of those.

SUMMONER - 100 GP / 200 GP / 300 GP

A form of magic based around the conjuring of objects, structures, or beings that you have a close familiarity or bond with. Summoning is instantaneous, but unless you continuously concentrate on maintaining a summon, they will dissipate or return back to whenever you called them from after just a few seconds, if that. There are two main ways this magic usually manifests. If you want both you'll have to buy both versions separately.

BASIC - 100 GP - Like Baiken or Faust, you have a specific type of mundane object (like tatami mats or doors) that you can summon magical copies of. If you exert yourself, you can summon multiple copies at once or even alter their size or suspend them mid-air.

ADVANCED - 200 GP / 300 GP - This is similar to the summoning magic used by May. Unlike the basic version, you can summon a variety of objects, structures, or living beings. To an extent you can even control how these summons appear. Such as how May's aquatic friends often arrive riding a conjured wave or by jumping out of the ground as if it were water. You don't appear to be summoning magic copies, but rather the real thing. For a plus-charge your summoning magic is tied to your Warehouse, allowing you to briefly summon any objects, structures, or allies (with their consent) within.

ENCRYPTION - 150 GP

An odd magic once used by the Original himself. With this, you can convey some kind of information to someone (whether through direct speech or some kind of remote communication like telepathy) but enchant them so it is impossible for anyone other than the intended recipient to understand the message. Even if a third party is present while this message is being delivered, the words being said will be completely indecipherable to them.

SORCERER - 200 GP / 400 GP / 800 GP / 1600 GP

Some take to magic more naturally than others. This correlates not only to your understanding of magic, but your raw intelligence and mental capabilities.

For **200 GP** you can call yourself a proper mage. You know how to cast a wide variety of potent spells but are far from the greatest genius of the age.

For **400 GP** your magic mastery is equal to the members of the Conclave. Considering they literally invented modern magic theory and all 666 publicly known spells (and likely a few unknown spells), the amount of magic users across history that surpass your abilities can be counted on one hand.

For **800 GP** your mental capabilities and magic mastery is a match for the likes of Dr. Paradigm or even That Man (sans the Tome of Origin). You understand the laws of magic on a level that few can comprehend. Your mental abilities are beyond most supercomputers and to outside observers your magic not only defies all laws of physics but most known laws of magic as well. You can bend reality to your will and casually travel to and from the Backyard physically.

For **1600 GP** your mental and magical abilities are at the level of the Original himself. The man who was so brilliant that he made his way into the Backyard before he had even finished inventing the foundational laws of magic and then gained such mastery over it that he was able to encompass its very essence into the Tome of Origin. You can synthesize almost any object or phenomenon you can imagine with a thought, survive indefinitely in the Backyard, create thoughtforms like the Universal Will (though I wouldn't recommend it), restructure the minds and bodies of yourself or others, and infinitely more possibilities. You can even create infinite copies of yourself or any object as long as what you're copying isn't some kind of universal singularity.

ENGINEER - 200 GP / 400 GP

You have extensive knowledge on how to replicate this world's magical technology. Whether it's how to write in the programmatic language of spells, how to construct devices to run said spells, or how to harvest Zeal from the Backyard to power them, with enough patience you could bring a magical technological revolution into future worlds. For a plus-charge you know how to transcribe spells from other magic systems you know into "Scores" that allows said spells to be integrated into magitech devices.

SPATIAL POCKET - 200 GP / 400 GP

It's unclear if this is related to other types of summoning magic or if it follows completely unrelated principles. You are able to open portals to a special pocket dimension of indeterminate size, from which you can store numerous inanimate objects and retrieve them with a thought. Unlike conventional summoning magic, there is no time limit on how long you can keep these objects around, as the only magic involved is the portal itself. For a plus-charge this pocket dimension is instead your own Warehouse, allowing you to effortlessly store or retrieve objects within without ever needing to actually enter.

SHRINE MAIDEN - 600 GP (Requires Ki Affinity)

Your affinity for ki has evolved in an inexplicable direction, allowing you to subconsciously demonstrate various spiritual abilities, such as premonitions of impending disasters or using your words to reach the hearts of others, even if they are unconscious or in some kind of trance. You can use your ki to increase the potency of an ally's magic exponentially. Most notably, you possess potent technokinesis on a global scale. This is purely subconscious at first, and you may unknowingly cause disasters as weapons of apocalyptic power activate and rampage with no apparent cause. In time, you'll learn to control this, like causing an enemy's weapons to malfunction or commanding an automaton to turn against their creator, but this will likely take a lifetime to fully master.

FENRIR - 600 GP

Much like the Holy Knight Tyr, you have formed a symbiotic bond with a mysterious but powerful draconic being. They are able to manifest out of one of your arms to varying degrees, whether it's turning your hand into its head, allowing you to sprout one of its wings (which you can inexplicably still fly with), coating your body in armor-like dragon scales, or simply manifesting the majority of its gargantuan body out of your shoulder. In any case, this bond grants you a variety of abilities. Through this hand, you can absorb the energy of any attack and launch it back as a spell of different nature to the initial attack. Whether it's turning a fire spell into an ice spell, an electric shock into a wind spell, the kinetic force of a bullet into a light spell, etc.

However, this is far from your full potential. This contracted creature appears to have no will of its own for the most part. However, if you become severely injured or knocked unconscious in battle, it will seize control of your body. In this berserk state, you will mindlessly attack any being that gets too close, friend or foe. More terrifying, in this state the full potential of your power is revealed.

The nature of your power is transmutation, and in this berserk state you can transmute any matter or spell with no known limit. In your berserk state, this automatically targets anyone or anything that gets too close to you through the vibrations in the air. Transforming any person, object, or spell that gets within range into flower petals, random garbage, a flock of doves, etc.

Perhaps with a few decades or centuries to master this ability (or something to greatly magnify the power of your magic) you will learn to utilize the full extent of your transmutation ability while fully conscious.

SOUL SINKER - 600 GP

This is going to take some explaining, so bear with me. A few years from now, an entity known as Valentine will storm the kingdom of Illyria with an army of familiars using magic that falls outside the Twelve Divine Steps that should encompass all possible magic. In effect, they were completely immune to this world's magic and this world's magic could do nothing to dispel the magic used by Valentine's tribe. In time, certain figures managed to replicate the magic that allowed Valentine to create such an army. Those who utilize this magic are known as "Masters". There are several components to this magic.

The appearance of the Masterghost, Servants, and Capture units are a reflection of the Master. While one user might create an army of mechanical soldiers, another might have a variety of yokai, or if they already led a large group of allies, these Servants might resemble those instead.

- Masterghosts

The foundation of this ability. A large structure that is essentially the manifestation of the Master's soul. While out, it continuously produces Servants (as long as you have a contract with them). Not only that, if you are killed while the Masterghost is somewhere in the world, you will be revived a few seconds later in front of it. However, the Masterghost takes a significant amount of damage in the process.

As stated, the Masterghost is your soul. If it is destroyed, you will die as well. However, this is much easier said than done. Surrounding the Masterghost is a magic barrier. Only servants can destroy the barrier, but only the Master can destroy the Masterghost itself. You can dispel your Masterghost whenever you please, which may be the best option if it is on the verge of being destroyed, but this will automatically unsummon all Servants that spawned from it and negate any contracts signed with different servants over the course of the battle. As long as you give your soul an hour or so to heal, all damage done to the Masterghost will be fully restored the next time you summon it.

- Ghost
Structures similar to the Masterghost, but with slightly different properties. This is used to expand the reach of a Masterghost. By default, Ghosts are "unclaimed". A Master can claim a Ghost if they or their Servants do enough damage to it. Once claimed, Ghosts continuously generate mana for the Master to use, rejuvenate nearby units, and continuously produce Capture Units. However, while it takes a notable amount of damage to claim a Ghost, removing another master's claim on a ghost can take as little as one attack.

When summoning Ghosts, they will be evenly distributed over a sizable area, and default to being unclaimed, regardless of who summoned them.

- Capture Units
A special kind of Servant. They are able to heal other nearby Units, but more notably they are able to claim Ghosts at a far faster rate than Servants or Masters. Although they are quite fragile in comparison.

- Personal Slots
All Masters appear to gain something called "Personal Slots". These are six slots that can be used to hold a single instance of seemingly anything. Whether it's an item, a spell, an entire Servant, etc. Even if what you're carrying around is gigantic, it will not show outwardly on your person.

- Organ Menu
A special menu that a Master can view. Through this menu you can see a top-down map of the current terrain and markers representing all your Servants and any enemies you or your Servants are aware of. You can use this to remotely command and direct your units. It is also through this menu that you are able to form contracts with different Servant types.

Through this menu, you can use mana to synthesize a variety of special consumable items such as bombs, healing potions, decoys, banana peels, dispel charms, and much more.

- Servants

Familiars spawned through the Masterghost. They are absolutely loyal to their Master, but they do have their own personalities and may even fear death. There are numerous types of Servants with different abilities. Though they generally fall into five archetypes: Melee, Mobile, Armored, Ranged, and Magic. Though they will follow their master's command, they are programmed to prioritize fighting nearby enemies over following orders. If not given any orders, they will automatically march towards the nearest Ghost or Masterghost.

As stated, Servants utilize magic outside the Divine Steps. Meaning they cannot be affected by any magic that is not specifically adjusted to match their logic. Somehow, this principle will extend to magic systems in future Jumps.

While a Masterghost automates the process, with a sufficient mana expense, a Master can just directly summon Servants to a location of their choosing, even remotely. If a Master happens to have a loyal army separate from Servants, regardless of their current location, you can use this magic to summon them to you and temporarily grant them all the properties of a Servant, such as their magic immunity and ability to be directed through the Organ Menu.

- Contracts

Each Master can usually call upon 7-8 distinct Servant types, but when a Masterghost is first placed only the most basic unit type can be produced by it. Allowing it to produce other types requires you to use mana to sign a contract with that particular type. Once signed the Masterghost will begin producing those alongside the basic units. However, once the Masterghost is unsummoned, all active contracts are rendered null and void.

NAMELESS - 1400 GP (Incompatible w/ SORCERER)

When intelligent beings dream, though few ever realize it, it is actually their minds projecting themselves into the Backyard. You not only recognized this, but took full advantage of it, refining your mastery of magic to an extreme that shouldn't even be possible. Eventually, you did the unthinkable, and erased all records of yourself within the Backyard, becoming a transcendent being. The main reason this is incompatible with **SORCERER** is that taking this essentially places you a little above the **800 GP** tier.

For starters, your dreams are always lucid, and you are able to remain asleep indefinitely to no ill effect. You can use a kind of clairvoyance to observe the waking world, such as keeping an eye on your waking body.

All the while, your true self lives within a dreamworld you carved out from within the Backyard. You can freely control all of reality within this world like a lucid dream. You can even pull others from the waking world into your dream. However, while you can theoretically do anything you want to them, with the sole exception of death, nothing that happens within this dream world is able to affect the waking reality.

As for your magic ability, even outside of your dream world it is no stretch to say you are one of the most powerful beings in this universe. Even a mere 8% of your full power would allow you to combat powerhouses like Slayer on equal footing.

You can use your magic to a variety of effects such as rapid teleportation, object creation, mind reading, etc. You could erase an entire city off the map if you felt so inclined. Unless you find some way to operate your unconscious body in the waking world, you likely won't be able to use your full magic power while asleep, nor can you take full advantage of your dreamworld while awake.

Additionally, you will find that in future Jumps, there will be absolutely no records of you in any similar metaphysical databases akin to the Backyard.

GENERAL PERKS

No discounts.

HEAVEN OR HELL - +200 GP / +100 GP / 0 GP / 100 GP / 300 GP

Almost every fighter of note possesses exceptional or downright superhuman physical abilities, there are various levels to this.

For **+200 GP** you are an exceptionally weak instance of your species. If your stats going into this Jump are already beyond that, they will be brought down to this level for the duration of this Jump.

For **+100 GP** your physical abilities are not affected in any way by this perk. Your stats are whatever you came into this Jump with plus whatever you get as a natural consequence of your other purchases in this Jump.

For **0 GP**, your overall physical abilities are peak human, bordering on superhuman in some areas. You may choose to prioritize certain stats to be exceptionally developed. Whether it be strength, speed, reflexes, endurance, flexibility, stamina, etc.

For **100 GP**, you're just a straight-up freak. Your abilities are unambiguously superhuman, whether as a result of mutation or surgical modifications.

For **300 GP**, then you possess a similar mutation to Potemkin. Not only are your physical abilities superhuman, your physical strength is constantly growing, and you may need to make a concentrated effort just so your muscles don't grow out of control. When you go all out, you can clear out dozens of opponents with just the shockwave from a single one of your punches.

LET'S ROCK - 0 GP

You may superimpose the soundtrack and artstyle of Guilty Gear onto your awareness in this or future Jumps. You even receive entirely new tracks unique to your allies and enemies. There are slight stylistic differences between games, so you may freely switch between art styles and soundtracks in the style of specific games or simply create a mishmash of multiple games' styles.

THAT IS BULLSHIT - 0 GP

You can take a degree of this world's "rule of cool" with you into future Jumps. In short, you can make everything you do and say significantly more extra. Post-Jump you can selectively toggle some or all of the below effects.

You can wear and effortlessly maintain even the most impractical outfits without impeding you in any way. Your martial arts become naturally flashier with no loss in effectiveness, even as you shout attack names at the top of your lungs and stop to pull off elaborate taunts in the middle of battle. Even your speech and body language is altered to be more exaggerated and stylish.

