


# Part 3: OVERDOSE

# Briefing

+1000 Grave Points

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

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

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

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

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

The man known as *Beyond the Grave*.

# Stages

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




## Gargoyle Hotel — Rolled 1

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

## Rolled 2 — Seed Hunt

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

## The Dark City — Rolled 3

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

## Rolled 4 — Metaslica Imperial University

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

## The Mansion — Rolled 5

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

## Rolled 6 — The Laboratory

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

## Forgotten Graveyard — Rolled 7

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

## Rolled 8 — Your Call

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

# Biology

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



## Human

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

No Cost

## Clone

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

No Cost





## Orgmen

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

+/- 100GP

## Prototype

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

**200GP**





## Deadman

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

**200GP**

## Ghost

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

**500GP**



## Seed-Treated



**200+ GP / Per**

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

# Faction

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

## Independant

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





## Loyalist

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

## Usurper

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





# Skills & Abilities

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

## Endless Roller Coaster

Free for everyone

Slightly more Free with Family / Scooby Do

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

## Awesome

Free for everyone

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

## Shut Your Cakehole Kid!

50GP for everyone

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




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




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




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



# Skills & Abilities

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

## All Grown Up

Base price: 100GP

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

## Puppet Collection

Base price: 200GP

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

## The Life I've Been Given

Base price: 400GP

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

## I've Really Enjoyed This Chat...

Base price: 600GP

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



# Skills & Abilities

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

## My Stupid, Failure of a Son

Base price: 100GP

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

## They Meant Nothing to Me...

Base price: 200GP

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

## My Little Copy

Base price: 400GP

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

## Intelligent Slave

Base price: 600GP

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



# Skills & Abilities

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

## Connected to a Higher Plane of Existence

Base price: 100GP

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

## Sold Your Soul to Seed

Base price: 200GP

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

## You Fought Well, But You Will Fight No More

Base price: 400GP

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

## Another Victim of Seed

Base price: 600GP

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



# Skills & Abilities

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

## The Strongest of us All

Base price: 100GP

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

## Guarding the Gates of Hell

Base price: 200GP

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

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

Base price: 400GP

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

## An Impressive Trail of Destruction

Base price: 600GP

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



# Skills & Abilities

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

## The Nightmare is Starting Again

Base price: 100GP

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

## A Blind, Dead Soldier

Base price: 200GP

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

## I Don't Need This Piece of Junk

Base price: 400GP

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

## Kutaba Ryu Meditation

Base price: 600GP

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



# Skills & Abilities

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

## Come on, Casanova

Base price: 100GP

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

## Everything Passes Right Through

Base price: 200GP

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

## This is Going to be my Best Gig Ever!

Base price: 400GP

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

## On my Last Guitar String

Base price: 600GP

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



# Skills & Abilities

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

### A Very Delicate Balance — *Free, Seed Treated

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

### Thanks to Seed, I can Move — *Free, Seed Treated

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

### No Expendable Goon — *Free, Seed Treated

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

### No Place for You to Run

*Free, Seed Treated

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

### Top Class Designated Hitter

*Free, Seed Treated

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

### What the Heck is That...?!

*Free, Seed Treated

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



# Skills & Abilities

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

## No Need to get Violent

Base price: 100GP

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

## We Did Quite Well, Considering Our Opponent

Base price: 200GP

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

## We Were Hired For this Job For a Reason

Base price: 400GP

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

## They Were Laying For us, Man

Base price: 600GP

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



# Skills & Abilities

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

## Where to Next?

Base price: 100GP

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

## No Choice but to Attack

Base price: 200GP

