Boktai: The Sun Is In Your Hand
Jumpchain CYOA by HeavensAnon
Version 1.0

In a place not too far from here and now...the End of the World approaches.
The Undead appear, breaking the natural cycle of life and death.
The evolution of species ceases, and one by one, they become extinct…

So begins the story of Boktai: The Sun Is In Your Hand. The great civilizations that humanity once ruled in abundance have now been swarmed by the Undead, lead by deathless beings known as the Immortals. Though humanity cradles itself in the light of Solar Trees while the true sun above is hindered or obscured by the power of Immortals, the end has never felt so near. To make matters worse, the legendary Vampire Hunter Ringo has just been slain by his sworn enemy The Count of Groundsoaked Blood, and his lover Moon Beauty Mani has been kidnapped.

This is where you come in. You will enter this jump mere minutes after Solar Boy Django, Ringo's son, departs from San Miguel to hunt for The Count. You get +1000 choice points as usual to survive the next ten years, and may the Sun be with you.

Age and Gender: Your age will be 1d8+14. Immortals multiply this value by 50. Your gender remains the same as the previous jump, but you can decide both of these by spending 100 points.

Location: If you are an Immortal, you begin in your own lair. If you are a Solar Smith or an Earthly Maiden/Keeper, you start in the desolate city of San Miguel. A Solar Child can begin in either San Miguel or standing outside of Fog Castle just as Django arrives, as can Drop-Ins.

Backgrounds:

Drop-In [Free]
You fall ass-first onto the ground upon choosing this background, just outside of your rolled location. There is a treasure chest close by to you containing all of the Gear and Arsenal (if any) that you've purchased, and it will disappear after you've retrieved said items. The sky is pale and lifeless even with the sun high above, and you can hear the shuffling of the Undead nearby…

+/- No new memories, helpful or not, to settle you into this dying and undead world.
+/- No natural affinity to either side of the conflict.
+/- You are a gigantic question mark in the Will of the Galaxy, Immortals will not be expecting or prepared for you at first, and neither will what remains of humanity.

Solar Child [100]
You are a part of the surviving lineage of solar-blooded humans, and are thus a natural enemy of all things tied to Dark Matter. You have trained and fought for years against the Immortals and the Undead, helping the remnants of humanity survive in this dark era. Will you act as a shepherd for the survivors among mortal humans, or will you simply hunt down the Immortals yourself?

+ Combat experience and training for dealing with the Undead and their monstrous masters: the Immortals.
+ You have access to weaponry that is easily adaptable to the situation or the opponent you face.
+/- You are the natural enemy of the Undead and the Immortals, and immediately recognizable as such.
- You have no natural supernatural powers or enhancements without Arsenal, and are likely outmatched in a contest of raw power against Undead.
- I hope you enjoy dragging heavy coffins around.

Earthly Keeper/Maiden [100]
With the sun's light diluted and Dark Matter poisoning the land, mankind is dependent on the light of Solar Trees to keep all of it at bay. You are the caretaker of one of such life-giving plants, acting as a healer and guardian of mortals. You hold the duty and responsibility of ensuring that your Solar Tree survives so that the settlements or life surrounding it survive as well. This is no easy feat, because the Immortals will do anything to curtail or poison such an artifact of life…

+ You are the caretaker of a sanctuary against the Undead and Immortals, very few of whom are able to even approach it.
+ You are valued by all surviving humans as an irreplaceable guardian and savior.
+/- Because of your occupation and duties, many will underestimate your ability to fight and defend yourself.
- You are priority number one for kidnapping or assassination missions done by Immortals, because you're one of the only things standing between them and total victory.
- You're probably spending all ten years of your jump as a glorified gardener, because the Solar Tree requires constant upkeep and care.

Solar Smith [100]
Blessed are the peacemakers. Humans have no natural powers to counter the supernatural fortitude of the Immortals, but they have the ability to make the tools to match them. You are one such engineer and builder, able to create the invaluable weapons and arsenal used by the Solar Children and vampire hunters. You work diligently with what little you have, having grown used to the scarcity of the darkened world you live within. Maybe you could even use your abilities to make weapons using the powerful Dark Matter of Immortals...but you wouldn't do such a thing, would you?

+ You know how to craft and build weapons native to the world of Boktai, perhaps even a replica of the legendary Gun Del Sol.
+ You are very efficient when crafting new items.
- Solar Smithing is an old, old trade and you are very old. Your age is now 50+2d10 instead of the default one.
- You are probably going to spend most of your jump as a glorified item shopkeeper, unless you want to try and brave the Undeadening yourself…

Immortal [400]
Whether you were once a mortal human, animal, or simply formed from nothing is irrelevant. You are now an Immortal, a being infused with Dark Matter. From the beginning, you have helped herald the Undeadening and turned the world into one better suited for yourself and your kin. Humans are on their last leg and you live as one of the many rulers of the ashes. The Will of the Galaxy has declared your victory, so all that's left is to enjoy it, right?

+ You do not age and will eventually regenerate from almost any lethal wound, right down to being reduced to a head or a limb.
+ You have access to Monstrous Powers, supernatural feats that set you far and above human beings.
+ At the jump's beginning, Immortals are in a position of dominance and impending victory.
+/- The Dark Matter in your body gives you a distinct appearance – red eyes and chalk white pale skin.
+/- You are the natural enemy of Solar Children and humanity, and will be treated as such.
- While you can walk freely in the open most of the time, water and natural sunlight will damage you considerably and the latter can even disintegrate you completely if focused enough. For example, four solar panels all focused directly on your body…
- You are not invincible. Your body will usually regenerate from lethal injuries if given time to retreat to your coffin, but enough raw physical punishment can do you in unless you have other means to restore yourself.
- You are completely vulnerable and helpless while regenerating in your coffin.
- That victory will NOT last long if a certain Solar Boy finishes their journey, which begins not long after your arrival…

Perks and Abilities:

[Drop-In]

Hey, Knock That Off! [100, Free for Drop-In] – Your nature as an unwelcome guest in the play the Will of the Galaxy has arranged makes heads turn whenever you do something notable. Whether taunting your opponent or using an ability nobody expected you to have, you find it easier to catch opponents off guard or distract them from what they were previously doing. This doesn't last long and anyone with strong planning skills or determination can ignore or adapt to you, but sometimes a moment of weakness is all you need.

The Mysterious Jumper [100, Free for Drop-In] – The air of mystery and unanswered questions around you is a double-edged sword, but sometimes it's one that can cut just the way you need it to. People who would naturally consider you an ally, whether from similar goals or personality, will be drawn to you and seek to learn more about you. Enemies will also be prone to underestimating you upon the first encounter. That said, mysteries tend to be solved or ignored after a while, so this perk only works on first impressions and little else – this won't do much good once everyone gets used to your presence!

Wait, This Is Stupid [200, Discount for Drop-In] – In this post-apocalyptic world covered in Undead and worse, it pays to have your wits about you. This means not doing anything stupid like handing over the MacGuffin to the antagonist or getting sucker-punched by the local Solar Child in your own home. You become more genre-savvy and can better predict impending traps or doom. This isn't precognitive by any means, more of an enhanced version of common sense.

Without A Name [200, Discount for Drop-In] – Nobody knows who you are or what your stake in a given conflict is, or just how much of a threat you are (or aren't). People you meet for the first time can feel something 'odd' about you, that you're more important or imposing then you appear. Maybe even moreso than you actually are. What this means is that important individuals will be more cautious in dealing with you, or at least give it pause for thought. This makes it easy for the Jumper to remain neutral or untouched in a given conflict, aside from those who actively mean them harm. Choosing a side or attacking someone removes the effect of this perk, of course, but now it's harder for you to be mistaken as an enemy or ally on accident.

Look Me In The Eye! [400, Discount for Drop-In] – You're a stranger without a name, an uninvited guest to this world. You're a rogue, and you're going to make sure everyone knows it. Your presence, when established, is indomitable and impossible to miss. Enemies weaker than you are naturally intimidated, enemies stronger than you take your presence seriously and hesitate. While this effect can let you steal a show or grab everyone's attention, if you have nothing important or worthwhile to say or do, this perk's effect will fade rapidly. Still, this ensures that when you have something to say, people are going to LISTEN.