It should be noted that this doesn't impact what you can do, just how you do it. So, you wouldn't be able to catch a bullet in your teeth if catching bullets isn't something you could normally do, no matter how cool it would be. Naturally, "style" takes many forms, so this perk will steer you towards whatever best fits your personality and aesthetics. Whether you're laid-back and suave, cute and energetic, knightly and straight-laced, cruel and sexy, tough and rowdy, etc.

You may take this opportunity to pick a special nickname for yourself that others will adopt without resistance to refer to you, even if it's something ridiculous like "That Man" or "Bad Guy". Also, you may receive a one-time redesign of your body. You could just make slight tweaks to your build or fully transform yourself into something that barely even looks human. You can even give yourself traits that don't seem physically possible, complex patterns within your eyes or whatever is going on with Jack-O's hair. As long as it doesn't provide a significant practical benefit, anything goes.

COULD NOT CHANGE SOCIETY - 0 GP

You may be surprised to find that the majority of fighters here are on quite good terms with each other. Like them, you'll find it freakishly easy to start fights and as long as you aren't acting out of malice (and don't cross any obvious lines), there will be zero hard feelings after the fact. You can just walk up to anyone on the street who looks kinda strong, ask them for a spar, and 9 times out of 10 they'll happily comply, no questions asked. You can even use friendly duels as a substitute for other kinds of interpersonal interactions. Whether you're a chef trying to draw in customers (by force), a doctor giving their patient an extra hand-on checkup, or just trying to save your friend money on therapy.

REFLECTING ON THEMSELVES - 0 GP / 50 GP

Almost every fighter has their own unique style . Whether they're a righteous knight, a creepy toonforce doctor, a rock-and-roll witch, a billiards-plating assassin, a yo-yo-ing bounty-hunting crossdressing nun, etc. You may choose a similar theme or aesthetic that you can effortlessly integrate into your fashion, fighting style, and even your magic. You find it surprisingly easy to create or modify spells (assuming you know how to use magic at all) based around even the most specific theme, like Venom's various billiards-themed spells. Though, this doesn't actually make the spells stronger. For a plus-charge you can choose to extend this beyond this Jump, allowing you to re-skin your personal powers, techniques, and items from other worlds to aesthetically reflect this theme.

BLAME THE BEASTS - 50 GP / PER / 0 GP (First purchase)

You won't make it far by being weak. You are a master of a certain fighting style. Whether it's a more conventional martial art, one unique to this world, or one completely of your own invention. You can even build an entire fighting style around something hyper-specific like billiards, yo-yos, swinging an entire anchor around, etc. and it'll be just as effective in battle as any other martial art you could pick with this. Can purchase multiple times for different styles.

MY NAILS ARE SHARPER THAN ICE - 50 GP

It's not easy to enjoy a fight when you're always the strongest thing in the room. You have mastered the art of holding back your full might. When fighting a weaker opponent, you can always hold back just enough to fight them on their level. If you want to take this farther, you can magically seal away a portion of your total raw power (physical, mystical, psychic, conceptual, etc.). Tapping into your sealed power requires a brief but deliberate effort, and you can regulate how much of your power you unseal down to the exact percentage.

BEAUTY IN THE LIVES OF BEASTS - 50 GP

The majority of characters in these games are at least moderately attractive. By taking this, you are exceptionally cute/handsome/sexy/etc. In a fashion of your choosing. This doesn't automatically grant you the skill to take advantage of this to seduce others, but don't be surprised if people naturally treat you better.

SMELL OF THE GAME - 50 GP

By taking this, you may choose to manifest more meta aspects of one of the games (you can choose which one). Health bars, Tension Gauges, announcer, Overdrive Attacks, Instant Death Attacks, Roman Cancels, the works. Be aware that this applies equally to yourself and your opponent in any fight, who will perceive all these effects as completely normal. Togglable.

THE MOONLIGHT LAKE - 50 GP

You now possess the ability to choose from a wide variety of "Palettes". Palettes apply a certain color scheme onto you. This not only alters the color of your hair, skin, eyes, nails, etc. but also that of your clothing, any items on your person, and even any allies you frequently fight alongside to fit with this color scheme. You can switch your palette at-will outside of battle. However, nobody other than companions (who will still be able to recognize you) will notice the change. From the perspective of bystanders, you've always been that color scheme.

TAG TEAM - 150 GP

When up against a strong enemy, you'll find that they are bizarrely open to the idea of letting you and an ally fight them 2-on-1. They may mock you going in, but even they will not use this after the fact to claim that the fight was unfair or invalid. However, it does appear that doing this makes the single opponent somewhat stronger than they would normally be. This can also be used in the other direction, allowing two opponents to challenge you at once in return for you receiving a small but notable power boost. Fighting more than two opponents will not increase this boost.

BACKYARD DOG - 150 GP / 300 GP

You have received a special enchantment that greatly improves your resistance to the properties of the Backyard as well as other similarly hazardous dimensions or spaces. To be clear, this only protects you against the intrinsic properties of the space itself, not anything that happens to be within said space. For a Gear or human, you'd likely be able to survive in the Backyard for several days or even a week, but any more than that will still be fatal. However, for twice as much this upgrades from resistance to outright immunity. Meaning you'd be able to hang around in the Backyard indefinitely without consequence.

PERPETUAL - 500 GP / 600 GP

Due to unknown circumstances, you have become ageless and undying. You are able to perfectly regenerate from any damage, corruption, or ailment in seconds, even if your body is drained of all blood or reduced to ash. It's possible that only the destruction of your soul can end you, but even this is uncertain. Any beings who attempt to possess or parasitically infect you will be destroyed in a flash of purifying light. For a plus-charge, then like Raven, you also possess healing magic, allowing you to heal any non-fatal injuries or ailments of others. For more serious injuries, this manifests as conjured bandages over the wounds.

COMMAND-CLASS - 500 GP (Exclusive Gear)

What made Justice an apocalyptic threat wasn't just her raw power, but her ability to command all Gears worldwide (with one notable exception). It was impossible for Gears to disobey a command, and even intelligent gears would have their personalities altered to feel unconditional loyalty towards here. Had Justice commanded it, she could command every Gear to die and they would crumble to dust on the spot. There is even evidence to suggest that Justice can control beings with similar origins to Gears like Magical Foci or Forbidden Beasts.

You appear to have received the same abilities as a Command-Class Gear, allowing you to exert similar control over any being possessing Gear Cells (again, barring notable exceptions). Since you won't be finding many Gears in future Jumps (unless you figure out how to create them) going forward this control will extend to anyone who receives your own cells in one way or another.

This includes any beings descended from you, any engineered beings based on your genes, anyone who receives a transplant or transfusion from you, etc. This doesn't end with you. If any individual bearing your cells were to pass them down in a similar fashion, your control will extend to them as well.

Your descendants all have the potential to issue commands to anyone in this network. However, there is a kind of hierarchy here. The purity of Gear cells degrades slightly each time they're passed down. So, the more steps removed a bearer of these cells are from you, the less likely to ever realize this potential. Even if they do, their commands are not able to impact those whose cells are of equal or greater purity. Though the opposite is certainly not true.

This logic also applies to you. While your own cells are of the utmost purity, if by some impossibility you came across a Gear whose cells were equally pure, you could not command them. Additionally, should one manage to figure out the exact mechanics of your control, it is theoretically possible to deliberately modify your cells to no longer be receptive to your commands. But the technology to do such a thing is centuries beyond this world's means.

SEEDS OF THE ABSOLUTE WORLD - 600 GP / 400 GP / 200 GP

Within the Backyard, there are two information-based entities that are constantly flickering in and out of existence at random. For the sake of simplicity, you can think of these entities as "Adam" and "Eve". If by pure coincidence, these entities were to exist at the same moment, then for that brief moment the material world and the Backyard would become one, creating the "Absolute World". The effects this has in the material world are often disastrous and often coincide with an extinction-level event striking every inhabited planet in the universe simultaneously. When the Original discovered this, he sealed these entities into two seeds which he called the "Flame of Corruption" and the "Scales of Juno" which later served as the basis for the invention of Gear cells.

In essence, this manifests as a substantial all-around power boost. Your strength, intelligence, durability, speed, magic power, regeneration, racial abilities, etc. are at and somewhat beyond the theoretical pinnacle of your species.

A portion of this power can be inherited by your descendants and there is precedent for a bearer of these Seeds passing down a portion of this power to someone they aren't blood-related to through unknown means, potentially transforming them into a pseudo-Gear if they didn't already possess Gear Cells. This doesn't appear to reduce the power of the original seed, but the potency of this blood diminishes with every step removed from you.

For **600 GP**, then by some inconceivable paradox, you receive a perfect copy of either the Flame of Corruption or Scales of Juno, or some until now undiscovered third seed belonging to a third such force/entity (Like Sol or Justice). For **400 GP** you are one step removed from the seeds, giving you around 75% of their power (like Dizzy). For **200 GP**, you are two steps removed, giving you around 50% of the Seed's power (like Ky or Sin Kiske).

LIVING MIRACLE - 1000 GP / 1200 GP

During the Crusades, all of humanity's wishes for a better tomorrow were focused on the Backyard, creating a borderline omnipotent Magical Foci. The Backyard interpreted this as an error and tried to seal this power into a single organism, accidentally creating a god in the process. Later, this organism's power was further split, creating the anomalous being I-No. By some obscene coincidence, within an isolated timeline existed a regular human named Axl Low who happened to possess the same Backyard ID given to the being known as I-No, meaning that all of her own anomalous properties also apply to him. However you fit into this equation, I'm sure it's equally convoluted.

This mainly manifests as the ability to manipulate causality in a variety of ways. This potentially allows one to freely travel through time, space, dimensions, timelines, etc. at-will. Once mastered, you can even remotely transport other beings to various points in spacetime. Eventually, you'll gain the ability to freely manipulate the flow of time around you, letting you rewind and even stop time for extended periods. Despite how it sounds, there are some limits to this. You can only access timelines that are at least tangentially connected.

If you think of spacetime like a forest, you can fully explore all the infinite branches and roots of your current timeline but cannot jump over to another tree entirely without great sacrifice. Basically, if you're looking for a specific timeline that does not connect in any way from those you have access to, the only way to reach it is by abandoning your current universe, erasing it from existence entirely. There is a way to transport a specific being from one such timeline to your current one, but to do so requires you or a being like you to sacrifice their own life to facilitate the transfer.

You also no longer age, possess superhuman reflexes potent enough to deflect bullets, and a substantial innate talent for magic. Not reality-shattering talent like The Original or That Man, but enough to reach a level of mastery in years that takes decades for most mages, even if you're mostly self-taught.

For **1000 GP**, you find yourself in the same situation as Axl. At first, you can only use this ability subconsciously, flinging yourself to random points in spacetime in response to stress or sometimes with seemingly no trigger at all. To reflect this, you must take the drawback **TIME SLIP** for no points. It'll be a few years before you figure out how to consciously tap into this power, and much longer before you master it to the same level as I-No. For **1200 GP**, then like I-No you have had decades, perhaps even centuries to fully master your powers.

With all that said, in theory, you possess the potential to reclaim I-No's former godhood for yourself (or maybe it was originally your power, depending on how you choose to retcon yourself into this mess). This power is currently sealed within the body of The Original (who will later rename himself "Happy Chaos"), who himself is currently sealed within the body of The Universal Will. Even if you free him, he is unable to release this power of his own volition. In order to fully absorb the Original and the lost power within him, you must obtain the Tome of Origin, which is guarded by the second greatest sorcerer in history: That Man.

Should you manage to overpower, outsmart, or simply outplay just about all the most powerful beings in this universe, then you will ascend to become a god. No longer limited to time, you can now warp reality itself with a thought. Though, complex large-scale changes will take time and continuous focus to implement, even with the Tome of Origin to enhance your abilities.

However, for all your power, you have inherited the weak point of Happy Chaos in your right hand. The rest of your body is able to regenerate infinitely should something manage to hit you, but if your hand is destroyed, you will die.

Should you manage this and reach the end of this Jump, you have a choice to make: receive your Planeswalker Spark and end your Chain now, continue your Chain with this godlike power in tow, or save yourself the despair of absolute power and seal this away until you conclude your Chain at a later date.

UNAFFILIATED PERKS

Perks discounted half-off to the **UNAFFILIATED** faction.

ETERNAL ANCHOR - 100 GP

For how much he's endured over the years, Sol is shockingly stable mentally, especially compared to his peers. His secret? Building things. Like him, you never find yourself tiring of your hobbies. Regularly indulging in your hobbies can serve as a potent emotional anchor, helping you preserve your humanity through the passing of centuries or enduring traumas that would drive lesser men mad.

UPCYCLING - 300 GP

Similar to the creation of the eight Sacred Treasures, you are able to divide any powerful artifact or device into several weaker creations that are still quite powerful individually. This greatly reduces the burden or conditions for use, and with sufficient study, you can figure out how to recreate the original device with greater power and none of the drawbacks that caused you to split it in the first place, even if you're missing 75% of the original components.

FATELESS - 600 GP

The more you push against seemingly impossible odds, the more causality twists in your favor, allowing you to create miracles through sheer willpower. You could slay all-powerful enemies, thwart flawless schemes, create a happy ending from the cruelest ultimatums, etc. However, this only provides the path forward. You must choose to walk it. Your unique relationship with causality also allows you to negate retroactive influences through will alone, whether it's shrugging off paradoxes or simply refusing to be affected by any alterations to your past, whether through memory manipulation or outright time travel.

SYNDICATE PERKS

Perks discounted half-off to the **SYNDICATE** faction.

TRUE SIGHT - 100 GP

In exchange for his forbidden magic, Zato-1 sacrificed his vision. However, this doesn't seem to pose much issue to him or any other assassins. Whether through some kind of magic or your other senses being enhanced, the loss or blocking of your vision will not pose the slightest detriment to your ability to perceive the world. Perhaps with training you can extend this to other senses.