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

## Just What I'd Expect From a Couple of Kids

Base price: 400GP

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

## Let's Put'em on the Team

Base price: 600GP

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



# Skills & Abilities

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

## When you Have Everything

Base price: 100GP

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

## I Have Acquired so Much

Base price: 200GP

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

## The Power to Create Life… And to Take it Away

Base price: 400GP

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

## I Was Practically a God

Base price: 600GP

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

# Special Perks

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





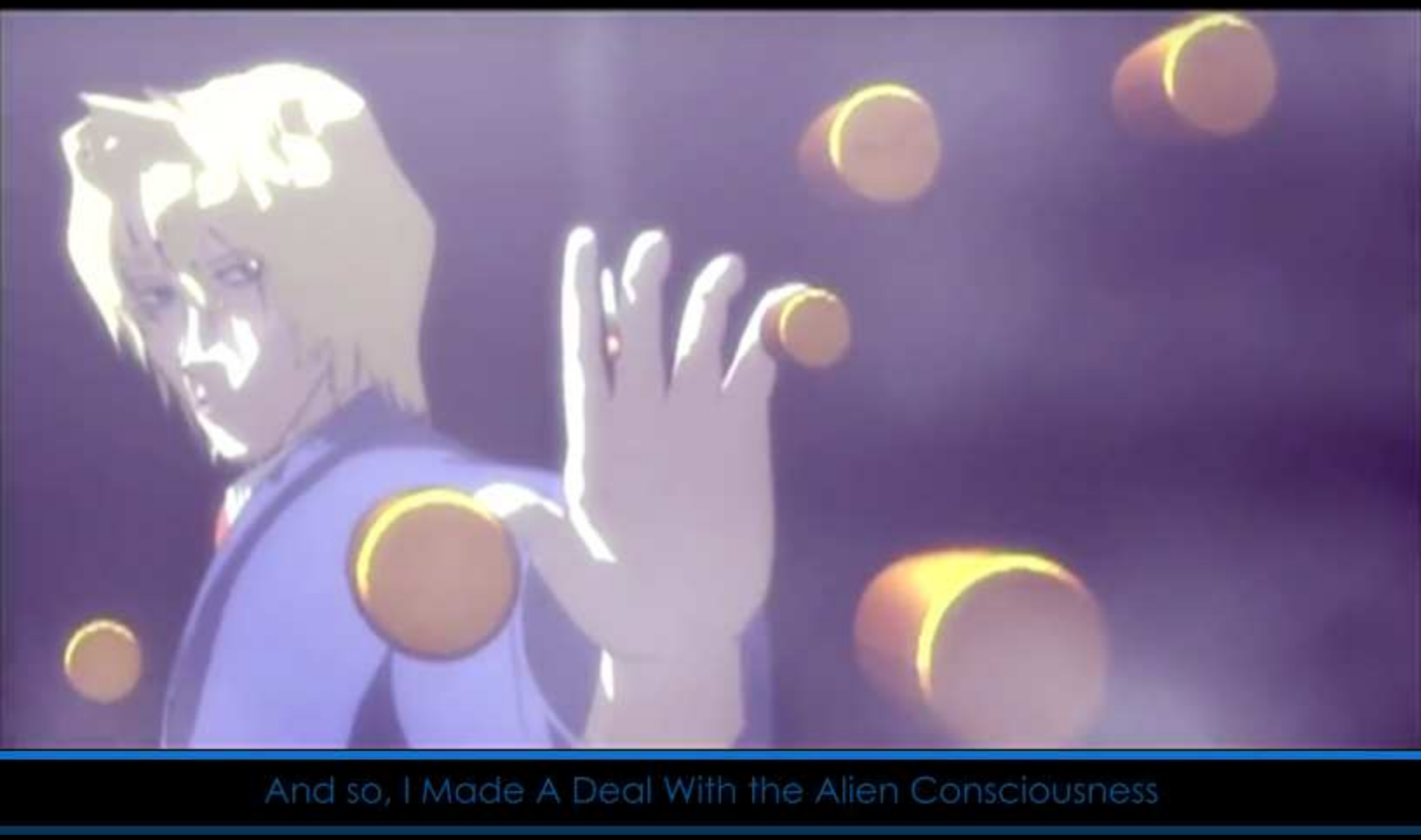

Cost deducted for *Independent* purchases.

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




Cost deducted for *Loyalist* purchases.

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




Cost deducted for *Usurper* purchases.

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



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

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

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

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

# Equipment & Items



### A New Organization — Free* for everyone

100% off* with Millennion / The Syndicate

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

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

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

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

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

100% off with Answers / Life On The Road

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




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




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




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




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




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




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

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

# Equipment & Items



### Worth a Thousand Times its Weight in Gold

Base price: 100GP

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

### A Straight-on Attack Won't Work

Base price: 200GP

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

### You're not Leaving Alive!

Base price: 400GP

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

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

# Equipment & Items



## Seed Senses Seed

Base price: 100GP

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

## Art, Beats, Go, Jackpot

Base price: 200GP

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

## Unwelcome Competition

Base price: 400GP

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

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

# Equipment & Items



## More Money Then I Could Ever Use

Base price: 100GP / Per

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

## Do You... Believe Me?

Base price: 200GP

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

## Is There Anything This Guy Doesn't Have?

Base price: 400GP

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

# Character Selection

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

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

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

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

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

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

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

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

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



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

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

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

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

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

# Handicaps

+0GP

## I Thought it Was All Over…

Destroyers in the Dusk / Dusk of the Destroyers

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

+50GP

## The Name's Billy

Mandatory with *Signature* / *Call Him Grave*

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



+100GP **Mr. Popularity**

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

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

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

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

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

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

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

+200GP

## You May Think the Dead Feel no Pain

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

+200GP

## Anyone Have Experience Fighting Soldiers?

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

+200GP

## You Threw Away Everything When you Died

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

+200GP / Per

## Hell Awaits you Just the Same

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

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

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

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

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

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

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

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

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

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

# Save & Quit

**Rest Your Weary Legs**

Go Home.

**In Memory of Those Left Behind**

Stay Here.

**Peace be With you, Until Your End of Days**

Move On.





Notes section, in case I missed anything.
Jump by Gene.

# Debriefing

Everyone receives 400 Gun Points to spend on the Gun Supplement.

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

Certain terms are changed around between the first and second games. Most notably the Syndicate is now called Mellenion, as it was in the anime. In the same vein, Necrolyzers are mostly called Deadmen in Overdose. OD was released after the anime, but the anime clearly references content from OD, so I can't be sure which one is responsible for the changes. Probably a bit of both.

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

# Synchronicity

These are all the ways that the Special Perks (Part 3) "synchronize" when bought alongside any capstone perks from this jump. The fourth Special "Perk" just gives the other three perks a significant boost within its proximity, so there's no point in elaborating further.



## Their Goal Was to Multiply -- to Infiltrate Other Lifeforms

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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