I'm Full of Surprises [400, Discount for Drop-In] – Is it true? Maybe, maybe not. Your status as a wild card makes you unpredictable, and enemies will be more prone to tripping up when playing against you...even if you don't have any actual 'surprises' in store. Your ability to bluff and make your opponents doubt their own superiority or advantages has increased greatly, and you can make a city-destroying monster take a step back when you make so much as a finger gun motion at them. This is temporary and will be overcome if the enemy knows your capabilities already or are smart enough to know you're bluffing somehow.

My Will, My Way [600, Discount for Drop-In] – The butterfly effect can be a bitch, something a Jumper will learn early on in their career. People don't meet the way they were supposed to, the hero doesn't get back up, and the world is plunged into darkness all because you REALLY wanted that ice cream. No more. A Jumper can now instinctively sense when their actions will directly interfere with a world's normal narrative or events, and whether the immediate (within the next week or so) consequences will be good or bad for them in particular. You won't know the 'how' until it happens, so it's up to the Jumper if they want to take that risk. This perk is especially potent for worlds with a set 'fate' or precognitive ability, but otherwise acts as a low-key 'should I, should I not' instinct for its user.

[Solar Child]

TAIYOOOH! [100, Free for Solar Child] – As your name would indicate, your weapons, gear, and magic are now solar-powered. You can now raise your arm towards natural sunlight and absorb it to gain a small 'pool' of energy that your Arsenal and magical abilities can use as a reservoir to power them. Arsenal items with magic (or lenses, or any other sort of solar powered items) will recharge quickly, though this gathered energy will also run out quickly with constant use. While you can use this Solar Pool to power magic from other worlds, you'll find this will run out very quickly upon trying to use powerful magics or city-busters, and is best reserved for Arsenal or smaller techniques you don't want to use stamina for. Shouting this perk's name to gain energy is NOT optional.

Put Your Back Into It! [100, Free for Solar Child] – You know, when you decided to take it upon yourself to be a vampire hunter, you probably should have done more research on the all-important Pile Driver. Namely, the fact you have to drag the coffin of the Immortal all the way over to it. If you weren't already, you are now strong enough to drag around 500-700 pounds over your shoulder. This isn't as impressive as it sounds, but at least you won't need to help to pull those heavy coffins along. You also have more stamina to spare in physical activity as a consequence.

Lighting the Way [200, Discount for Solar Child] – When times are bleak and the night is dark, a Solar Child will be the one to light the way. The Solar Child is recognizable as a source of hope and light to those who need it most, and others will find them easier to approach and ask for help even if their pride would normally make them reluctant to do so. This also makes it easier for the Solar Child to befriend those they've aided, never going unrecognized for their services and help. This doesn't alter personalities or make sworn enemies of the Solar Child lay down their arms to ask for their help,

merely making it so others who need a hero or a helper will recognize them as such, and that gratitude for their aid will be given.

Quiet as the Dusk [200, Discount for Solar Child] – The limited ammunition and sunlight that a Solar Child's Arsenal depends on often makes it easier to avoid conflict with the Undead out in the open, and sneak around them to either escape or catch them off-guard. The Solar Child becomes skilled at the art of stealth and using the shadows to their advantage in that department, gaining the reflexes and awareness necessary to use the environment to stay out of sight. Anything that can bypass mundane stealth can overcome this perk, but if you're not being focused on, it's easier to slip back out of sight if your target is somehow distracted.

Surprise, Sunshine! [400, Discount for Solar Child] – In a contest of raw power, ordinary humans stand no chance against the power of the Immortals. That's why it's better to outwit them instead. When fighting an opponent you can't defeat with brute force, you can gradually adapt to fighting their abilities and exploit weaknesses that become apparent as the battle unfolds. This can't create weaknesses that didn't previously exist or overcome invincibility that otherwise lacked flaws, but if you can survive long enough, you can find and use these flaws against your opponent to snatch victory from the jaws of defeat.

The Sun Will Rise Tomorrow! [400, Discount for Solar Child] – Even when things are at their darkest and defeat is certain, dawn will soon rise and banish that despair. Your optimism becomes genuine, your smile brighter, and your willpower becomes much stronger. Anyone who is in despair or have lost all hope can be revitalized by some inspiring words from the Solar Child, or maybe just smiling at them when they need it most. This applies to themselves as well, and a Solar Child can turn the worst day of their entire lives on its head and be ready to face the coming days ahead.

Sol Trance [600, Discount for Solar Child, cannot be taken by Immortals] – Using your natural connection to sunlight and with the help of a Messenger of the Sun, you can merge with your sunflower companion to become a literal embodiment of sunlight. Your speed and reflexes ascend just above the human peak (this increase is very slight if you are already well above this), and all of your light-based or fire-based abilities become much more potent. In addition, you gain the following abilities:

-Sol Prominence: Your punches and kicks become strong enough to dent reinforced steel, and are infused with raw sunlight that will quickly illuminate and burn an unprepared enemy. This is obviously very potent against beings made of Dark Matter or otherwise weak to light.
-Sol Flare: You can create and manipulate solar-enhanced flares, acting as fire normally would except enhanced by Sol Magic, burning away the Undead and warding off darkness. You can create and control fire the size of a small room, though it will quickly be extinguished once you release your control over it. You are also immune to fire and light-based attacks yourself while in this form.

You are the bane of all Immortals in this form, and raw Dark Matter is extinguished by your presence alone. This form is temporary and can only be maintained for a minute, up to ten at a time after some training and improvement. The Solar Child won't be able to return to this Trance for at least an hour after using it. In addition, both abilities drain directly from either your stamina or the solar pool used by TAIYOOOH! if it is available. It's very likely you will be exhausted of energy depending on how you managed use of your abilities.

[Earthly Keeper/Maiden]

Keep the Sun [100, Free for Earthly Keeper/Maiden] – With the Undeadening weakening the light of the sun, it falls to the Earthly Keepers and Maidens to collect that precious life-giving sunlight and give it to those in need. The Earthly Keeper gains an understanding of gardening and tending to crops if they lacked it already, and can specifically grow any edible fruit or vegetable that will collect sunlight from the ongoing days. Once it is ripe for harvest, this food will restore the energy and stamina of those who eat it in short bursts for each piece consumed. This will prioritize the energy pool given by 'TAIYOOOH!' and any energy used for light-based abilities.

Always In Your Heart [100, Free for Earthly Keeper/Maiden] – It's not enough to be a caretaker of the Solar Tree or the plant life around it – people need caring for, as well. You gain an instinctive empathy with other people, being able to recognize their current mood and needs with just a glance. This allows you to know when someone needs company or perhaps want to be left alone entirely. You won't have any context or immediately discern what's the cause of their current state without some mundane detective work, however.

Gentle Hands [200, Discount for Earthly Keeper/Maiden] – So many things and people have died in the wake of the Undeadening, but that doesn't mean what was lost can't be restored. The Earthly Keeper/Maiden picks up a natural talent for repairing trauma, gaining the ability to conduct mundane first aid and act as a soothing presence for the mentally scarred or physically wounded. Others will perceive the Earthly Keeper/Maiden as a gentle soul, and will open up to them more easily. Ordinary medical knowledge aside, this is a knack and does not grant any sort of knowledge or experience – The Keeper/Maiden can still make mistakes in dealing with these wounds, and anyone who would distrust or hate them normally will not open up to them via this perk.

Green Thumb, Yellow Sun [200, Discount for Earthly Keeper/Maiden] – The harvest is the ultimate bounty of life and growth. In this darkened era, it is imperative that it is collected as soon as possible. Any mundane plants or crops that the Earthly Keeper/Maiden personally tend to will germinate and grow three times as quickly as they normally would. Magical plants or crops with supernatural properties do not count for this, with the sole exception of ones made with 'Keep the Sun', though any others will be more healthy as a consolation.