FORBIDDEN BEAST - 300 GP

A creature known as a Forbidden beast has become magically bound to part of your body, whether your hair, shadow, flesh, or something else entirely. You are able to freely reshape, solidify, and manipulate this, while also enhancing any related spells. Your beast is perfectly loyal and will not seek some dark price for their power. You may choose whether your beast is an extension of your will, has a mind of its own, or you can even import a companion into this role.

RETURNED FROM HELL - 600 GP

You died once and spent some time in the afterlife before being resurrected. This grants you an odd awareness of metaphysical matters you have no way of knowing about, like the conspiracies of transcendent beings or how to detect the teleportation of a specific mage. Secondly, you are able to utilize exactly 100% of your abilities. Essentially instantly mastering all your current skills and powers. However, this greatly dulls your emotions and makes it nigh-impossible to transcend your current limits. You may toggle this per-Jump, but perhaps with enough years to regain your emotions, you won't need to choose.

JELLYFISH PERKS

Perks discounted half-off to the **JELLYFISH** faction.

A TRUE MAN - 100 GP

It takes a real man to surround yourself almost exclusively with young girls without looking like a creep. You have the same roguish charm as Johnny, allowing you to easily seduce members of the opposite sex and almost never facing consequences for even the most blatant womanizing. People may find it annoying, but they'll rarely think significantly less of you for it.

TREASURE HUNTER - 300 GP

What's a pirate without booty to plunder? Even if you aren't looking for it, you seem to constantly bumble into important treasures, people, or situations. If several factions are fighting over some powerful MacGuffin or enemy, just show up and sooner or later they'll wind up in your possession or as part of your crew. That's not to say this won't paint a huge target on your back, but if you're scared of something like that you wouldn't be much of a pirate.

NETWORKING - 600 GP

Arguably, the greatest strength of the Jellyfish Pirates is Johnny's superhuman networking ability. He knows pretty much everyone of any importance, from legendary bounty hunters, genius doctors, and several world leaders. Like him, you find it effortless to form connections with people who have no business giving you the time of day. As long as you have a good enough reputation, not only will most governments turn a blind eye to your activities, their leaders might even openly invite you to celebrations as a guest of honor. You may start future Jumps with an expansive contact list of powerful individuals in that setting.

ILLYRIA PERKS

Perks discounted half-off to the **ILLYRIA** faction.

PERFECTLY RATIONAL - 100 GP

Unlike the first two kings of Illyria, Third King Daryl is known for being rational above all else. You are able to view any situation with almost sociopathic objectivity. This also allows you to maintain your cool in even the most extreme situation. You could stare a deranged god in the eyes without flinching, all while figuring out how to use their own personality to escape the current situation.

OLIVE TREE - 300 GP

At first, Ky Kiske was a dogmatic moral objectivist. However, as he matured he has become a bridge between numerous nations, factions, and even species. You find it (relatively) easy to forge bonds between groups or beings where it should be intrinsically impossible. Whether that means convincing humans to join hands with the living weapons that destroyed the world or awakening emotions in a robotic entity explicitly designed to annihilate all life.

MAGIC RESONANCE - 600 GP

When facing a great foe, you are able to resonate with the hearts of family and allies, either enhancing each party's abilities in all areas or focusing all that power into one massive attack. greatly enhancing all parties' physical and mystical abilities. There is no limit to the number or distance of those you resonate with. There are several factors affecting the potency of this boost, such as the number and individual power of participants, the depth of the emotions and bonds involved, the severity of the situation, etc. However, under ideal circumstances you could effortlessly slay thousands of entities you'd normally struggle to beat individually. This is exhausting to use for extended periods.

USA PERKS

Perks discounted half-off to the **USA** faction.

PUBLIC SPEAKING - 100 GP

You'd have a bright future in politics. You have a soothing, relatable demeanor that makes people want to open up to you. You can always sense when someone is going through some emotional hardship and can always give the perfect pep-talk to help them break through their indecision, even if you have no idea what their specific concerns were.

BOUND SPIRIT - 300 GP

Like Giovanna, you have a contract with a kind of spiritual beast. This gives you inhuman speed and senses (including your sixth sense, letting you vaguely "smell" impending danger). This spirit can attack on its own or simply enhance your own attacks. You can allow this spirit to fully possess you. This substantially increases your strength, speed, durability, etc. allowing an above-average fighter to trade blows with superhumans like Potemkin or Nagoryuki.

WORLD POWER - 600 GP

The Crusades brought the United States to an unprecedented low, but for all they've lost, their global influence hasn't decreased in the slightest. Once you or an organization you represent has gained respect or political influence, it's almost impossible to lose it, even if you completely lack the tangible worth or power to enforce it. Additionally, short of total eradication, your organizations are basically immortal. If your nation or organization was brought to the brink of annihilation, you'd be able to rebuild it to its full power in a few short years, if that, even if it took several centuries to build that power up the first time.

ZEPP PERKS

Perks discounted half-off to the **ZEPP** faction.

INFECTIOUS PATRIOTISM - 100 GP

There are many cases of Zepp seeking out talented outsiders to become citizens of Zepp. You have an exceptional ability to recruit others. You always seem to know just what to say to make someone want to become one of your people. As long as doing so doesn't clash with any prior loyalties, outsiders are far more open to the prospect when you're the one offering it.

BLACK TECHNOLOGY - 300 GP

There are many advantages that magic holds over the technology of the old world, but to say it is objectively superior would be foolish. Your own knowledge and mastery of old-world technology is a match for the greatest minds in Zepp's history. Able to make numerous feats of sci-fi tech like holograms, forcefields, airships, weapons well beyond the means of any other nation, and more. You could even blend magic and technology with relative ease.

A REBORN ERA - 600 GP

As long as you play an active role in rooting them out, you can purge any faction or organization you lead of absolutely all corruption. In the process, you demolish any systematic obstacles that allow the corrupt or incompetent to obtain and hold onto power and prevent the upstanding or competent from taking full advantage of their talents. Once you're done cleaning up the trash, those left will be of both great talent and upstanding character, who would never think of abusing their power or position in any way that goes against the ideals of your organization, even decades after you're gone.

P.W.A.B. PERKS

Perks discounted half-off to the **P.W.A.B.** faction.

SLIPPERY BASTARD - 100 GP

The P.W.A.B. are the quintessential example of an evil organization, and they love it. You have a talent for making yourself as unlikable as possible, choosing all the right words to get under someone's skin. Additionally, whenever someone gives in to your taunting, you'll find your speed and reflexes greatly enhanced, in order to dodge or flee from your much deserved beating.

MAD MAGIC - 300 GP

You appear to wield a level of engineering skill equal to Kuro Kurowaba. You are able to create automatons on the level of Robo Ky or the false Justice. The trick to these powerful automatons is your ability to gather battle data by simply watching a warrior battle. Once enough data is gathered, you can replicate all their skills and abilities into your robots. Your copies are never quite as strong as the original, but they hardly need to be if you can just mass-produce them.

MALLEABLE FLESH - 600 GP

After being left on the brink of death, the P.W.A.B. agent Geena somehow merged with a Gear and later a Gear-producing satellite while retaining her sense of self. However it came about, you can replicate this feat. In effect, you can merge yourself into any non-sentient mechanical or magitech device, seizing full control over it. This happens to include bioweapons like Gears, as long as they have no sense of self. Do be aware that this doesn't alter the mass of whatever you fuse with, so luckily you're able to break off the fusion if you decide you'd rather not have a car sticking out of your torso.

POPULI PERKS

Perks discounted half-off to the **POPULI** faction.

ANGEL'S SMILE - 100 GP

Seriously, why would anyone who has seen Ariel's true self think working with her is a good idea? Well, if she can do it, so can you. You'll find that people will ignore all but the most obvious signs that you are not to be trusted. Even if you have a track record of betraying everyone remotely associated with you, your co-conspirators always just assume they're the exception.

FAITH WITHOUT DIVINITY - 300 GP

The Sanctus Populi resemble a religion, but do not worship any deity or demand faith. You are similarly able to skim this line with organizations you erect in future Jumps. Your organizations can look, act, and be treated like a religion, even if it technically is not. The purpose of the organization is irrelevant, as the more accomplishments it racks up, the more people will turn to you for guidance.

ABSOLUTE DEFENSE: FELION - 600 GP

A special magic exclusive to the highest of elites like the Sanctus Maximus Populi and the Conclave. It is a magic barrier that negates all physical or magical damage. The only drawbacks are that the barrier is usually static and the spell is too complex to manually cast in the heat of battle. Still, you have mastered this magic on such a level that you can even invert this barrier to trap someone in an unbreakable prison or even slowly alter the size and position of these barriers like an extremely inefficient form of telekinesis. Additionally, you are able to use this magic without any kind of device or focus to channel it.

UNIVERSAL WILL PERKS

Perks discounted half-off to the **UNIVERSAL WILL** faction.

SLEEPING HEART - 100 GP

Despite usually being explicitly programmed to believe otherwise, Valentines do possess human emotions. Similarly, as long as the smallest trace of humanity or personhood exists within you (and you don't pose too much of an immediate threat) others will be willing to look for it and often succeed. At times, others can recognize your latent humanity before you even do.

SISTERLY LOVE - 300 GP

An unexpected ability of Valentines is their ability to negate the magic of their siblings. This even includes internal effects like self-destructing. Similarly, you are able to cast a spell that allows you to do the same to any of your own siblings or offspring. This costs no energy but requires you to be relatively close and continuously focus on maintaining the effect. Your siblings all have the potential to learn this spell, but it is up to you to decide whether to teach them.

OUT OF STEP - 600 GP

What made the original valentine such an invincible threat was that her magic functioned outside the "Divine Steps" meaning that conventional magic could not affect her or dispel her magic. You and your magic now follow a similar logic. You cannot be affected by conventional magic unless you wish to be. This even extends to any magic summons. With all that said, this has no effect on non-magical effects, magic that is transcendent in its own right, or magic specifically tuned to bypass this logic. That third scenario will always be theoretically possible for any sufficiently brilliant magic user.

CONCLAVE PERKS

Perks discounted half-off to the **CONCLAVE** faction.

ANCIENT POWER - 100 GP

Immortality is nothing new to this world, but the Conclave appears to have found a way to extend their lives in a fashion that does not appear to come with significant drawbacks or cost them their humanity. Like them, you no longer age past your physical prime. Additionally, you'll find that your ability to store and recall memories has been enhanced to accommodate your longer lifespan.

MATRYOSHKA SCHEMING - 300 GP

The Conclaves' plans for world domination were theoretically flawless. They accounted for every possibility and every time an enemy appeared to have the upper hand, they'd have a trick ready to render all the preparations and hard work of their pursuers worthless. As long as you put in the effort, you can create elaborate schemes within schemes that are practically impossible to thwart short of straight-up miracles or being fundamentally impossible from the start.

THE APOSTLES - 600 GP

It's easy to forget that the Conclave literally wrote the book on modern magical theory. For any magic you use, you are able to comprehend its underlying mechanics on a much deeper level than all but the greatest mages. This makes it quite easy to understand a spell's weaknesses or how to modify said spell to increase its potency or diminish any notable drawbacks. Such as how the Conclave was able to perfect the art of Resurrection with one test subject or how Baldias was able to utilize a Forbidden Beast without paying a significant price beyond his (admittedly quite disturbing) superficial appearance.

THAT MAN PERKS

Perks discounted half-off to the **THAT MAN** faction.

AWKWARD DEMON - 100 GP

Despite his monstrous reputation, not even the most hot-header warriors would dare turn down hearing his insight on a given matter. You'll find that you rarely have any issue getting exposition across in a succinct manner. So even if someone has every reason to kill you on-sight, they'll usually restrain themselves at least long enough to hear whatever you have to say.

DATA BLOCKER - 300 GP

Excluding The Original, That Man's mastery of the Backyard's strange properties is unmatched. You have a similar talent for figuring out the anomalous properties on a given space and figuring out how to manipulate said properties to your own ends. You'll find it especially easy to create spells that allow one to resist any intrinsically hazardous properties of such a space, and you can even bestow these enchantments permanently onto others.

GEARMAKER - 600 GP

The technology to create Gears is hardly a secret, but none have mastered it to the same level as their inventor, or you. Your ability to create Gears is equal to That Man himself. You can even figure out how to synthesize Gear Cells without something like the Seeds to serve as a base. You can even create such entities to serve hyper-specific purposes like merging themselves with transcendent beings to become a "plug" on their power or to preserve and gradually defragment the damaged soul of a departed friend. With enough research you might even create Gears comparable to the future Nerville Hammer.

WILDCARD PERKS

100 GP perks free and others half-off to **WILDCARD** background.

TRUE HUMANITY - 100 GP

You have a talent for cutting through pretentious bullshit. Whether it's being able to tell when a good person is trying to play the bad guy and vice versa or instantly shutting down attempts to use abstract philosophy to excuse actions that anyone with common sense would recognize as stupid or just plain evil.

SEASONED CHEF - 100 GP

Not all fighters are uncultured meatheads. You are a brilliant chef who has trained under numerous masters and integrated all their strengths into your own creations. You have a particular style of cooking you specialize in, but really you can learn how to cook any kind of dish and make them delicious.

EARTH SEALS - 200 GP

Through a mix of magic and mind games, you are able to inflict handicaps on an opponent for the duration of a fight. Whether it's preventing them from jumping or causing them to slowly but continuously lose health. This must be inflicted right before the fight and requires the opponent to either be caught off-guard or willingly agree to the handicap for whatever reason.