A New Day [400, Discount for Earthly Keeper/Maiden] – Life ends and begins again. The Earthly Keeper/Maiden can enforce this cycle so that the dead do not rise and that the land will give life once more. With a touch, the Earthly Keeper/Maiden can prevent the dead or dying from becoming Undead or some other twisted aberration of life that isn't total resurrection. In addition, they can purge corruption and death from a room-sized patch of soil, making the land fertile and removing negative magical or supernatural effects from it. Powerful or long-standing corruption is much more difficult and tiring for the caretaker to remove, and may even backfire if their willpower is not strong enough on its own.

Try Me Next, Filth! [400, Discount for Earthly Keeper/Maiden] – Because of all the healing and gentle work the Keeper/Maiden must do, many make the mistake of assuming that they're weak and easy to pick off. And then you teach them some fucking respect when you slam that bull-headed Undead into the ground with a suplex. Enemies are more prone to (perhaps fatally) letting their guards down on the assumption you cannot fight, and ones who are normally proud or short-sighted will make this mistake constantly. You also gain total mastery of mundane hand-to-hand combat against the undead, able to fight one at least twice your size with an equal amount of force.

Our Sun [600, Discount for Earthly Keeper/Maiden] – The prized ability of all those who tend to this dying world: The ability to create and maintain a Solar Tree. It is this very ability that stands between life and total extinction in this world, and must be protected at all costs. The Earthly Keeper/Maiden's yield from Keep the Sun is twice as potent when grown from a garden containing a Solar Tree, and can even grow crops that magically heal physical injury when consumed. With time and effort, they may even create a new Solar Sapling that will eventually germinate into a new tree, though the creation process will take at least years of time and a significant investment on the Earthly Keeper/Maiden's part, and growing the new sapling in the first place will take years of exposure to open sunlight before it grows into a true Tree.

[Solar Smith]

Back to Basics [100, Free for Solar Smith] – Everything needs a foundation. Houses need bricks, fire needs fuel, crazy guns need an understanding of gunsmithing. You know have a complete knowledge of basic, Wild West era ballistics and how to handle mundane gunpowder. Won't be of much use in this world unless you're fighting other humans, but hey, sometimes simple is best.

The Finer Things [100, Free for Solar Smith] – It's not just about firing bullets, of course. You also need to know how to properly work metals and make them durable enough to stand against the Undead. You gain an understanding of metallurgy and become a skilled blacksmith, with plenty of room for growth. Plus, any melee weapons you forge become much more durable than they would normally be. This requires a personal touch, however, so this durability won't be in place if you find a way to industrialize your craft.

With This Herring [200, Discount for Solar Smith] – The almost total ruin of civilization tends to put a damper on resource hunts. So, you learn to work with what you have. You can now make your engineering work with half of the materials you would normally need to complete something. While things made of dirt or poor metals obviously won't last very long, you find you can get a lot of mileage out of just a fistful of good material. This doesn't apply to any mechanism or device more complicated than a grandfather clock, or bigger than an ordinary car tire – at that point, you have a different problem entirely.

The Sum of the Sun [200, Discount for Solar Smith] – Now we're talking. You now know how to construct Lenses that absorb sunlight, converting it into a pool of magical energy to store into a Battery. At its most basic use, this collected energy can be used to fire pea-sized sunlight bullets, which can be reloaded with just raising the weapon to the high noon sun. With some time and experimentation, you can fire these bullets through different shapes and sizes, as described in Arsenal...maybe even in new, creative ways you can think of?

The Blood Will Tell [400, Discount for Solar Smith] – This is a dangerous craft, Jumper. Tread lightly. You can now infuse any personal weapon (that is, no bigger than a Rocket-Propelled Grenade launcher in modern day) with a thirst for blood, giving it a magical hatred of all things flesh. The weapon, regardless of its prior properties or metal, will hit twice as hard and be twice as deadly as it was before. But at a cost. Each time the weapon strikes true against a foe, it will deal half the damage onto the user, bypassing all defenses completely. You best have a way to heal quickly, lest your weapon claim both you and your enemy. This only amplifies damage done by the weapon itself, not any special properties or magic it may have. A bullet will hit with twice as much force, but the sunlight in them won't be any brighter.

Light Side of the Moon [400, Discount for Solar Smith] – While the sun is an all-purpose battery and bullet against the Undead, versatility is sometimes needed. You can now convert collected solar energy from 'TAIYOOOH' or 'Sum of Sun' into the elements of Frost, Flame, Earth, and Cloud. This doesn't make the used energy more powerful, but changes the properties of the weapon to inflict damage based on these elements instead of pure Sunlight. Against certain opponents (or just things that are flammable), this can prove more deadly than ordinary rays of sunshine. If you chose this perk alongside Sum of Sun, you know how to construct devices that do this work on their own, while users alongside TAIYOOOH! can do so using their own energy reserves, firing bursts of the elements from their hands.

Twice As Bright [600, Discount for Solar Smith] – It's been a dream of mankind to make an eternal energy source, one that is easily accessible and infinite in use. The latter isn't exactly true, but now you can harness the energy of the Sun, or even just a star your planet happens to be orbiting. You can now construct larger batteries than those simple handgun-sized devices and substitute the solar energy for almost any magical or technological device on your person. Larger and more complicated devices require larger batteries and a longer charge time, and powering an entire starship or city would probably take up a large amount of space and an entire day of initial charge-up, but if you have the time and the parts, it can be done. You may decide if the charge-up sequence is passive or activated by a switch when building the battery. Note that some energies cannot be substituted (such as those from a divine source), and in some cases solar energy is much less efficient than what it would normally use. Use common sense.

[Immortal]

From Darkness [100, Free for Immortals/Hybrids] – Dark Matter is not a mere byproduct or fuel for the Immortals – it is the absence of light, the empty abyss between the stars that directs and dictates the Will of the Galaxy. Anywhere that there is a lack of natural light – from the shade of a tall building to a pitch black dungeon, the Immortal may raise their hand to absorb the Dark Matter from this void. This acts as an energy source for the user that can be used to fuel their Monstrous Powers or any magical abilities they possess, with the exception of anything based on light (lasers, sunlight, etc.) which is their natural bane. This slightly boosts the potency of offensive abilities, but cannot be used on any healing abilities that work on the living – Dark Matter burns and rots the living, not restore them. This pool is twice of the size of the pool given by 'TAIYOOOH!'.

Can you take this alongside 'TAIYOOOH!'? Of course! However, storing both sunlight and Dark Matter in one's body at the same time will cause the energies to burn up against each other, rapidly destroying the user's body from the inside in an excruciatingly painful fashion. The same reasoning is applied to why you don't mix gasoline and fire in a single container. Attempting to use Dark Matter with a non-Dark lens or enhancement will cause the weapon to damage itself and eventually break with constant use, though it will temporarily gain a slight power boost when used as such.

By the way, it is perfectly safe for a Jumper to use this. Your benefactor protects you from the negative effects of Dark Matter. That said, you also can't use it to become an Immortal or a Hybrid without perks, as a consequence. If you want to have your cake and eat it, you'll have to spend points on it.

The Better Part of Valor [100, Free for Immortals] – The damned Solar children and surviving humans are all too aware of the common weakness to you and your kin, which is why you've picked up a good sense for when to flee. You can now sense the exact moment sunrise will approach in your area, and how long you have to hide from its rays. You also pick up a second sense for when an enemy has a weakness or a strategy in mind that has a high chance of working against you, informing you to flee.

Be warned, you don't know what or how they'll do such a thing, and sometimes they're counting on you running away…

Groundsoaked Blood [200, Discount for Immortals] – Blood is what sustains the living, and it is oh so sweet. You can now absorb blood recently removed from a living being into your skin or consume it like food. In addition, you can store blood within your unliving body and channel it with Dark Matter, using it as a weapon. Fire it as projectile, crystallize it into a weapon...the possibilities are endless. However, you have a limited pool of blood to use, and if a living being were to use this it's likely they'd cause considerable damage to themselves in the process. Perhaps that isn't a problem for you, however…?

Snuff The Light [200, Discount for Immortals] – It doesn't matter what sort of lofty ideals the living may hold – they mean nothing in the cold face of eternity. You are now incapable of feeling despair at the idea of immortality or futility, something you embody as an Immortal, and in addition you know how to twist and turn your words to infuriate or damage the morale of an enemy. It's especially useful if you've defeated them in the past or demonstrated your superiority...though sometimes, the living may be too strong of mind for you to deal with using words alone.

Primal Hatred [400, Discount for Immortals] – Immortals are the Will of the Galaxy made manifest, demanding that the living be culled into place so the world may once again grow anew. You are a superior predator, and thus have the instincts appropriate for one. You can now sense the presence of living beings and can gauge their strength compared to yours, along with how close they are to death. This range gets fainter the farther away they are from you, with a soft cap of a castle-sized building, and when you pursue, you will find yourself stronger, faster, and just a little more lethal than you'd normally be...a true predator, closing in for the kill.

Of Darkness [400, Discount for Immortals] – Dark Matter is entropy given form, that corrodes and burns away life to make something unliving from the flesh. Your manipulation of Dark Matter has gone beyond simply enhancing your form or Monstrous Powers – it is an extension of your being. You can now manipulate shadows into a solid form, using any darkness in the same room-sized area as you as a weapon. It moves and twists to your will, and so long as you have Dark Matter to use as energy, it can take any solid form you desire. You can't manipulate darkness 'inside' the living or the unliving...unless, of course, you found a way to introduce Dark Matter to their insides…

They Who Hate Life [600, Discount for Immortal] – It isn't just about surpassing mortals in existence, it's about showing your superiority through TECHNOLOGICAL ADVANCEMENT! You are now capable of harnessing Dark Matter and storing it in technological batteries, to use as ammunition in weaponry or as a power source...though, unlike the cursed Sun, this cannot fuel any technology that doesn't somehow cause damage or destruction. The true power, and danger, of this perk however is the nature of Dark Matter…using pure Dark Matter on a dying or dead target will make them rise as the undead, creating new Skeletons, Boks, or even the mighty Vampires. They will be born with a hatred of all that lives, and will be twisted mockeries of what they were in life...though perhaps the strong-willed may yet hold onto themselves. While it won't be as contagious as a true Undeadening, enough Dark Matter can create a true hell on Earth...perhaps even beyond your control. But will that matter to you? Destroy the living, and make the Will of the Galaxy known, Jumper.

I Am Jumper, The Unliving! [Free – Immortal only]
The name Immortals wasn't chosen out of a hat. Having transcended the needs of an ordinary mortal, they are indeed undying and ever-living. The biological functions of the Immortal become inert and

vestigial – they do not need to breathe, eat, sleep and do not age at all. What's more, Dark Matter now heals them instead of burning them. This, combined with From Darkness, lets the Immortal restore their bodies and physical health in short bursts by absorbing Dark Matter and then distributing it to their form. They also gain a resistance to mundane weaponry, ordinary bullets and blades only inflicting scratch damage on their own, though it is possible to be 'tapped' to death by weak weaponry in large enough bursts. If that wasn't enough, the Immortal can survive lethal damage by entering stasis, entering a coffin in which they will recover to full health the following night if their forms aren't disturbed.

Of course, this is where the downsides come in. Dark Matter is now very much your bread and butter – nothing else will heal you or nourish you as an Immortal. What's more, natural sunlight is your eternal bane – you will be reduced to ash after more than two minutes of exposure to high noon light, and you won't come back from it. To make matters worse, this light can be replicated by artificial UV rays or the Sun weapons of the Solar Children, albeit in a slightly diluted form.

If forced to retreat to your coffin, you are completely vulnerable and unable to defend yourself in any way, your abilities useless until you regenerate. The most you can do is rattle your coffin to try and push yourself away to safety. Should you be dealt enough physical damage in your own coffin that you couldn't normally survive or be blasted by the light of a Pile Driver for five minutes, you permanently die and the chain ends. If you have some other means, some greater way to restore yourself, you may gamble and disable this perk and rely on those instead...you can't reactivate it once you're committed to whatever healing or gambit you have in mind.

Uncategorized Perks:

Mysterious Wanderer Jumper [Free!] - Everyone in this world has a special title associated with them. Star Reader Zazie, Solar Boy Django, Dark Boy Sabata, Earthly Maiden Lita...the list goes on. You can pick a single title that you like for yourself, and anyone who identifies you or knows of your reputation will call you by this title. Nobody will think this odd, even in worlds where such is unusual. You can change your title at will, but it may take people a while to get the message about your new one.

Lunar Blood [500]* – There is only one Moon Beauty known to be left among the living, and she is in the clutches of the Immortals. No longer. You have true Lunar blood coursing through your veins, and it manifests as an unearthly beauty unmatched by any living mortal...even some of the less macabre Immortals sneer at you in envy. You can channel Lunar energy, which you passively collect from both darkness and moonlight, into any magic or Arsenal you use – changing it to a blue energy that stuns instead of kills. However, if you are able to harness the power of the Sun, you can combine the Lunar energy with it to use the Wild Bunch, a potent and destructive energy made from combining both the great powers of the Galaxy, able to send even an Ancestor Piece reeling with a well-placed shot.

This isn't all. You exist in perfect harmony with the two powers of the Galaxy, and can safely store both Sunlight and Dark Matter in your body without harming yourself (with the exception of Immortals). The strongest perks from your origin find their true potential unlocked by this balance, and you will have the power to change this world's fate from that alone.

Hybrid [200/Free for Lunar Blood – Optional, cannot be taken by Immortal] – Aren't you a curious creature? You have somehow found a limbo between Sol and the Dark, touched by the nature of Immortals yet still walking among the living. This gives you a little bit of access to both worlds – you can buy from either Arsenal or Monstrous Powers freely. You can also access items unique to your

nature. This comes with a toll, however – you gain the Immortal weakness to sunlight and Sol magic, a weakness that will turn your flesh to ash if you let it reach you for too long. You get 1500 points total to split between Arsenal or Monstrous Powers, but no more unless you invest choice points into either, and cannot be spent on anything else. Hybrids do not gain the initial +1000 AP or +1000 IP as compensation for this merge of gifts.

Arsenal:

The Immortals and the Undead are many, with mortals being so few. In order to combat the might of the Undead, humans have created an Arsenal of weaponry to combat them. Gun Del Sol, the Sol De Vice, and many others all harness both the power of the Sun and Magic to turn the tide against monsters that would bring ordinary men to their knees.

Jump Del Sol [Free/100. Cannot be taken by Immortals.] - Whether dumped on your head by your benefactor, forged by your own hand, or given to you as a family keepsake, you have one of the coveted devices that make up humanity's Arsenal. A Solar Child receives their weapon for free. You receive 1000 Arsenal Points to spend on your shiny new device.

A Bigger, Better, Badder Gun [Variable] – What, not enough? Alright. You can convert 100 CP to 100 AP. This perk can be bought as many times as you like. Be aware this doesn't work in reverse – you can convert CP to AP, but not the other way around.

Old Friends [Free/100] – So, you've probably been to other places before coming here, right? Well, don't let me make you choose between them or new toys – if you have a gun that an ordinary human could carry or wield at their size, you may import them as Arsenal for free with each purchase of Jump Del Sol. However, adding Gun features to a sword or an axe, vice-versa, or a gun that an ordinary human could not possibly wield (up to tank-sized) will require an extra 100 points to import – at which point, they'll be able to transform into the appropriate Arsenal.

Modular Weapon [Free for all Arsenal/300] – The whole is worth more than the sum of its parts. It's a little difficult to fit all the different Frames, Lenses, or any other neat attachments you've made all at once on the weapon. No, really, they tend to be pretty bulky and cumbersome to swap out. Lucky you, you can switch between the various parts on your weapon with but a thought, and your weapon will change to the correct part or 'mode'. This will only apply to things you bought in the Arsenal section of this jump, however – any special modifications you make yourself will need to be added and tweaked as normal.