I GET UP AGAIN - 200 GP

Jam's luck is constantly flickering between fortune and misfortune. You'll find yourself prone to bumbling into sudden windfalls, especially when you find yourself in a tough spot. Whether it's getting the opportunity to steal credit for a huge bounty right when you're having financial troubles, or running into a cute aspiring entertainer just as your restaurant is in need of a new server.

HARD HEADED - 400 GP

Whether due to some enchantment, freak mutation, or just by nature of what you are, you are completely immune to mind reading. That's not all, when you find yourself in the presence of a mind reader, you are somehow able to tune into their mental frequency. In effect, this allows you to read the mind reader's thoughts while they are left unable to do the same to you.

SPIRITUAL VESSEL - 400 GP

Like Zappa, something about your constitution makes you an appealing vessel for ghosts. You already have numerous powerful specters within you and can invite in as many more as you please. Only the strongest phantoms can possess your body without your consent. Additionally, all but the most malevolent or deranged spirits will loyally serve as your protectors.

SUBLIMATION - 600 GP

A magic used by the original Valentine. This serves two functions. Firstly, it can extract metaphysical elements from a being. For instance, if an enchanted door would only open for members of a certain bloodline, you could find such a member and extract the "key" from their soul. The second effect allows you to mind control other beings, altering their loyalties and personalities. However, it is possible to dispel this with magic once the target is unconscious.

ACHILLES SYNDROME - 600 GP

Similar to Happy Chaos, all of the weakness in your body has been focused into a single small weak point. You may choose now where this is: your hand, your heart, your eye, etc. As long as this one point is not destroyed, you can infinitely regenerate any amount of damage in seconds. This naturally immunizes you to other forms of harm like age, disease, information density, etc. Once per Jump even if you are killed, you can simply decide to resurrect anyway.

ROGUE PERKS

100 GP perks free and others half-off to **ROGUE** background.

LIFELESS SHADOW - 100 GP

Whether by nature or nurture, you are able to greatly suppress your presence, allowing you to sneak past all but the sharpest senses. More importantly, your killing instincts have been honed to a razor's edge, allowing you to effectively take lives as naturally as you breathe, should you feel so inclined.

IMPROVISED COMBATANT - 100 GP

While his preferred weapon is a modified pool cue, it is said that Venom is able to turn anything into a lethal weapon, and now so can you. Whether it's a rock, a glass bottle, a yo-yo, a paperclip. As long as you're the one holding it, any object in your hands might as well be a masterfully crafted dagger.

QUESTION ANSWERED - 200 GP

You possess a mind as sharp as the secretary Answer. For starters, you have a photographic memory. You aren't immune to occasional oversight, but as long as you know what to look for you can effortlessly retrieve any information you've ever observed. You are also excellent at multitasking, allowing you to handle even the most unreasonable workloads without feeling overwhelmed.

NINJA INSTINCTS - 200 GP

There's no two ways about it, Chip is a complete moron, however, he is able to effectively fulfill the role of a president through sheer instincts. Mysteries others spend weeks piecing together, you figure out in days through blind guesswork. This extends into an uncanny ability to show up in the nick of time to save an ally from harm, even if you had no evidence to suggest they'd be in any danger.

BRIGHT FUTURE - 400 GP

As long as you put in the legwork to make it happen, you'll find it bizarrely easy to turn over a new leaf. A drug dealer becoming a benevolent president, a contract killer becoming a baker, a global terrorist becoming a police officer, etc. In time past crimes will be pardoned, former enemies become allies, and you'll generally be given every opportunity to use your power for good.

DENIED MORTALITY - 400 GP

In an alternate timeline, the Forbidden Beast Eddie transcended his biological limitations through unknown means. By subjecting yourself to the most extreme circumstances possible while refusing to lose hope, you can force your current form to undergo an evolution that enhances its abilities while purging any inherent weaknesses such as a short lifespan or the need for a host.

ALTERED MEDIUM - 600 GP

In the future, an anomaly will summon a cyborg from another universe known as Lucy. Inexplicably, she gains the ability to hack into other beings regardless of whether they have any cybernetics, such as searching up data on them from the Backyard, infecting them with viruses, altering their senses, etc. Lucy didn't have much time to explore these abilities, but who knows how this ability to treat organics as machines and pull info straight from the Backyard could evolve.

NINJUTSU - 600 GP

A strange mix of martial arts and magic. For starters, your superhuman stealth, reflexes, and speed allow you to sneak through all but the most thorough security. You can demonstrate a variety of strange abilities such as invisibility, illusions, cloning, magic seals, summoning magic beasts, hanging from ceilings, purging toxins, and more. Part of this is the result of your ability to utilize ki. You can teach ninjutsu and ki to others, even to those of non-Asian descent.

HUNTER PERKS

100 GP perks free and others half-off to **HUNTER** background.

MERCY DOESN'T PAY - 100 GP

Charity is a luxury for people who don't need to fight for every meal. You have a terrifying ability to haggle and extort ridiculous fees from your clients. If a client wanted to pay you W$50,000 for your services, you could walk away with W$1,000,000. Don't be surprised if they're unwilling to hire you again.

GOOD GUY - 100 GP

Despite his name, Sol isn't actually a bad guy deep down. For some the reason, people can't help but form a fondness for you and see past your rough edges, even if you're constantly acting like an asshole. Of course, this won't do much if people don't stick around you long enough to notice this other side.

PATCHWORK - 200 GP

Bounty hunting is dangerous work. It's not unusual to lose a few pieces along the way. You'll find that you are able to almost instantly adapt your combat style to compensate for any lost body parts, senses, or abilities. Whether it's using your missing arm to hide more weapons in your sleeve or compensating for your lost regenerative ability by integrating dodging and tool use into your strategy.

AURA DIVINER - 200 GP

An ability similar to ki. You are able to see the auras of others. You can tell with a glance whether someone's biology is inhuman or detect extreme emotions like fear or bloodlust. More practically, you are able to use this to detect the weak points of others, as aura is prone to focus on vulnerable parts of the body, whether that vulnerability is due to an injury or something more metaphysical.

PSEUDO-MASTER - 400 GP

A simplified version of the summoning magic used by the original Valentine. You are able to summon small drone-like Servants. You can either summon them directly or conjure small "ghost huts" that continuously produce servants of different types that even upgrade the longer they're active. You can utilize "Organ Deployment" to control or buff your Servants in various ways.

PROTOTYPE - 400 GP

What good is a warrior that can't even control their own body? For one reason or another, you are wholly immune to any supernatural or artificial means to control your mind or body. Whether it's possession, mind control, drugs, your own instincts, or hard-coded loyalty. You can recognize such a thing is occurring, but you can be certain it will fail even if you don't do anything to stop it.

DEUS EX MACHINA - 600 GP

In a few years, Sol will discover a unique magic that allows him to synthesize machines and summon his creations at-will. You are privy to a similar magic. You need to have an exhaustive understanding of all the component mechanisms, and you can't synthesize exceptionally rare or powerful components, but as long as all those conditions are met you can simply will your blueprints into reality (for a substantial mana cost) and summon them to you from anywhere.

GEAR HEAD - 600 GP

His rough attitude and fighting style make it easy to forget Sol is one of the greatest magic engineers to ever live. Like him, you are able to create feats of magitech on the level of his Firewheel or Sacred Treasures. In fact, you have somehow stumbled into knowledge of the spell known as Saint Oratorio. Meaning that you have the potential to create weapons on the level of the Outrage that can magnify magic power with seemingly no limit.

PHYSICIAN PERKS

100 GP perks free and others half-off to **PHYSICIAN** background.

UNEXPECTED DELIVERY - 100 GP

Whenever you find yourself stumped on some kind of mystery or problem, fate will often give you small hints in unexpected ways. Whether it's a delivery girl giving much-needed life advice, overhearing a conversation about some niche topic, running into another researcher studying the same topic as you, etc.

BEDSIDE MANNER - 100 GP

There are few who can match Faust's kindness, or his disturbing appearance. As long as you have only the best intentions, others aren't nearly as perturbed by your freakish appearance or behavior. Even if you're a ten-foot-tall giant wearing a paper bag on your head and carrying a giant scalpel.

BROAD SPECIALTY - 200 GP

You'll find that medical techniques and knowledge are bizarrely applicable to beings of completely different species. Whether they're Gears, vampires, robots, etc. the underlying principles are the same. To an extent you can use mundane medical skills to deal with supernatural ailments like curses or ki overflow, but this usually just treats the symptoms rather than the underlying cause.

BACK TO BASICS - 200 GP

In the future, Faust will dive so deeply into his crafts that his social skills devolve into a zombie-like stupor. You can do something similar, entering a prolonged trance where your only focus is pursuing one specific skillset or goal. Your growth rate in this area will increase explosively, but you will be stuck in this stupor for however many months or years it takes to be satisfied with the results.

TUNER - 400 GP

Similar to how a technician tunes a piano to increase its performance, you can "tune" a person's energy. This has multiple applications, from protecting against illness, sensing auras, enhancing physical abilities, paralyzing foes, or bringing out all of one's dormant potential. If you can find a way to boost your spiritual abilities, this can be expanded to influence the energy of a whole city.

MIRACLE DOCTOR - 400 GP

Your medical skills are comparable to Faust himself. You've cured just about every natural illness and many supernatural ones. As long as someone isn't (too) dead, you can save them. You also share Faust's inexplicable ability to perform complex surgery on someone in a matter of seconds, requiring no time to heal and no more tools than you can fit in a small doctor's bag.

ART OF RESURRECTION - 600 GP

The taboo magic to perfectly resurrect the dead. The time and cause of death is irrelevant. As long as their soul hasn't been destroyed and you have most of their body, you can bring them back, though their time in the afterlife may have lasting effects on their mind. However, this magic has another application. Just as you can introduce a soul into its old body, you are able to implant the soul of an already living being into a different physical vessel.

SHATTERED LOGIC - 600 GP

Through a mix of space-time magic, biology warping, and probably some minor reality warping for good measure, you are capable of replicating Faust's bizarre toonforce. You can stretch and contort your body in impossible ways, create portals to teleport, and alter the physical properties of you and your weapons like weight or elasticity. You can still theoretically be hurt, but how many people are ready to fight a man who can pull meteors out of their pocket?

SCHOLAR PERKS

100 GP perks free and others half-off to **SCHOLAR** background.

SUBJECTIVE EVIL - 100 GP

Perception is a funny thing. As long as you genuinely believe you were doing the right thing at the time, people find it hard to hold your past sins against you personally, even if the blood of thousands of innocents rests on your hands. Of course, just because an action wasn't outright evil doesn't make it legal.

NEW HIRE - 100 GP

Who knew that joining hands with the world's worst terrorist was as simple as asking. Like Anji Mito, you find it impossibly easy to get your foot in the door of even the most mysterious or secretive organizations. Of course, it will take time to actually earn their trust, but they'll always at least give you a chance.

RULE BREAKER - 200 GP

Like a certain fox yokai, you have mastered teleportation magic to a level that shouldn't even be possible. While normally teleportation spells require several accomplished mages and a lengthy ritual, you can do so at-will with several people. You can even teleport between adjacent dimensions like the Backyard. Just try and make sure you have the means to survive there first.

ONE STEP AHEAD - 200 GP

Despite being literally the most wanted man in history, That Man is only ever found when he wants to be. You can similarly stay one step ahead. Whenever there's someone you want to meet or somewhere you want to be, you can always find a way there. But at the same time if you wish to stay hidden, not even world powers could track you down until you choose to show yourself.

RECEPTICAL - 400 GP

You have a kind of empty receptacle within your soul. You can use this to hold any one object or entity at a time. In the latter case, you must incapacitate them first, but once you do it is impossible to escape or harm you from the inside, no matter their usual power. For objects you keep in this space, you will be able to tap into a portion of its power passively or simply summon it at-will.

BLACK AND WHITE - 400 GP

While initially magic was seen as an objectively superior replacement, in many cases technology seems to act as a hard-counter to magic. You can take this logic into future worlds. Even The Original would be helpless against a sufficiently sturdy metal door as long as it had no magical components, just as protective enchantments would do little against bullets from a black tech gun.

FORBIDDEN RESEARCH - 600 GP

Ironically, magic has allowed numerous scientific fields to reach all new heights. You are among the world's greatest geniuses regarding cloning, hybridization, or genetic engineering. Whether it's cloning powerful warriors, splicing animals with demons, inventing new viruses, synthesizing powerful bioweapons, or even enhancing your own body with the flesh of more powerful beings. Just be wary that careless use of this science can have disastrous consequences.

DEMON KING - 600 GP

What Crow wouldn't give for an ability like this. You won't have to worry about your creations turning against you ever again (probably). Whether they're a machine, a bioweapon, or something in between, your intelligent creations will always be perfectly loyal. However, this won't prevent them from disobeying you out of sheer incompetence or corruption from an external force. But other than that, they will always follow your orders without question.

KNIGHT PERKS

100 GP perks free and others half-off to **KNIGHT** background.

BEYOND THE THRESHOLD - 100 GP

There is something deeply wrong with you. Your pain tolerance is practically infinite. Whether you're shot full of lead or eaten alive by birds, you'll be able to mentally recover in seconds. You may choose now whether your mind is so broken that you actively find pain pleasurable.

ACTIVE DUTY - 100 GP

Who knew being a king would let you stay this active? You'll find that whatever role you serve in a given government or organization has a negligible impact on your ability to go out and have your own adventures or even fight on the front lines. Just don't be surprised if this causes your paperwork to rapidly pile up.

METALWORKING - 200 GP

For being such a meathead with barely any grasp of magic, Leo Whitefang has an uncanny talent with a special magic that allows him to freely reshape metal. You share this talent, allowing you to use mana to reshape any metal weapon you wield, whether it's allowing them to grow or retract for storage or even reshaping them into completely different forms.

FIRST RATE WARRIOR - 200 GP

You aren't one to break down after one setback. Whether that setback was a humiliating defeat, a major injury, a personal betrayal, etc. Every time you suffer some massive loss, you spring back even stronger in both body and mind. When you find yourself especially shaken mentally, you can summon a shadow illusion of yourself that you can battle to overcome your current uncertainty.

DIMENSIONAL WARDEN - 400 GP

You are privy to the magic used to create dimensional seals and prisons. This traps a being in a completely isolated space that is impossible for all but the most powerful beings to escape. You are even aware of how to replicate the same dimensional prison used to seal Justice, which even after being broken by the outside only allowed her to escape in a greatly weakened form.

MIXED HERITAGE - 400 GP

You'd think mixing human and Gear cells would cause more of an issue. In general, you'll find that cross-breeding with humanoid beings that technically aren't human causes no issue, with the child having traits of both species. This principle also applies to bodily grafts, as you can receive transplants from completely different species and gain a portion of their power from it.

DRAGON SLAYER - 600 GP

Kliff Underson redefined the understood limits of humanity. Like him, you wield the strength of a thousand regular men, allowing you to swing around weapons twice your size or fight a city-sized Gear for seven days and nights without rest. This boost to your strength also applies to any vital energies like Ki. Among pure humans, the closest match to you in power would likely be Gabriel, who has been known to spar with Slayer in the past.

LIVING WEAPON - 600 GP

He does a fine job hiding it, but Ky is a genius of both swordsmanship and magic with few equals. Even as a regular human, Sol himself feared the prospect of a serious fight with Ky. This talent also extends to magic, as Ky was able to reverse-engineer the alien principles of the original Valentine's magic simply by seeing it in action. This level of brilliance now applies to you as well, making you like a grim reaper on the battlefield who can slay lesser Gears by the dozen.

WEAPON BUILDER

+400 GP stipend to spend on Weapons, Items, or Companions.

WEAPON BASE - 50 GP / PER / 0 GP (First purchase) / +100 GP

The foundation of your weapon. This could be anything from a katana, a gun, needles, a yo-yo, a guitar, a pool cue, etc. If you choose a mundane object then it is reinforced and modified to be able to serve as a lethal weapon. Each purchase of this grants you a new weapon to customize in this section. You may import a personal object/weapon you already own or from elsewhere in this Jump as your weapon base for no additional cost. You can receive **100 GP** to pass on receiving a weapon and bar access to this entire section.

QUANTITY - 0 GP / 50 GP / 100 GP

How many copies of this weapon you possess. One purchase per weapon.

SOLO - 0 GP - You receive only one copy of this weapon.

DUET - 0 GP / 50 GP - You receive an identical (or mirrored) pair of your weapon with identical capabilities. You must pay for this if you are importing an item that you only possess a single copy of.

ENDLESS - 0 GP / 50 GP - You possess an infinitely replenishing supply of this weapon. You may only take this if your weapon is something small and disposable like throwing knives or darts. You must pay for this if you are importing an object you ordinarily have a finite amount of.

VARIABLE - 100 GP / 50 GP (w/ MALLEABLE) - You can use magic to temporarily increase the quantity of this weapon. The number of copies you can make and how long they linger for depends on your magical skill.

ALLY IMPORT - 50 GP

You may choose one of your companions to transplant their consciousness into this weapon. They will retain the ability to talk and be somewhat mobile. Post-Jump this becomes an altform and they will not take up a companion slot as long as they remain in this form.

BLACK TECH - 50 GP (Incompatible w/ FOCI or ELEMENTAL)

Your weapon is composed of old-world technology, rendering it almost invisible to magical forms of detection and fairly effective against most magical barriers.

NO HANDS - 50 GP / 100 GP

You have a physics-defying level of control over this object. Whether it's causing a guitar's strings to whip outward at the perfect time and angle to hit your opponent or swinging around a ball and chain without any worry of hitting yourself with it. For twice the price this is outright telekinesis, allowing you to freely manipulate this object within a short range of yourself.

HAMMERSPACE - 100 GP / 0 GP (w/ SUMMONER)

You are able to freely summon and banish this object to some extra-dimensional space at will. Whether you call it from a portal in the air, a pocket far too small to actually hold that, or just some unobserved spot on your person.

LEECH - 100 GP (Exclusive Vampires)

Your weapon has been modified to share your vampiric nature. Certain potent attacks will allow the weapon to drain the opponent's blood, feeding it to the wielder, while every other attack drains a portion of the saved blood to increase the damage of each attack. In effect, the more blood the weapon absorbs, the more powerful both it and the wielder become, but the more they attack the more that blood drains. However, if you absorb too much blood at once, it will cause you to go berserk and halve your vitality.

FINITE - 100 GP

It's dubious how useful this is. This object is some kind of dimensional singularity. Meaning that only a set amount of it can exist across all universes or dimensions. It is impossible to perfectly duplicate this by any means. It is theoretically possible to make a convincing replica, but the power will never be equal to the original. This applies equally to yourself, friends, and foes, alike.

ROBUST - 100 GP

The simple approach. Your weapon is almost supernaturally heavy, durable, and sharp/powerful. However, it's pretty much impossible to wield this without some degree of superhuman strength.

MALLEABLE - 100 GP / 200 GP / 400 GP

This object has an odd ability to transform its physical form in physics-defying ways. Regardless of tier, these changes either only last a few seconds or are dependent on specific external stimuli.

For **100 GP** this can't stray too far from the basic structure of the object. For instance, Axl Low can not only retract and deploy the blades of his Kusarigama but also cause the chain to extend and retract with no known limit.

For **200 GP**, this is closer to Paracelsus, able to be restructured like living clay and transformed into more powerful forms in response to the wielder's emotions.

For **400 GP** this is on the level of Bridget's teddy bear Rodger, able to freely change between various completely different forms and even summon complex machines like motorcycles.

Those who chose to become a living weapon through the MAGICAL FOCI species receive a 50% discount on all tiers of this.

KINETIC - 200 GP

Your weapon is able to produce some kind of kinetic energy, either in the form of a deployable forcefield or to enhance the power and range of your attacks with shockwaves. These are fairly energy-intensive but will passively recharge as long as you don't spam these effects.

ELEMENTAL - 200 GP / 100 GP (w/ FOCI)

Your weapon is designed to enhance a specific type of magic. This is most likely one of the standard magical elements (fire, water, air, lightning, ki, light) but you could also choose different types of magic like summoning or barriers (assuming you know how to use said magic). The wielder is able to focus any spells of that magic through the weapon, substantially increasing its potency. You must possess an affinity with the element in question to use this.

ANTI-IMMORTAL - 200 GP

Your weapon possesses some kind of unique trait that greatly slows down the regeneration of those struck by it, regardless of the method. A foe that could normally regenerate from bullet wounds in seconds would require several minutes to regenerate a scratch from your weapon.

FOCI - 200 GP / 300 GP

Your weapon has been modified to serve as a focus for any magic spells you know how to cast, increasing their potency while decreasing the calculations that normally go into casting them. So a spell you could cast in a few seconds can be used instantly, while ones that you'd need a few minutes to cast would instead just need a few seconds. For a plus-charge this can be used in place of any magical focus like a wand or staff for magic systems from other worlds.

OUTRAGEOUS - 200 GP / 1000 GP

The weapons now known as the "Sacred Treasures" were actually just the remains of an even mightier weapon known as the "Outrage" which was so powerful that not even Sol, its creator, could handle it. Somehow, you appear to have stumbled upon a similarly potent treasure.

This basically super-charges the overall capabilities of your weapon to be equal to one of the Sacred Treasures like the Fireseal or Thunderseal. If originally your weapon could electrocute your opponent, now fighting you is like being in the center of a thunderstorm.

If you spend **1000 GP**, not only do you receive 8 purchases of **WEAPON BASE** for free, all of which receive the same aforementioned power boost, but they now have the potential to be recombined into a weapon on the level of the Outrage, which was able to magnify the wielder's magic power with seemingly no limit. Of course, you'll have to actually figure out how to reverse-engineer these weapons back into their original form yourself.

ANTI-GEAR - 0 GP (Requires Gear Eradication Virus)

Your weapon has been infused with Nerville Hammer's anti-gear virus. Gears infected by this will be driven mad and compelled to self-terminate. If the target happens to be a command-class Gear, they will broadcast the command to terminate world-wide. Post-Jump this you may choose a different genetically modified organism for this to function on each Jump.

COMPANIONS

Options marked with "**PER**" can be purchased multiple times. This rule applies to other sections of this Jump as well but is most relevant here.

COMPANION IMPORT - 50 GP / PER

With one purchase you may import or create a companion with **600 GP** to spend. They can gain additional **GP** from Drawbacks. Each additional purchase doubles the total number of companions you can import/create.

COMPANION EXPORT - 50 GP / PER

With one purchase you receive a slot that can be used to recruit any one native of this world as a companion. Each additional purchase doubles the total number of slots you receive through this option.

FAMILIARS - 200 GP / 100 GP (W/ VALENTINE)

A peculiar servitor creature akin to Lucifero. You may receive anywhere between 1-3 familiars, but the more familiars you have the less individual power each one has. These creatures are telepathically bound to you. They have intelligence comparable to a human, are unconditionally devoted to you and your wellbeing. Depending on their personality, they may go against your own wishes if they deem it necessary for your protection.

They can levitate, are shockingly strong, and have a degree of shapeshifting that allows them to transform into different objects or even merge with each other to consolidate their power. Your connection with them allows you to summon and banish them at will, seamlessly integrate them into your fighting style, or even focus your magic through them to bolster your attacks. Should you wish, you may choose for these familiars to manifest as extensions of your own body, similar to how Undine and Necro sprout from Dizzy's wings.

RETAINERS - 200 GP / PER

Your own personal army of suicidally loyal (and/or brainwashed)warriors. They aren't quite as strong as the likes of superhumans like Potemkin or Chip Zanuff, but they're well trained and stronger than most humans. You receive 50 with the first purchase, and each additional purchase doubles the total number of soldiers you receive. They all share a single companion slot.

CORRECTING THE PAST - 200 GP / 1200 GP / PER

Somehow, you have crossed paths with an individual who claims to have come from the future. They may even be your own future child/sibling. They are exceptionally powerful in their own right and equipped with various pieces of technology well beyond the norm of the current age. They are loyal, but naive and their understanding of future events is quite shallow, implying they were quite sheltered, if not deliberately misinformed.

For **1200 GP** this is your own future self from a timeline where, for some reason or another, your Chain never continues past this Jump. They have spent decades or even centuries mastering all of your skills and abilities to a far greater extreme than you, and have had myriad breakthroughs, allowing them to modify their body to grant them even more abilities you do not possess. Basically, imagine what you'd accomplish if you spent countless years and every resource at your disposal to increase your power, knowledge, and resources as much as possible. They have an in-depth understanding of future events and are more than willing to share their insight with you, such as any conclusions they reached regarding projects or concerns that plague you in the present.

However, they are from an alternate timeline where your Chain never continued past this Jump. Meaning the advantages they hold over you may not last as you visit more Jumps. While your goals align for now, this provides no guarantee that will continue to be the case, especially once you become a threat to them.

GENERAL ITEMS

No discounts. All item imports are free.

JC WORLD - 0 GP / 50 GP

You receive a glossary (in a medium of your choosing) containing information on this world broken up into several categories: People, Organizations, Locations, Weapons/Items, Powers/Skills, Events, and World. Each entry is brief but covers all the most important points. It will only include topics that are considered public knowledge or that you are personally aware of. For **50 GP** you receive a similar glossary for all past Jumps and each Jump you visit after this Jump. You also receive a glossary relevant to your Chain as a whole, perfect for getting new companions up to speed with things they've missed.

MAGIC COMS - 0 GP / 50 GP

A common form of magic that takes the place of telecommunication in this magical age. It takes the form of a small magic circle suspended in the air, typically around one's ear, allowing one to communicate with others over large distances. However, despite ostensibly being for civilian use, the elaborate infrastructure needed for this makes it quite expensive to use regularly, often demanding 200 world dollars per call. While you can teach this spell to others, it will be of little use in future Jumps unless you can replicate the appropriate infrastructure. For **50 GP** then in future Jumps this magic is somehow able to function like a cellphone or similar remote communication devices, able to tap into any public/civilian communication infrastructure in the current world.

CHARACTER STAGE - 0 GP / 50 GP

A scenic location suited to your themes or aesthetics that serves as the perfect arena for a duel. It will appear in a location of your choosing, or simply in your Warehouse. For **50 GP** you can use magic to cycle this arena's appearance between several different environments or "stages" before a fight.

BELTS AND ZIPPERS - 0 GP / 150 GP

Fashion standards have changed quite a bit in the last few centuries. It's not uncommon to see people decorated in dozens of belts, pointless zippers, giant bolts, and similar strange aesthetic choices without anyone batting an eye. You receive a sizable walk-in closet filled with a variety of outfits in this world's style. However, these are also designed to appeal to your own tastes, so much of this clothing will have similar colors, themes, or aesthetics. If you wish, you can have this wardrobe update itself between Jumps, replacing articles you never wear with similar ones that better fit your current tastes. Still, no matter how much these change the influences from this world will always be apparent. All these outfits are self-repairing and self-cleaning.

For **150 GP** then you receive a kind of living clothing that you can freely reshape into any design with a thought or even banish and summon it at-will. This is essentially an extension of your body so it will never get in the way of any of your abilities. You can still receive the wardrobe above if you wish, though I'm not sure what the point would be in having both.