For 300 points, however, you can apply this property not only to Arsenal made from this world, but any weapon in your possession...with a few caveats. Any 'modifications' must already exist in your Warehouse and be built specifically for that weapon. You also cannot add any modifications that are larger than the weapon itself, the weapon itself being no bigger than an infantry-sized rocket launcher. Being able to change your loadout in mid-battle is not an advantage that can be underestimated, however.

[Arsenal Parts]

A weapon requires one Lens, one Frame, and one Battery to be used properly. Luckily, you're given a 'starter' for each of these for free.

(Lens) A Lens is what channels the collected sunlight into a magical energy. What sort of energies? Let's take a look:

Sol [Free] – You can't beat the classics, it turns out. This uses the sunlight in the battery to create...well, more sunlight. The bullets or rays you fire with this lens will burn with the fury of a hot summer day, and is especially potent against undead creatures or beings that feed from the darkness. The opposite is also true – this will fail to hurt anything made of light and is only slightly painful to the living.

Flame [100 AP] – Fire. It creates and destroys in equal measure, forging steel and searing flesh. The attacks used with this lens will burn with a raw, powerful fire. It lacks purity of Sol, but it makes up for it in raw, physical damage and the ability to spread even after the magic that created it has faded. Everything burns.

Luna [100 AP] – The light of the moon shines upon you, Jumper. This is a unique Lens that fires a blue energy that does not consume any energy from your battery, letting you use it at any time. However, it does absolutely no damage to the living or the Undead alike. It can, however, stun them or knock them off balance with a well-placed shot. Best used as a last resort weapon or a way to non-lethally disable.

Ice [200 AP] – To meet you. This isn't any mere frosty chill. It is a cool customer. Alright, I'll stop. This lens allows your Device to freeze things and people solid. How cold is it? Cold enough to freeze a layer of magma into a walkable surface. Be warned, the magic will fade rapidly, and the temperature will normalize with its environment after a few seconds, making the magma hot again and making the enemy emerge from its icy prison unless you make a concentrated effort to keep them frozen. Naturally, this makes it VERY effective in an already cold environment...

Cloud [200 AP] – Steel rusts, stone breaks, monuments crumble. Wind will blow everything away. This Lens harnesses the power of air, creating a burst of wind that will often knock opponents off of their feet, though something heavier than a large human may prove difficult to tip over. The true power of this Lens, however, is its destructive power against solid, non-living material. Rock, marble, metal...the Cloud Lens quickly wears away at solid material, creating dents, tears, holes, and eventually dust. Magical or unusual metals are much more resilient against this, but you'll undoubtedly do some damage to someone's hard-earned possessions or personal castle if you use this enough in the right spots…

Earth [200 AP] – From the soil, life springs eternal. Carried to meet the sun and the starlit sky, Mother Earth never forgets her children. This green Lens does very little damage against the living and undead alike, though artificial constructs that were not born of any 'womb' will find this energy will damage them quickly, the Earth rejecting their false life. The true power of this Lens, however, is the ability to quickly heal 'wounds' in plantlife and wildlife. Flowers will change from the dead to a full bloom, trees will bear fresh fruit for the first time in centuries, and so much more. Things of magic and power, whether Solar Trees or otherwise, are too much for a simple hand-sized Lens to possibly heal in one lifetime...perhaps you'll find another way?

Dark [400 AP, Discount Hybrid] – What use could you have for this? This Lens channels and fires pure Dark Matter, using its natural properties as a weapon. It will deal the most damage to living, sentient beings...and do absolutely nothing to those naturally born of darkness or death. What's more, any living being you slay with this Lens will rise again as an Undead the following day. Please, reconsider. Trying to use this with a solar Battery will make your Device explode.

(Battery) The Battery is where the sunlight is stored, and acts as the 'ammunition' for the Device in the hands of the Jumper. They have no special properties on their own, with two exceptions noted below, aside from having a higher capacity. You can buy more than one battery to swap with another one at any time, letting you 'reload' when you lack sunlight or time to recharge. To recharge, just hold up the

Device to the sunlight and yell ‘TAIYOOOH!’. Yes, really. Just don’t forget to keep all of them charged…

Single [Free] – All Arsenal you purchase receive this battery for free. It’s a small, miniaturized battery that can hold about ‘one Sol’ worth of charge. It will run out of ammo quickly if you’re not careful about your shots, forcing you to think carefully...or perhaps not.

Double [200 AP] – A bit bigger, a bit heavier, but a bit better. This battery holds ‘two Sol’ worth of charge, enough for a tough fight or two before needing a recharge.

Triple [300 AP] – It requires some getting used to, but now you’re cooking with gas. Or sun, rather. This battery can carry you through a good dungeon crawl or three hard fights before needing a recharge, holding ‘three Sol’.

Quad [400 AP] – This may be a little excessive, but better safe than sorry, right? This battery holds ‘four Sol’, enough for several powerful attacks or an entire dungeon crawl.

Quint [500 AP] – Alright, now you’re just getting silly. This holds ‘five Sol’. You can go an entire day and a half of reckless Solar Gun use without needing a recharge. Just don’t forget to get to it eventually!

Hollow [200 AP] – What, this doesn’t appeal to you? You have a different idea in mind? Alright, well, if you want, you can receive an ‘empty’ battery. This doesn’t absorb sunlight or much of anything, but examining it can give you an idea of how to make a battery in the first place...maybe using your own energy source. Maybe even an energy that can use both Sol and Dark without damaging the Device. Who knows? It’s up to you, Jumper.

Chaos [400 AP – Discount Hybrid] – Again, why? These weapons are meant to guard the living, not add to the ranks of the Undead. This battery doesn’t absorb sunlight, it instead absorbs Dark Matter from the shadows...being somewhere light is weak or absent is key to gathering energy. It works with all Lenses except Sol, which attempting to combine the two will lead to the Device exploding in your hands. Strangely, it’s awfully potent when used with the Luna Lens, making the stun even more effective…it has the same capacity as a Quad battery.

(Frame) Finally, there is the Frame. The Frame determines the ‘shape’ of the fired energy when the trigger is pulled, and forms the primary shape of the Device. They are as follows:

Shot/Spread – The ‘default’ type of frame. It can fire the chosen energy in the form of pellet-sized ‘shots’, which travel a good distance before dissipating. It can also fire a ‘spread’, making the energy shoot forward in a still ‘wave’ in the direction the user is facing, which is much more potent in damage but has a very short range that requires getting close. The spread can be used so long as the user holds down the trigger, but drains energy quickly if in constant use.

Fighter [Free] – Everyone starts somewhere. This frame lacks the ‘spread’ function that normally comes with these frames, firing weak pellets that do very little damage. It’s good for stunning an enemy, but little more.

Knight [100 AP] – Now we’re making some progress. This frame can use the shot and spread feature of the gun as normal. The bullets are just strong enough to slightly burn human skin, and the spread can cause considerable damage to the Undead if you catch them off-guard.

Crusader [200 AP] – This feels a bit more like a real gun. The shots are now strong enough to pierce through a human as a ‘mundane’ bullets would, the magic extra potent, and the spread can sear off flesh with a well-placed attack.

Dragoon [400 AP] – Bang. You’re dead. The shots are potent enough to blast the limbs off an unarmored human, the spread strong enough to melt an opponent. Naturally, with Sol, this is a very effective Undead killer.

Sword-Spread – These frames only fire a short-ranged spread that is narrowed and focused into the shape of a sword, hence the name. Though this covers a much shorter area and requires care and quickness to aim, it is stronger in terms of raw damage and can pierce armor or tough skin more easily.

Fencer [100AP] – Poke. More potent than the Knight but not quite better than the Crusader, this can damage some tough opponents, but not as much as you may like.

Swordsman [200AP] – Prod. Officially stronger than a normal spread, this beam can punch a hole into several layers of armor and cause considerable damage to the enemy behind the protection.

Swordmaster [300AP] – Shank. The beam is now potent to punch a hole into reinforced steel and even some magical defenses. Whatever's on the other side likely now has a sword-shaped hole in its flesh.

Samurai [400 AP] – Stab. Very little can stand between the spread and its target. This not only tears past armor and barriers, but the wound inflicted on an enemy will have an almost explosive impact on their insides. May your blade cut through the dark.

Rotating Spread – Do you like spinning, Jumper? I hope you do, because you will start spinning in a circle upon using this spread. It lacks shot capabilities but sure is great at making you dizzy and likely baffling foes!...no, I don't get it either.

Axel [100AP] – Spin! Slightly more potent than a spread from a Knight.

Vortex [200AP] – More spinning! The spinning is faster and the spread is about as strong as a Crusader frame.

Tornado [300AP] – Spin faster, Jumper! The spread is about as strong as the Swordsman spread, but with slightly better range. Assuming you can aim the damn thing, anyways.

Tempest [400AP] – Are you dizzy yet?! This spread is exactly as strong as the Dragoon, and the spinning is fast enough to somehow deflect projectiles at you so long as you're in motion. I guess that's something?

Heavy Shot – Sometimes, you just need to hit something harder. These frames lack a spread, but instead fire bullets individually the size of basketballs with a lot less range than ordinary shots, having the travel distance of a small room. However, they are much more potent in damage, and the force of impact can be enough to knock an enemy off their feet.

Spear [100AP] – This shot doesn't have very much range and eats energy like a hungry wolf, but it packs a serious punch, just stronger than a Crusader Frame.

Lance [200AP] – Boom. Just as strong as a Dragoon frame and can knock opponents twice your size off balance.

Javelin [300AP] – The amount of force behind the impact of a shot can punch a fist-sized hole in an unprotected enemy, likely rendering them dead in one blow. Now you just need to get close enough…

Phalanx [400AP] – Now you see them, now you don't. The force of impact is enough to send something your size flying up into the air, and it's no slouch against things bigger and heavier than you, either. That is, if they survive the shot to begin with – this will blast an unprotected and unarmored enemy into pieces with a direct hit.

Automatic Fire – The above options don't sound like enough dakka to you? Alright, here's some more dakka. The other frames are semi-automatic at best, but these? Hold down the trigger and a rapid spray of bullets will fire out the other side. It drains your battery quickly if you're reckless, but if you need to turn an Undead into swiss cheese, this is your best bet.

Knife [100AP] – A piddly little thing, more of a peashooter than a 'real' gun. Fires small but quick bullets that can bruise and eventually burn human flesh, and do negligible damage to the Undead.

Dagger [200AP] – A little better. This one can actually pierce flesh on the first shot.

Gradius [300AP] – Swiss cheese.
Calamity [400AP] – Tiny chunks.

Other Frames – These Frames don't quite operate on a scale of doing a particular thing with increasing amounts of competence. They are unique – not necessarily better, but they do some neat things.

Phantom [200AP – Discount for Hybrids] – Let's get this one out of the way. This is the last of the three components needed for your own 'Dark Gun'. It acts the same as a Dragoon Frame, but comes with the stipulation it cannot be used with any other Lens except the Dark Lens. Using it with any other Lens will make it fail to fire, while using it with a Sol Lens or Battery will (you guessed it) make your Device explode.

Juggler [300AP] – Interesting. Normally, the bullets fired with a Device will dissolve upon hitting their first target, but these instead ricochet, like the unholy bastard child of a bouncy ball and an actual bullet. They won't keep in flight forever or very long, but you can easily catch someone off-guard with a well placed shot.

Stalker [200AP] – You're going to catch them, one way or another. The bullets fired by this frame will be 'homing', turning around corners to pursue and hit their target. They'll still dissolve after a few seconds if they go on for too long, but no one will be able to run for long if you make use of this.

Beatmania [100AP] – Dig that funky music! These invisible bullets don't do any real damage to much of anything, but upon contact with something solid, it will make a musical sound or jingle of the user's choice. You can even use any 'soundtracks' you've picked up from other jumps, making little bits of your own theme song or annoying holiday jingles play when this is fired. Good for distractions or annoyance.

Wizard [300AP] – No real magic here, but this Frame instead fires three bullets in different directions at once. They pack a huge punch, to boot.

Guardian [300AP] – Live by the sword, die by the sword. But what about a swordgun? When fired, this Frame deploys a 'sword' shaped spray. Strangely, this gives it excellent armor penetration, and has a much longer range than any normal Sword Spreads. May your blade strike true.

Sol De Vice [500AP] – This isn't actually a 'Frame', per se. Not everyone is skilled with or prefers guns – sometimes you want to engage an enemy mano-a-mano, with a weapon in hand or just your fists. This gauntlet will fit you perfectly, and when activated, it will charge any melee weapon in your hands with the element of your current Lens, making blades burn with the fire of the sun or hammers striking with the might of Earth. Still needs a Battery and Lens to work properly.

(Grenades) – More of an attachment than an actual part, these Grenades fire separately from the standard Battery and Frame, giving you an 'alternate fire' option or some artillery when desperate times call for desperate measures.

Bomb [100AP] – BOOM. It's a frag grenade launcher. While not dependent on a Battery, you only get 10 of these at once. They will restock every morning in your Warehouse.

Flash [100AP] – A blinding flash and a loud bang. What's that make? You guessed it, a flash bang. Surprisingly effective at stunning a lot of the weaker Undead. You get 10, and they restock each morning.

Pineapple [200AP] – Unlike the other Grenades, which are their own items and don't use up Battery energy, these draw sunlight directly from it and explode into a satisfying explosion of light. However, it needs to be recharged using the Battery, and it takes up a very large amount. As an upside, it's reusable. Somehow.

Scan [100AP] – Hidden treasure chest? Secret passage? Invisible enemy? Some money a companion was hiding under the couch? It can be found! These grenades, when fired, will dispel minor

illusions and reveal ‘hidden’ objects for about 3 seconds at a time. You get 10, and restock each morning.

Rising Sun [300AP] – The Sun Will Rise Tomorrow? Why not today? This grenade fires up into the air and changes into a ball of artificial sunlight – strong enough to damage common undead and even recharge the Battery once it’s used. The entire room will be bright as high noon for one minute after using the grenade. You get 3, and they restock each morning.

Monstrous Powers:

The Immortals have no need of paltry gadgets or technology to be superior. Through the power of Dark Matter and Will of the Galaxy, all they need is the power they were destined to hold. And now, you may tap into this as well, Jumper. **Immortals receive a discount on all Monstrous Powers that cost 400 total or more. Upgrades to powers will note if the discount applies or not.**

Dark Forces [Free for Immortal] – Through Dark Matter, you are given the power to make nightmares come to life, and to surpass the living in every capacity. You receive 1000 Immortal Points once and only once as an Immortal. Unlike Arsenal, no other background can obtain this except Immortals, but Hybrids receive 1500 ‘free points’ to spend between here and Arsenal. No more, however, and nowhere else.

Darker Still [Variable] – Just like for Arsenal, you may exchange points 100 choice points for 100 IP, and can buy this perk as many times as you want. It remains restricted to Immortals and Hybrids, however.

You Cannot Hide [100IP] – Immortals can already see through pitch darkness like it was high noon, but you go a step further. All five of your senses have sharpened to the point you can smell fresh blood from several miles away, see a distant figure on the horizon better than any set of binoculars, and so forth. This can be ‘dialed’ up or down at will.

Lord of Dread [100IP] – Fear is a weapon, one that is to be tempered and used appropriately. Should your prey or opponent feel intimidated by you, you will draw that energy from them, making your blows strike faster, harder, and become even more deadly. This only applies if you’re fighting them up close and personal, however...they must see Death’s approach to truly fall into its arms.

Wings of Doom [100IP] – Walking is for the living. You gain a pair of wings of your choice, strong enough to carry you and allow flight at your running speed. With practice, you might be able to go even faster...or maybe you already can. The wings can appear however you wish, but no aesthetic you choose using this perk will change their initial function. They can be dismissed at will. You may settle for ‘floating’ without anything carrying you if you prefer, complete with an eerie noise.