DIVINE CROWN - 50 GP

A large halo of solid light with a color/design of your choice. You can somehow suspend it in the air over your head. You can telekinetically control this and even alter its size and proportions somewhat. Other than looking cool and giving you a hoola-hoop on-demand, it doesn't serve much practical purpose.

BRAND LOYALTY - 50 GP

Perhaps you've grown attached to certain brands from this world like Milpico, Danny Missile, Le Bœuf Mignon steakhouse, etc. Buying this will ensure that these restaurant chains and brands will somehow appear in all future settings. Of course, the brands will have their own history appropriate for their respective worlds, but somehow they always taste just as good as they do here.

CLEAN HANDS - 50 GP

These appear to be a normal pair of gloves. However, these allow you to inject a substance of your choosing into someone by shaking their hand. This leaves no mark and it's unlikely the target will even feel anything.

HOBBYIST - 50 GP / PER

With each purchase, you receive a copy of a specific object or collection of objects that has been stated to be of great sentimental value to one of these characters or relevant to their hobbies. Whether it's Potemkin's indestructible pencil case, Ky's teacup collection, Sol's copy of Queen's Sheer Heart Attack, or any one of Testament's endless list of hobbies. These must be completely mundane and not especially useful outside of some hobby.

SEALED HEART - 50 GP

This elaborate mask or headgear has the odd ability to help you control or conceal your emotions or instincts. It can be overpowered by sufficiently intense emotions, but it's better than nothing. Simply with a thought, you can activate some complex mechanism that causes this mask to break into countless panels and compress itself to store almost invisibly on the back of your neck or even under your hair. You can cause it to reform around your face just as easily.

BACKYARD DELICACIES - 50 GP

An assortment of various teas and cookies produced by That Man himself. These are exceptionally delicious. Because they were created by That Man's magic utilizing the unique properties of the Backyard, it is conceptually impossible for any other tea or cookie to replicate these flavors, making this a luxurious treat indeed. Consumed tea or cookies are restocked on a weekly basis.

MAGE HOUND - 50 GP

A magical creature resembling a regular puppy in both mind and body. Though it behaves like a living animal, it is made of magic and therefore does not require nourishment or produce waste of any kind.

DUEL TOWER - 50 GP

A 10-floor tower that attracts warriors from around the world to participate in a series of duels. There are 10 floors. Winning five battles increases your rank and lets you fight combatants on the next floor. Losing five battles does the opposite. There is no tangible reward for these battles beyond the inherent glory.

GUARD BOT - 50 GP / PER

You receive one or more of the types of mechanical drones that guard the White House. They look fairly harmless, but are each equipped with a powerful laser that can effortlessly slice through flesh. These are usually no larger than a mouse and are used to defend against intruders who attempt to infiltrate through the White House's ventilation system. However, there are instances of much larger variants, akin to a small dog, that are more intelligent and can be used for carrying small objects by balancing them on their head. For each purchase you may receive 12 of the smaller guard bots, but you can also exchange these for some of the larger variants at a rate of 2:1.

FORBIDDEN PUDDING - 50 GP / 100 GP

You are in possession of a tome outlining a ritual to conjure a demon specializing in culinary-related tasks, such as helping you construct an enormous pudding and using its magic to prevent it from collapsing under its own weight.

For **100 GP** you may corrupt the ritual, casting a curse on the final dish. After several hours, anyone that took a bite of it will enter a trance before being launched into the sky by some kind of rocket propulsion coming from their butt. They'll be perfectly fine in a few hours, but the experience is quite disturbing.

Lila Regen - 150 GP

You are the owner of a highly customized car that you can magically summon at a moment's notice. It runs on magic and will always be in perfect condition when summoned. You may import a car you own to receive these properties.

DREADNOUGHT-CLASS AIRSHIP - 600 GP

You are somehow the commander of a highly advanced airship that rivals the flying continent of Zepp in both scale and capabilities. It seems to be able to remain afloat indefinitely and its defensive and offensive capabilities are great enough to rival most world powers. You may choose whether this airship bears a civilian population comparable to Zepp, or if you are the sole inhabitant and all vital functions are handled by automated systems. You may also choose to import properties you own to be a part of the land atop this airship (as long as said property isn't larger than the airship itself, of course).

REMNANT OF THE HOLY WAR - 1000 GP

A colossal spaceship that has somehow formed a kind of psychic link with you, allowing you to control it remotely. Though, it tends to prioritize responding to your emotions, rather than your conscious thoughts, so if you cannot control the former then the consequences could be apocalyptic. Luckily, it appears that you are able to temporarily sever this connection whenever you please. It was created to mass-produce Gears before dropping them from orbit. All of these functions are still fully intact. It can effortlessly produce an army of Gears, all following the command of the spaceship, and by extension you. While you can also control the movement of this satellite, try your best not to pull it within the Earth's atmosphere unless you're trying to destroy both.

THE CUBE - 1200 GP

Among all of That Man's creations, arguably the most impressive of all is the massive magic construct known simply as "The Cube". This structure exists within the Backyard itself, serving as an interface to directly modify the Backyard's code, and therefore rewrite the material reality on a universal scale.

What That Man created this for and why he neglected to actually utilize it is unknown. It will soon be rendered inoperable by Sol Badguy in order to keep it out of the hands of the original Valentine.

However, what has been made once can be made again. You have somehow come into possession of all the notes written by That Man regarding the creation of the Cube. However, replicating his work is much easier said than done.

Many vital components of the research were simply never written down. Even what you do have was written exclusively for the eyes of That Man himself. Even without deliberately encrypting it, one would need to reach a godlike mastery of magic to even begin making sense of these notes, let alone filling in the numerous gaps that the writer felt no need to document.

Even with all that, you'll have to work out the logistics of reaching the Backyard and surviving there long enough to actually construct the Cube. Still, if you're able to jump through all these hurdles, you'll be able to exert godlike control over reality. Of course, such a power would be a tempting target for many other transcendent beings. Arguably, creating the Cube is the easy part. The real challenge is ensuring it never falls into the wrong hands. Or at least, no hands other than your own.

TOME OF ORIGIN - 1200 GP

In ancient times, a great philosopher known as the "Original" discovered the Backyard, a dimension of infinite information and power, containing the logic that defines our world. He then sealed the very essence of all that the Backyard was into a single book, called the Tome of Origin. Evidently, it was actually a pair of books, as you are now in possession of an identical copy.

It is impossible to fully articulate the full potential of this book's power. By the words of the Gear Maker himself "As the name would imply, everything sprang forth from its pages. This book makes anything possible. It granted magic to mankind. Crafted our future. And with it, the risk of our downfall." Regardless of how literally you take these claims, there is no denying that it was through study of this book that That Man became the greatest magic user to ever live, sans the Original. A feat that may be equally within your reach.

Setting aside its long-term potential, it is a magic catalyst without equal. It can be used as a foci for any kind of magic, greatly magnifying the potency of any spells cast. You can even tear out pages to increase the power of individual spells (the pages always return to the book once the spell has completed).

It appears you have a kind of soul bond with this tome. You can store it within your body to summon at-will. You can also telekinetically manipulate the book and every one of its pages. You can even freely alter the size and weight of the book. That Man became quite adept at integrating the tome into his fighting style, allowing him to randomly draw pages from the book representing numerous potent spells he could cast on the spot. If all else fails you can easily kill someone just by beating them to a bloody pulp. The book can become quite heavy and basically indestructible through conventional means (not to say it is fundamentally impossible through supernatural means).

UNAFFILIATED ITEMS

Items discounted half-off to the **UNAFFILIATED** faction.

SILENT SOUL - 100 GP

A special headband, mask, or similar accessory designed to suppress your raw power as well as any unwanted mental or physical effects of said power. Whether you are a Gear trying to pose as a human or a Nightless trying to keep their instincts in-check. Extreme emotions can cause your power to overflow, negating the effects of this device until you can calm down.

FIRE WHEEL - 300 GP

You are the proud owner of a custom-built motorcycle with similar specifications to Sol Badguy's own Firewheel Mk.2. There are few ground vehicles that can match it in speed or durability. It never runs out of fuel and has a variety of special features like weapon storage, magic coms, jet thrusters, a retractable sidecar, and more. You are also privy to a special magic that allows you to teleport it to you with a thought over any distance.

SECLUDED WORLD - 600 GP

A small pocket dimension or sealed space akin to the Japanese colony or Underworld Hill. Its size is akin to a massive village or a small island. It has a lively population that are more than happy to call you their leader. Whether this population is of greatly varying forms and abilities like the monstrous yokai, or if they are simply humans with a natural affinity with certain strange magics like ki or shamanism, is up to you. There is a static gateway somewhere in the outside world that serves as the only point of exit or entry sans teleportation magic. However, the magic wards protecting the gate are far from foolproof.

SYNDICATE ITEMS

Items discounted half-off to the **SYNDICATE** faction.

WEALTH - 100 GP

While the Syndicate was founded with altruistic intentions, since Zato-1 took over as leader, it's adopted a more… practical goal: profit. You are in possession of enough world dollars to live in luxury for at least a year, or over a decade if your lifestyle is more frugal. At the start of each Jump following this one, you'll receive a comparable amount of funds in the local currency.

THE GUILD - 300 GP

Your own criminal organization similar to the Syndicate (assuming you aren't just a branch of the Syndicate outright). You can't quite match them in scale or influence, but there is room to grow. You will find it impossibly easy to find applicants willing to kill at your command. You have the final call on all matters. You could even arbitrarily change the function of this organization to something barely related to assassination, with negligible pushback.

EYES IN THE DARK - 600 GP

The seeming omniscience of the Conclave and P.W.A.B. was due primarily to their close ties with the Assassin's Syndicate. You now have your own similarly omnipresent intelligence network. You have numerous agents feeding you all manner of information from within almost every large organization (whether governmental, corporate, criminal, etc.) in this world. Organizations that are exceptionally isolated or too small to be worth monitoring can avoid your gaze, but otherwise your eyes and ears are practically everywhere. Following this Jump you enter each world with a similarly expansive network already in-place.

JELLYFISH ITEMS

Items discounted half-off to the **JELLYFISH** faction.

PREVENTATIVE MEASURES - 100 GP

A paper bag filled with nondescript pills and instructions for dosage. These are specially tailored to greatly mitigate the symptoms of any disease, allergy, or similar malady of a supernatural nature. Whether you know what said malady is or how it functions is irrelevant. However, this does nothing to treat the underlying cause of said symptoms. Used pills will replenish weekly.

SEAWORTHY - 300 GP

You seem to have something in common with May. Somehow or another, you have befriended an assortment of aquatic creatures. They have shockingly high intelligence and bizarrely cutesy proportions for their species. Even if you don't know any summoning magic, you can briefly call upon them in combat, regardless of distance, able to hop in and out of solid ground as if it were water or even conjuring massive waves when they appear.

FOUND FAMILY - 600 GP

Everything you could need to start your own pirate crew. You are the proud owner of a large airship comparable to the Mayship. Staffing it is a crew of a dozen orphans you saved who love all adore you like family (or perhaps more). You may choose whether or not this crew is all one gender like the Jellyfish pirates. Within a special docking area on the ship is a much smaller and sleeker airship decked out with countless illegal black-tech modifications to make it one of the fastest airships in the world. Both ships never seem to run out of fuel but may still need to dock for other supplies or any extensive repairs.

ILLYRIA ITEMS

Items discounted half-off to the **ILLYRIA** faction.

ZILPODS - 100 GP

While magic is technically an infinite resource, the most efficient way to transport magical energy or "Zeal" is in the form of batteries or "Zilpods" with a finite capacity. You receive a dozen high-quality Zilpods in your warehouse that you can use to power any compatible magic devices, or simply for lighting, given the Zeal's natural luminescence. Spent Zilpods will be refilled weekly.

ST. ELMO'S FIRE - 300 GP

You are privy to the location of a colossal lighting rod (if you wish, you can integrate this into the structure of another property you own). Without fail, at a specific date once per Jump, this will be struck by a lightning bolt containing so much energy it defies the laws of physics. This rod can harvest a small fraction of this power, but if you can figure out how to absorb 100% of this electricity, you'd have more than enough energy to power a major city for several years.

ALBATROSS - 600 GP

The Albatross was originally designed under the pretense of being an anti-Gear weapon during the Crusades, even after the destruction of Justice, many world powers continued to stockpile these missiles in the name of deterrence. Their destructive power is equal to the nuclear warheads of the pre-magic age. You have remote control over a forgotten missile silo containing one such weapon. While most countries have dozens of these missiles, your true advantage is that nobody knows you have this, at least not until you actually fire it. If used, you receive a new Albatross at the start of the next Jump.

USA ITEMS

Items discounted half-off to the **USA** faction.

WURZITE CARRIAGE - 100 GP

An identical copy of the president's personal transport. It is a black automobile with a design akin to a gothic horse-drawn carriage. The windows are 110 mm thick bulletproof glass. The chassis of the vehicle is 100% Wurzite, a metal with hardness rivaling diamonds. It is said to be just as fast on water as on land and has a hover function that can let it drive without wheels for a time.

UMA ABDUCTION - 300 GP

An enormous, reinforced coffin with a heavy-duty chain that can be used to carry and swing it around. If beating someone to a bloody pulp with an iron coffin isn't good enough, within said coffin is a mysterious amorphous entity with countless limbs. For whatever reason, this entity is willing to obey your command. Whether simply providing an extra hand, or somehow producing a variety of devices or phenomena such as mini-guns, explosive drones, forcefields, etc.

TÍR NA NÓG - 600 GP

A top-secret project by a handful of officials seeking to save themselves by fleeing to the Moon in the event humanity lost the Crusades. In effect, it is an enormous airship capable of space travel (at least as far as the moon) built underneath the White House. You have a 1:1 copy of the Tír na Nóg ship (and by extension a copy of the White House). At the start of each Jump this ship will be partially buried somewhere and a complete moonbase will already be waiting for you on the moon. This base has enough resources for a small population to survive indefinitely, as well as radio broadcasting capabilities.