I Need No Weapon [100IP] – You do not need the foolish trinkets of the living, nor do you need inferior steel to be your weapon. You will gain a retractable set of claws that will tear through your enemies, to the point the well-armored may as well have worn wet paper for all the good it did them against you. Magical or supernatural defenses are still effective against you if you lack ways around them, however, as is the armor that would defend a tank or power armor.

Breaker of Bones [200/400IP] – Humans are such pitiful creatures compared to you. Immortals are already at the human peak, but you have gone further. You are now strong enough to tear a human limb

off with a swift motion and a strong grip using only one hand, and can bend strong steel with a punch. You are durable enough to withstand your own strength, and your resistance to mundane weaponry is stronger as a result. For a mere 200 more points, totaling 400 (can be discounted for Immortals), you may tear ordinary humans apart like wet tissue paper and lift several tons with your might.

Unleash The Plague [200IP] – Mortals fear the swarm, and thus they should fear you. When your body is cut or wounded, you may unleash the Dark Matter in your body in the form of death bugs, which will immediately attack the target you desire them to. The bugs will bite and dig and burrow into the living. These 'death bugs' sap at the energy and strength of those they attack, making them weaken the more they allow these insects to swarm them, the effects lasting so long as the insects remain on their body. For 100 (non-discounted) IP more, these bugs may do more than weaken...injecting the enemy's body with Dark Matter, killing themselves to infect the target, and slowly destroying their insides with Dark Matter.

On A Pale Wind [200IP/400IP] – Strike quickly, strike deadly. You can now use Dark Matter to let yourself move forward at a much higher speed, moving as a blur that the mortal eye will struggle to keep track of. These will be in short bursts, small dashes...unless you invest 200 more IP. Then you may use a large amount of Dark Matter to move at what mortals would call 'super speed', starting at mach 1 and able to go faster with a larger energy investment. In both cases, you have the reflexes to keep up, but sustaining this requires constantly spending a large amount of Dark Matter...you will run yourself dry quickly if you use this indiscriminately.

Eternal Armory [200IP] – Mortals may slave and toil away with earthly material to make goods and weapons, but you need no such thing. Using Dark Matter from your body, you may create functional blades and other weapons from seemingly thin air. You can control these mentally, to boot. These require concentration and energy to maintain, and can't make anything more complicated than an ordinary pistol, but all weapons you use will act as a weapon with the Dark properties. Slay the living with your will alone.

Vampire [400IP] – The true 'kings' of the Immortals, the aristocracy of the Undead. You are now such a creature – all your physical capabilities are more than twice the human peak at base, and all Dark Matter based abilities you have are slightly stronger. You can also change into a swarm of vampire bats, though this won't in any way actually duplicate you or enable you to use powers between them – merely splits you into many different targets instead of one. If you had bought 'Groundsoaked Blood' before now, the abilities you can use with Blood are much stronger and more varied, able to also manipulate the blood of mortals whom you are in contact with. What to do from there? Use your imagination, fledgling.

Dark Side of the Moon [400IP] – The elements are not merely things for mortals to command and embrace. Choose a single element from the 'Lenses' section, except for the cursed Sol. You can now control and manipulate that element, as well as create it from Dark Matter. Though this power, it will be 'changed' to a more destructive application by the infusion – fire burns and sears more greatly, cold will freeze a mortal enough to shatter them into pieces – and so forth. This can be applied to any elemental abilities the Jumper has (except for light-based abilities), though the infusion will be volatile and take time to master. If you choose 'Dark', this perk will stack with Of Darkness, giving you greater range and control over darkness.

A Blood Moon Rises [400IP] – You have gained the properties of a werewolf, able to change into the shape of one whether partially or completely, but the benefits remain the same. Your strength will

greatly increase to the point you can rip a hole into castle walls, and your speed will enable you to keep up with a motorcycle moving at full throttle. This form can be activated and decativated at will, but doing so is a drain on your energy...while you can maintain it without Dark Matter, doing so will place you into an enraged state, and while you will remain in control of your actions, it will be difficult to make tactics or any sort of long-term thinking while in this mindset.

Among The Sheep [400IP] – Sometimes, the mortals rely on numbers and mobs. You need not make a great display of power to cow them...sometimes, all you need is a subtle touch. You can create the illusion, true all physical senses, that you are mortal. You can suppress your abilities and Dark Matter just enough that you can withstand walking into sunlight, though Sol weapons will dispel this illusion and burn you just as badly. This also creates an aura of trustworthiness, and anyone not already aware of your personality or actions will be inclined to believe you when you say you're no Immortal...the fools.

Darkness Tree [600IP] – Humans rely on the light of Solar Trees to keep their little hodgepodge communities alive. You are the very bane of that now, a living manifestation of Dark Matter – a Tree of Darkness. Your mere presence dims the light of the sun or any artificial lights created, and you lack the natural weakness to sunlight...in fact, you can absorb the properties of Sol to redirect the attacks and lay waste to traitors and mortals alike. You also gain the ability to grow plant-like properties on your body, such as thorn-covered vines and poisonous rose petals, and can extend these to the size of a large room. If you remain in one city-sized location long enough, the sunlight in the area will be weakened enough that the Undead may roam out freely, and those who use Dark Matter will find their abilities strengthened. You can even weaken or kill a Solar Tree this way, though it will take a long time and mortals will undoubtedly seek to hunt the source of the corruption.

This is a double-edged sword. Instead of being weak to Sol, you will be weak to Flame, which will affect you as Sol would have previously. If you chose it as your element, you run the risk of someone using it against you. At the very least, you may turn off this ability if you'd rather not cover a place in Darkness...but why on Earth would you want to do that?

The Reaper's Fingers [600IP] – You are Death incarnate, existing in a limbo between life and oblivion. By combining this entropy with Dark Matter, you can manifest two skeletal hands that you can control with your mind. They can be used as weapons and they individually have the strength to lift several tons on their own, but their true power is more deadly: upon touching a target, Dark Matter will begin to drain the life and 'substance' from them. Metals will rust and decay, living bodies will become pale and thin, and so forth – until nothing remains. This is a much longer process for powerful or particularly lively beings, but make no mistake: the living cannot run from Death. This, of course, is useless against things that have no concept of Death – things like avatars or the Ancestor Pieces. It will certainly still damage them, at least.

Stop Hitting Yourself [600IP] – Sometimes, you will encounter things and beings that are simply nasty to fight head on. That's fine. You'll let them do the work for you. If the being casts a natural shadow, you may 'lift' that shadow with your hands, creating a colorless duplicate of them. This duplicate does nothing beyond move where you direct it and cannot do anything else – you cannot even harm it! But should your opponent be foolish or stupid enough, THEIR attacks will work on this shadow just fine – and it will hurt the original in kind in an identical manner. This ability is a tremendous drain to maintain, and will require constant recharges of Dark Matter...but it will be worth the look on the foolish hero's face when his strongest attack only hit his double.

Behold My True Form! [600IP] – And despair. You can now take the form of a monster, which can have any biological traits and features you would find in 21st Century Earth as you know it. You also have the ability to increase your size up to 20 feet tall, and anywhere inbetween. You may become as small as a mouse or even bigger than a house, that way, but no more with this ability alone. A gigantic moth with poisonous wings? A squid with tentacles enhanced by an Immortal's strength? The possibilities are endless, and can be mixed and matched at will.

Half-Vampire [500IP – Hybrid only] – What a peculiar creature. You wear the night like a second skin, yet your heart still beats like a mortal's...how sickening. You gain all the benefits of Vampire, I Need No Weapon, Wings of Doom and Among the Sheep, except the latter does indeed change you back into a full human capable of using Arsenal and being without the weakness to Sol, though all your Monstrous Powers are suppressed until you change back. Take heed – you WILL have the weakness to sunlight in your Vampire form.