ZEPP ITEMS

Items discounted half-off to the **ZEPP** faction.

RETRO COMMUNICATOR - 100 GP

Zepp's use of ancient technology ironically serves as a kind of security in its own right against more magic-reliant factions. You are privy to a special wireless communication line that works over any distance. A combination of its advanced encryption and lack of any magic in its construction makes it basically impossible to intercept. However, it is limited to transfer of sound.

VIDYA - 300 GP

Though currently untested, Zepp's experimental Vidya aircraft is designed to have such absurd speed that it appears invisible to the naked eye. In spite of its speed, it is capable of tight maneuvering, making it an ideal reconnaissance craft. Perhaps due to being designed with Potemkin's abnormal build in mind, this craft is piloted in a rather peculiar fashion, with all of the pilot's body above the legs protruding from where the cockpit would be.

THE SILVER DISK - 600 GP

An unassuming old-world artifact with the potential to incite global chaos. This small disk is actually a database of the old world's knowledge of history, biology, and technology. In essence, it is an archive of all knowledge from before the age of magic. Most notably of which the information of countless pieces of black technology that have been lost to time, and if applied could rival the miraculous feats achievable by modern magic, at a substantial material and environmental cost. It is able to convey any of this information through holographic projection, even if the disk is shattered into pieces.

P.W.A.B. ITEMS

Items discounted half-off to the **P.W.A.B.** faction.

ILLUSORY DECOY - 100 GP

A favored trick of many scheming mad scientists. This device allows you to project a hologram of yourself that you can speak through remotely. The illusion is nearly flawless as long as nobody touches it, making it perfect for stalling any would-be pursuers as you make a clean getaway. Of course, you only have one projector, so you'll eventually have to come back to retrieve it.

SOUL SWAPPER - 300 GP

I don't even think the P.W.A.B. knows why they have this. This large machine is able to transfer a being's soul consciousness between bodies. The biology of the original or target body is irrelevant, whether they're human, robot, sentient weapon, etc. This can either transfer a consciousness into an empty vessel or simply allow two conscious beings to swap bodies. Comes with a spare human body devoid of consciousness. Fair warning, the process is quite painful.

FALSE JUSTICE - 600 GP

The embodiment of the P.W.A.B.'s thirst for power. This is a clone of the original Justice formed from their battle data. The power of this clone is extremely close to that of the original during the Second Holy Order Selection Tournament, which admittedly was well below Justice's full power. This clone has no consciousness of its own and is more like a puppet that obeys your every order without question. It has a limited ability to command other Gears, but this ability is far from perfect, causing Gears great pain and making their abilities go berserk, rather than the original's absolute control over other Gears.

POPULI ITEMS

Items discounted half-off to the **POPULI** faction.

PHALANX ARMOR - 100 GP

A set of the iconic golden armor and energy weapons used by the Sanctus Populi's Phalanx Nine: a traditionally all-Swedish and all-male order of knights. As their most elite soldiers, naturally, their armor and weapons are of the highest quality that such an organization can provide. You will have many questions to answer if you are not a member of this respected order yourself.

MAGNUM OPUS - 300 GP

Your own army of two dozen of the special Opus units devised by the Sanctus Populi, and the blueprints to construct more. They are mindless automatons with combat skills superior to all but the most accomplished human soldiers. A dark secret of their construction is that they are primarily composed of Gear cells. While they will normally follow your orders without question, the influence of a Command-Class Gear like Justice could turn this army against you.

FAITHLESS DEVOTION - 600 GP

It appears you actually occupy a somewhat high-level position in the Sanctus Populi. Additionally, this organization will somehow follow you into future worlds, altering its history to better fit into that world. This organization will receive the same privileges and notoriety of a major religion, despite not technically preaching any doctrine or requiring any faith. You'll find that whatever rank you achieve in the organization in one world will somehow translate into the next. Meaning that if you climb your way to the position of Sanctus Maximus Populi, you'll be able to start the next Jump with that same status.

UNIVERSAL WILL ITEMS

Items discounted half-off to the **UNIVERSAL WILL** faction.

MIRROR MIRROR - 100 GP

A magic artifact often used (and perhaps created by) the Sanctus Maximus Ariels. It is a pair of ornate mirrors that allow remote communication over any distance, even between dimensions. Anything shown or said in front of one mirror is projected out of the other and vice versa. You may be able to figure out how to create more of these by studying the enchantments.

REINFORCED HIGH-DENSITY BED FRAME - 300 GP

An odd contraption. This bed frame has been modified into an obscenely advanced automaton. This automaton will loyally obey your every wish. While touching it, you can control it like an extension of your body and use any of your abilities through it, even while asleep. This bed frame is obscenely durable, can slightly warp its form like extending its limbs to seemingly any length, and can fire a seemingly infinite amount of large spike projectiles.

BACK GATE - 600 GP

You are privy to the location of an ancient labyrinthine ruin. However, deep within is a great secret, a physical gateway into the Backyard. The usefulness of this is dubious. The Backyard is an infinite font of power and information. The density of that information is harmless to inanimate matter but will instantly annihilate any living beings down to their souls. Only the greatest sorcerers in history have found ways to ward against this. It is worth noting that Gears are slightly more resistant to this effect than humans, while Valentines appear to be wholly immune, due to the Backyard being their original birthplace.

CONCLAVE ITEMS

Items discounted half-off to the **CONCLAVE** faction.

BLACK TECH GUN - 100 GP

A firearm and bullets made with technology from before the age of magic. Having no magical components, it is completely immune to magic detection and somewhat more effective against magic defenses. While this won't help against foes who can simply shrug off such wounds, few weapons of the modern era are able to compete with this lethal efficiency.

THE ARCANUM - 300 GP

As the methodology behind magic was being established, the apostles created a book called the Arcanum, a book holding all 660 spells considered safe for public use. This version of the book also contains the 6 banned spells that were considered forbidden or cursed for one reason or another. The capabilities of magic go well beyond the contents of this book. But for the magic user, the risk and difficulty of inventing entirely new spells simply isn't worth the effort.

THE CRADLE (PROTOTYPE) - 600 GP

A prototype of the immense device that would come to be known as the Cradle. Of course, this one was not created with the body of Justice. This large object is meant to serve as a flying fortress that can teleport to and from the Backyard. It has little in the way of weaponry, but its ability to deploy Absolute Defense: Felion makes it functionally impregnable. It cannot remain in the Backyard indefinitely, and as a byproduct of the mechanism of its teleportation, whenever the Cradle manifests, all regular living beings within miles are instantly annihilated, as if they stepped foot in the Backyard itself.

THAT MAN ITEMS

Items discounted half-off to the **THAT MAN** faction.

STABILIZING SWEETS - 100 GP

A replenishing assortment of small candies. These appear to have been made with a strange magic, giving them stabilizing properties. Regularly eating these can help mitigate the effects of mental instability like hallucinations and multiple personalities, as well as metaphysical instability like spiritual corruption or more conceptual effects. The benefit is very slight, but noticeable.

UNKNOWN - 300 GP

A peculiar pocket dimension that you are able to enter at-will and even pull others in with you. It appears to be an endless red plane with rolling clouds below some kind of invisible floor, and constantly lightning strikes from above. Others can leave this dimension by defeating you. While in this dimension, with significant effort, you can draw upon its energy, supercharging your ability to regenerate health, stamina, and magic energy for several minutes.

THAT OTHER MAN - 600 GP

In the future, That Man will experiment in cloning, creating a seemingly perfect clone of himself. Somehow, you've found yourself in a similar predicament. This clone has all of your skills and abilities up to the present and even duplicates of signature equipment you're prone to using. Their personality is similar to your own, but there are subtle differences. They're naturally amicable to you and not especially bothered by their status as a clone. Their abilities will not continue to scale with you past this Jump, essentially becoming a regular companion. Not to say they can't continue to expand their abilities on their own.

WILDCARD ITEMS

100 GP item free and others half-off to **WILDCARD** background.

A NEW LEAF - 100 GP

Violence can only satisfy for so long. In time, the urge to create instead of destroy takes over. You are the proprietor of a small shop located in a charming neighborhood or plot of land. You may choose what exactly this shop sells. It could be a repair shop, mechanic, restaurant, clinic, bakery, etc.

HEAVY HANDED - 200 GP

At some point you lost a limb and had to get it replaced with a cybernetic. In addition to working just as well as the original, it has one or more weapons built into it. Whether that be a missile launcher, electrified wires, or maybe just one extremely powerful canon like the US president Colin Vernon.

SPIRITAS TYPE-48 - 400 GP

A massive replenishing supply of an outdated model of Zeal battery. These are obscenely potent, even more than later models. However, they are also highly unstable. If ignited, these could destroy a building the size of the White House. However, with a slight modification, this can be enhanced further, to the point you could blow up a major city if these were to go off all at once.

BLACK SUNRISE - 600 GP

You have a wireless connection to a satellite that, through a small targeting device, can strike a target of your choosing with a powerful laser. You could even choose to integrate this targeting system into an object on your person like a pair of glasses. This takes a few minutes to charge between shots, but it's hard to argue with the results. The satellite will follow you into future Jumps.

ROGUE ITEMS

100 GP item free and others half-off to **ROGUE** background.

HIDDEN WEAPONS - 100 GP

Relying on a single obvious weapon makes it hard to catch a target by surprise. You possess a sizable supply of small hidden melee weapons that can somehow be stored invisibly under even the closest clothes.. Whether it's kunai, a metal claw, a trick knife, etc. Lost or broken weapons are instantly replaced.

VITAE - 200 GP

Originally marketed as a cure-all miracle product. This medicine can instantly cure nearly any non-fatal physical injury or disability. However, the main active ingredient is Gear Cells. Under the right stimulus, the gear cells in the healed area will transform into a small Gear, killing the host in the process.

LEASHED GEAR - 400 GP

There wouldn't be such a race to create Gears in the first place if they weren't such effective bioweapons. You have somehow tamed a bestial Gear that inexplicably remained active after the fall of Justice. It is about the size of a large house and has an almost dog-like loyalty towards you. Just don't be surprised if you make a lot of enemies if your new pet is discovered.

PAINKILLER - 600 GP

A magical computer virus designed to propagate itself infinitely across any terminal around the world, even if said terminal normally lacks the means to receive or propagate such a signal. Its ability to process and decipher information somehow surpassed the capabilities of all infected terminals combined, making it a godlike hacking tool.

HUNTER ITEMS

100 GP item free and others half-off to **HUNTER** background.

BOUNTY BOARD - 100 GP

What's a bounty hunter without bounties to hunt? Located in your warehouse or another location of your choosing is a board that seems to update itself whenever you aren't looking with bounty posters for any wanted criminals in the current world, as well as who to contact for your reward.

OLD TRICKS - 200 GP

Sometimes a blade or your fists don't quite cut it, and you need to get a bit more creative. You have an assortment of weapons and gadgets like bombs, magic rifles, specially designed bullets, powered gauntlets, etc. That will greatly expand your attack options when going into battle.

SANCTIFIED BULLET - 400 GP

A small pistol-like device that fires a special dart. Those hit will have their body instantly expel all its mana, knocking them unconscious. However, when they awake they'll find their body has also been snapped out of any berserk state and purified of all but the strongest invasive influences, whether it's a virus, parasite, nanomachines, curse, etc. Used darts are replaced monthly.

NEW TRICKS - 600 GP

An assortment of advanced technology from the future. Includes an invisibility cloak, electromagnetic forcefield, a device to summon small Gear-like minions, gloves that can create a perfect blueprint of any object by briefly touching it, a machine that can print a physical copy from said blueprints, and a transforming laser canon that doubles as a large sword and a hover bike.

PHYSICIAN ITEMS

100 GP item free and others half-off to **PHYSICIAN** background.

WHAT COULD THIS BE? - 100 GP

You'll occasionally be able to summon some nondescript object that will not become defined until thrown into the air. The result is entirely random. It could be anything from donuts, banana peels, small robots, afros, poison, meteors, etc. However, some of these can be helpful to your opponent or harmful to you.

DOUBLE LIFE - 200 GP

A roundabout way of gaining respect. This is essentially a pilotable mech that perfectly resembles a freakishly large human (defaults to an old man). Naturally, its physical strength and durability are inhuman. Not only your emotions, but any supernatural abilities can be channeled through the mech without issue.

GEAR ERADICATION VIRUS - 400 GP

The name is somewhat of a misnomer. This virus doesn't directly kill Gears; it simply drives them mad and compels them to self-terminate. If used on a Command-class Gear, they will broadcast this self-termination signal globally. Post-Jump you can choose a different specific genetically modified or mutated organism for this virus to apply to each Jump.

DIVINE TREE - 600 GP

This enormous tree has been absorbing ki and people's worship for centuries, making it a godlike entity. It can be used to supercharge any spiritual powers to an unimaginable extent. For instance, the ability to manipulate ki on a personal level could be applied to influence the ki of a whole country. However, this process is quite time-consuming and requires constant concentration.

SCHOLAR ITEMS

100 GP item free and others half-off to **SCHOLAR** background.

IMPERIAL LIBRARY - 100 GP

You wouldn't be much of a scholar without a place to conduct your research. You are in possession of an expansive library containing books on countless topics both mundane and esoteric. This won't contain any spellbooks or information that would normally be deliberately concealed from the public.

ARTIFICIAL IMMORTALITY - 200 GP

These devices are how That Man was able to live so long as ostensibly a human. One allows you to backup all of one's memories to re-download later. The other allows one to revert their body several years, but also their mind, hence the need for the first device. Extensive use of this can cause minor mutations.

TACTICAL HOLOGRAMS - 400 GP

A device invented by the P.W.A.B. It allows one to take an individual's combat data and create a tangible hologram that is as strong as the original. However, this is quite power-intensive and is difficult to run for more than a few minutes. You also receive the specifications for how to create scanners able to automatically catalogue said combat data by seeing the target in action.

MAGICAL LABORATORY - 600 GP

A secluded island with barely any contact with the outside world. Within is an enormous laboratory with all the best tools and reference materials you could ever need for any kind of magical or technological research. Whether it's cloning, genetic modifications, cybernetics, demon summoning, etc. The local population also gives you a functionally infinite supply of test subjects.

KNIGHT ITEMS

100 GP item free and others half-off to **KNIGHT** background.

UNLUCKY SECRETARY - 100 GP

Your own loyal and hyper-competent secretary that is able to handle even the most daunting mountain of paperwork or advise you on the most mundane of concerns like how to improve your cooking. That said, they can be a bit of an air-head when it comes to matters that only affect themselves.

BACK IN BLACK (TECH) - 200 GP

A perfect duplicate of Potemkin's specialized armor and gauntlets (resized to fit your own build). The large plugs on the suit are actually designed to seal away the wearer's full strength. The gauntlets are full of all manner of black tech like communicators, forcefield emitters, guns, rocket thrusters, and possibly more.

ROYAL FLEET - 400 GP

Your own airship in the same style as those used by the royal army of Illyria. These ornate ships are naturally exceptionally fast and durable, considering they were designed for military use. However, their most notable feature is the massive collider cannon protruding from the ship. Their range is relatively limited, but shy of ICBMs, there are few weapons that surpass its sheer destructive power.

NEWBORN KINGDOM - 600 GP

You are the president/king of a large alliance of different cities and villages of comparable size to a proper nation. Well, though your people respect you as a leader, you have yet to receive legal recognition from the world. If you put in the work to develop your nation, it may come to rival the scale and prestige of Illyria. Improvements on aspects of your nations do transfer between Jumps.

DRAWBACKS

Take as many or as few as you please.

THE FULL STORY - +0 GP

By default, you'll be experiencing this world from the years 2180-2190. However, the full timeline of this series goes back thousands of years. You may now choose an even earlier point in the timeline to start. Perhaps you want to fight in the Crusades alongside Ky and Sol, or witness the age of magic firsthand, or meet Slayer in his younger days. Whatever the case, I hope you have some kind of immortality because the end date of this Jump remains unchanged.

CROSS COUNTER - +0 GP / +150 GP / +300 GP

The appearance of Lucy in this universe sets an interesting precedent for the mechanics of this multiverse. Now, you'll rarely find other visitors from alternate worlds slipping through the Backyard into this world. Primarily from other games made by Arc System Works (Blazeblue, Under Night In-Birth, Bubble Bobble, etc.) or settings Guilty Gear has crossed over in the past (Cyberpunk, Samurai Showdown, Code Shifter, etc.). Regardless of their intentions, they seem drawn by fate to cause trouble and become involved in notable figures from this world. For extra points this will not only be more common but also include other individuals that you met in previous Jumps, whether friend or foe. For even more points these tourists will almost exclusively be composed of your enemies or beings predisposed to causing mass chaos and destruction.

A REALLY BAD GUY - +100 GP

You've never been much of a people person. You're rude, foul-mouthed, short tempered, abrasive, and without a conscious effort you'll struggle not to insult every single person you talk to. You aren't necessarily a bad person deep down and in time people can learn to see past your rough edges, but don't be surprised if you make far more enemies than allies in the process.

SORE MEMORIES - +100 GP

A bizarre condition that tends to haunt a number of characters with tragic backstories. Any time you find yourself around a person, situation, or location that reminds you of something significant of your past, even subconsciously, you'll be struck with a splitting headache until you leave or the situation is resolved. The pain isn't outright debilitating, just extremely aggravating.

A BRIGHT TOMORROW - +100 GP

You are plagued by an obsession over a specific concept or ideal. Whether it's a dogmatic moral code, revenge, or something more abstract like the concept of "tomorrow". This is basically the foundation of your identity and will influence all your actions and decisions to an often irrational degree. Any perceived criticism of this ideal will be interpreted as a personal attack.

PELADOPHOBIA - +100 GP

You are possessed by a pathological hatred of bald people. Simply being in the presence of a bald person for an extended period will compel you to attack. You can somehow sense someone's baldness through obstructions like wigs or helmets. This can be worked past with effort. You may alternatively choose a different but similarly common physical trait to have this reaction to.

BY YOUR SIDE - +100 GP

You've got a fan! Of course, by fan I mean a deranged stalker. They're relatively harmless, but they have an uncanny ability to find you no matter how or where you try to hide. They aren't repulsive, but they aren't remotely your type and they're so pitiful that you're reluctant to kill them outright. The more you reject them, the more unhinged and violent their obsession becomes.

AVALANCHE - +100 GP

The office is a battlefield all its own. No matter your faction, skillset, occupation, or lack of all three, you will constantly find yourself buried in paperwork. You can eventually clear out your backlog if you stay on top of it, but you can't even skip a week of work without returning to find it piled up to the ceiling. This makes anything resembling a vacation or sick leave a terrifying prospect.

TRICK OR TREAT - +100 GP

Some kind of instability in your mind or soul has afflicted you with a second personality, one that is impulsive and childlike. This childlike personality wants all the same things you do but is far more emotional and often acts without considering the consequences. Memories and emotions are shared between these two personalities, so from your perspective they're both still you.

DANDY GENTLEMAN - +100 GP

For one reason or another, you hold yourself to an extremely strict honor code in matters of combat. The exact details of this are up to you, but its central trait is a refusal to use your full power against a weaker opponent. Unless your opponent explicitly asks you to go all out, you will hold back your strength in order to stay on their level and accept defeat long before you've actually hit your limit.

CAUGHT IN A JAM - +200 GP

You must be cursed because money seems to hate you. You'll find funds to be an obstacle in any long-term goal you pursue, and something that will usually be in short supply. Even if through some windfall you come into possession of all the money you could ever want, some freak accident inevitably burns everything to the ground, leaving nothing behind but even more debt.

CURSED BLOOD - +200 GP

You are one of the few surviving Japanese. In a few years all Japanese will be stricken by a kind of sickness that eats away at their life force. In this state, exposure to information flares (any major distortions in reality) will transform you into an antimatter Gear, killing you and anyone within multiple miles. However, this will only be a risk for a very specific window of time.

DARK VISION - +200 GP

Whether through injury, defect, or some kind of magic curse, you have been permanently robbed of your vision. Nothing you do will be able to restore your eyesight outright, but you may be able to find some magical or technological workaround, like borrowing the eyes of a contracted demon or sensing auras. However, none will ever be quite as reliable as conventional sight.

BLOODY UNLUCKY - +200 GP

Why does everything always lead back to violence? Whether it's stumbling into the middle of a firefight or warriors trying to kill you over a misunderstanding, you can hardly go two days without getting caught up in some kind of trouble. Even if the situation could be resolved with a single sentence, you can rarely get in a word edgewise until the battle is already over.

SOILED HANDS - +200 GP

Whether out of madness or necessity, your past is stained by an endless list of unforgivable sins. Though you now see the error of your ways, the world will not easily forgive you, nor do you wish them to. Even if you escape punishment by the law, you will be constantly oppressed by your own crippling guilt, eternally seeking forgiveness but eternally unwilling to accept it.

TIME SLIPS - +200 GP / +0 GP (w/ LIVING MIRACLE)

You will occasionally be flung to random points in time. This is usually in response to stress but can also trigger at complete random. It can take anywhere between a few seconds to three years before you can leave. Somehow you always end up back in the same time frame as this Jump. I leave it to you to figure out how this affects the time you have to spend in this Jump.

OLD TIMER - +200 GP

I'm sorry to say that you are well past your prime. You are quite old. Your strength, stamina, and mental acuity are a shadow of what they once were. Though, depending on what your peak was like this may still be quite impressive. With a substantial effort you can manifest your full power in short bursts, but this is quite draining and can eat away at your lifespan if overused.

ROCKY ROAD - +200 GP

Fate will twist itself into knots to ensure you never get a happy ending. You'll often find yourself in contrived circumstances where you are abandoned or betrayed by those you trusted most or are forced to do the same to them in traumatic fashion. The world will eventually throw you a bone at the very end of this Jump, but until then it's just one tragedy after another.

RAVENOUS - +300 GP

A demon lies dormant within you, one that craves blood. The shedding of blood fills you with an exhilaration greater than any drug. With enough restraint, this can be kept under control. However, the more you feed this demon the more powerful and extreme these cravings become, eroding your morals and sanity until the mutilation of flesh, deserving or otherwise, is all you live for.

I HATE YOU! - +300 GP

A powerful spiritual entity has latched onto you. This entity isn't technically your enemy, but they are easily angered and will violently lash out at anything that even mildly irritates them. In these cases, you will black out as they take control of your body. You'll wake up with no memory of the event but forced to deal with the wounds and consequences for their frequent rampages.

HOLY GROUND - +300 GP

You have devoted your entire life to the protection of a specific plot of land like a forest or temple. You will assume that any intruders are enemies that must be removed by force (even if they would have left if you just asked). Occasionally a mob will form to destroy your sanctuary, and should they succeed you will insist on accepting death rather than living with your failure.

UNLIVING - +300 GP

Whether as a result of your nature or some kind of transformative experience, you have been robbed of all emotions or desires. There is only one exception to this, a singular drive that you will prioritize over even your own survival. Whether it be the protection of a specific person, the completion of a certain mission, the slaying of a mighty enemy, etc.

EXPIRATION DATE - +300 GP

Your cells have been hard-coded to enforce a finite lifespan onto you, one that will come to pass within 5-6 years. Nothing you bring in from outside this world will be able to resolve this, forcing you to find an in-universe method. There is one instance of a similar being managing to transcend their mortality through pure willpower, but it's unclear what exact circumstances made this possible.

REDUNDANCY - +300 GP

Like the Sanctus Maximus Populi, you have been driven mad by a pathological loathing of the homo sapien species. Even calling them "humans" infuriates you. What disgusts you the most are the gratuitous excesses they surround themselves with, most revolting of all is the excess known as "hope". Still, you can restrain yourself well enough to tolerate their continued existence, for now.

BEDRIDDEN - +400 GP

You were born with a rather extreme condition. For some reason or another, should you remain conscious for more than a few minutes, your brain will begin to fry itself, killing you. Others with a similar condition gained unprecedented intelligence and magical abilities as a tradeoff for this, but it doesn't appear you were so lucky (unless you purchase the relevant perk).

FOR MOTHER - +400 GP

You have sworn yourself to the godlike being known as the Universal Will. Even if you aren't a human, it is a certainty that they will exploit your trust without restraint, shatter all your hopes and ambitions, and dispose of you the instant you're no longer useful. You are blind to even the most blatant evidence of their vile character, up until the very moment they inevitably betray you.

THE DEVIL - +400 GP

It would appear that That Man now has a rival for the most wanted criminal in all of human history. The amount of people in this world who won't try to kill you on-sight can be counted on one hand. It also seems that a number of the most powerful warriors on the planet are personally motivated to get revenge on you. Even if you're completely innocent, the world has already made up its mind.

THE Z FIGHTER - +400 GP

A strange entity resembling a humanoid in an orange gi has managed to claw his way out of the Backyard into this world. He craves nothing more than to battle powerful opponents, collateral damage be damned. His mastery of ki and martial arts is beyond the mightiest warriors in Earth's history, human or otherwise. Not only that, his death will cause reality to unravel, as if his existence was a vital component of the Backyard's code.

CLOSING

What's waiting at the end of the road?

HEAVEN - GO HOME

You've decided to bring your Chain to an end and return to your original world.

HELL - STAY HERE

You've decided to bring your Chain to an end and remain in this world.

LET'S ROCK - MOVE ON

You've decided to continue your Chain onwards into a whole new world.

NOTES

Jump by **Gene**

Guilty Gear can often seem pretty impenetrable from the outside. Everything you absolutely need to know can be found in the story/arcade modes of each game. If you really want to get lost in the weeds, most modern games include a glossary that covers 99% of anything you could want to know about the setting and then some. Checking out the wiki pages for GG World should cover most questions about the setting. Or failing that just look up one of the several lore summaries that can be found on YouTube.

Regarding Magic:

The way I described magic earlier in the Jump makes the process sound way more complicated than it really is. (This is mainly because I was also severely misunderstanding how magic works until after I posted the Jump). All you need to know is that there are generally two ways that people use magic.

- Hardware Sequencers: Machines that run on magic.

- Software Sequencers: People who can cast spells.

Regarding Discounts:

To be clear about how having multiple factions/backgrounds works. When it says the number of discounts is unchanged, that means the number of discounts for each price tier. So if you chose Wildcard and Hunter as your backgrounds, you'd get 2 100, 200, 400, and 600 GP discounts, but you'd be able to choose which of the two perklines you use each discount on. So if you only wanted the freebies from Wildcard, you could use all the 200, 400, and 600 GP discounts on the Hunter perkline. Or you could just split them cleanly in half and discount one perk of each tier from both perklines.

Regarding THE ORIGIN:

You won't have to worry about the Backyard causing any problems in future Jumps unless said problems are the direct result of your own actions.

Regarding SOUL SINKER:

I described this magic in very absolute terms, but it's not a stretch to assume that a sufficiently powerful sorcerer like That Man or Happy Chaos could completely negate its advantages without needing to create their own Servant army.