Dark Child [500IP – Hybrid Only] You were an ordinary human, once, until Dark Matter seeped into your blood and heart in your youth. Now, you're something else. You gain the benefits of the 400 point version of On A Pale Wind, the 200 point version of Breaker of Bones, and You Cannot Hide. Dark-based weaponry is also much stronger in your hands, changing a mere bullet into a cannon shot, and On A Pale Wind only takes half as much energy to sustain. However, as a downside, you inherit the Immortal weakness to Sol...and lack the true immortality they would otherwise give.

Items:

You shouldn't be heading out into this dying world without some kind of gear. Whether you're strapped for points or invested in your possession, don't fret...you receive 400 points to spend on this section and this section only. You can't spend these points in Arsenal just because they're 'items', either.

Coffin [Free for All] – It's an ordinary coffin with a golden bat logo on it. You can shove an Immortal in it to eventually blast them with the Pile Driver. Has a chain that lets you drag it around. If you are an Immortal, it makes a strangely comfy bed you can deploy on command.

A Duster and a Cowboy Hat [100, Free for Drop-In] – Exactly what it says it is, Jumper. Can be any color or design you want, and will always compliment your appearance.

Grappling Hook & Rope [100, Free for Drop-In] – It seems awfully nonsensical to spend several hours backtracking in a dungeon just because you can't reach a particular ledge. Well, that's why you've got this sucker. The rope is strong enough to hold five adult humans without breaking, and you get a new one if this one ever breaks. Rope length is always just long enough to climb wherever you tossed it.

Comfy Tent [200, Discount for Drop-In] – Hey, being a wanderer is tough, especially when you need a place to sleep. Luckily, this tent has you covered – when you set it up, it automatically comes with a working lamp and comfy sleeping roll. You also get an extra one for each companion you currently have active in the jump. Isn't that nice?

Axe Me A Question [200, Discount for Drop-In] – No, really, ask. This is a heavy hand axe that has has been forged with steel and silverdust, and is a surprisingly effective weapon against the Undead. While not as strong as their natural weakness to Sol, this weapon will let you fight them on even ground. Even comes with handy instructions on how to make 'mundane' weapons that are pretty effective against

tough opponents who'd normally shrug it off...it won't make anything super effective in most cases, but hey, now you have a fair shot.

Moon Staff [400, Discount for Drop-In] – Are you ready?! This is a magical Staff that uses its own internal 'battery' by constantly gathering moonlight and sunlight passively, and can be 'discharged' to wield the elements of Flame, Cloud, Earth, and Ice. You can create the element from nothing or control a room full of it...however, it runs out of juice pretty quick, so you best use it as a trump card.

The Hammer [400, Discount for Drop-In] – Ah, the art of Dungeon Bypass. This is a heavy hammer, requiring two hands to wield. That isn't what's special about it, however – this hammer, when swung at a wall or a building, will tear a man-sized hole directly into it. Regardless of whether it's made of stone or steel, this Hammer will rip open a path to bypass the defenses or perimeter of a building. It's only a slightly effective weapon against anything else, however, and it's very loud when used against such a wall – best reserved for when the stealthy approach is invalid or when you need a speedy exit.

A Good, Old-Fashioned Six-Shooter [600, Discount for Drop-In] – It's a revolver. Not an ordinary revolver, either. This comes with six bullets, and only six, that cannot be duplicated at all. The gun's special properties only work with these bullets. What are these special properties? Well, the bullets fired from this particular gun will completely ignore magical or supernatural defenses upon hitting the enemy, and always do more damage than you'd expect from an 'ordinary' gun. It does nothing to prevent the wound healing or makes the bullet itself any stronger...but sometimes, a good shot between the eyes of the Immortal who was boasting about being 'invincible' just a second before is all you need. These will restock each week.

Scarf of Courage [100, Free for Solar Child] – A scarf that perfectly fits you and makes you look very dashing and brave. It also strengthens your courage a little. Can be any color, and if it's red, it may be dyed in the blood of someone courageous you once admired. Or not. It could just be a snazzy red scarf. Up to you.

Neat Goggles [100, Free for Solar Child] – It's a pair of neat goggles. Will protect your eyes, and even has the lovely little bonus of letting you stare directly at the sun or high-intensity light with no ill effects on your eyes when you're wearing them. Neat!

A Rack of Weapons [200, Discount for Solar Child] – A Solar Gun is nice, but everyone needs a sidearm, right? Or sidearmory, as it were. Your Warehouse gains a rack of high-quality mundane weapons – at least four variants of a sword, an axe, a hammer, a spear each. They can still break and be destroyed, but you'll get a new one each week, and it will always be made of fine steel strong enough to penetrate an Immortal's hide.

Solar Bank [200, Discount for Solar Child] – What a curious little invention. This is a strange system that somehow stores sunlight, up to 9999 Sol. It doesn't 'charge' however, rather, it just passively collects sunlight you happen to be walking around, and often at a snail's pace. However, it will steadily build 'interest' and the amount you've stored will steadily increase even if you remain in the dark for a long time. This stored sunlight can be used to charge Arsenal or whatever Solar-based item you have, but you'll have to 'withdraw' it from the Bank...you can't just attach a wire to a device and use it's solar power, you will need to charge it using the Bank first. These are normally available in different parts of the world, but buying this puts one in your Warehouse, and you will have access to it for every world from this point on.

Vector Coffin [400, Discount for Solar Child] – You need to shove an Immortal into a coffin in order to properly haul their bodies to the Pile Driver. But what if you want to move about in style? When this particular coffin is empty, it can transform into a fully functional motorbike. It's solar-powered and charges entirely on its own, and even comes with a turbo boost function. Ride in style, vampire slayer.

Solar Bamboo [400, Discount for Solar Child] Within your Warehouse, a floating green jewel will appear. This is Solar Bamboo, and when struck, it will release green life bugs that will immediately fly towards the living, and heal wounds on your body within seconds. This bamboo will spawn as many bugs as necessary until all living beings in the room are healed. It cannot be moved, however, and does not heal the unliving or the artificial.

Pile Driver [600 – Discount for Solar Child/Free*] - This is what you need to absolutely, positively put down an Immortal for good. By raising your hand, you can summon this room-sized device and several solar panels. When exposed to the sun and activated, it will fire concentrated Sol directly into the Immortal's coffin, where it will struggle in its death rattle. With enough exposure, this will put down the Immortal for good…

...what? That's rather impractical? Well, it is. But it's necessary. Hence, any human origin can summon the Pile Driver to their location for free so long as it has enough space and it is outdoors. It cannot be summoned post-jump unless you pay the price. If you do, you will find that this contraption will be effective at dealing the finishing blow to the undead or the undying. Things outside the concept of death to begin with are exempt, but the powerful beams of the Pile Driver are not to be underestimated. You just need to find a way to restrain them…

Infinite Supply of Sunflower Seeds [100 – Free for Earthly Keeper/Maiden] – Do I need to explain this? You gain several bags of ordinary sunflower seeds. These will restock each week.

Basic Gardening Tools [100 – Free for Earthly Keeper/Maiden] – Shovel, watering can, and so forth...every thing you need to get an ordinary garden setup, though lacking anything requiring electricity. Any that are lost or broken will be replaced the following week.

Solar Nuts [200 – Discount for Earthly Keeper/Maiden] – Some walnuts infused with the power of a Solar Tree. When eaten, it will restore some of your lost Solar energy...and can even replenish any other magical or spiritual reserves of energy you have, one bite at a time. You get two bags of these, containing 10 each, and they will restock each week.

Tiptoe Nut [200 – Discount for Earthly Keeper/Maiden] – This nut, when eaten, will actually muffle noise that you make for about 30 minutes at a time. Involuntary breathing, footsteps, shuffling...all of it will be virtually inaudible, making it easier to sneak around. You get two bags of these, containing 10 each, and they will restock each week.

Heal Fruit [400 – Discount for Earthly Keeper/Maiden] – Well, looks like you've found the best fruit of them all. Upon eating this entire fruit, the one who consumed it will find all of their wounds immediately closed and healed. It doesn't grow back limbs or do anything for artificial constructs, but you can restore someone to health so long as they have a way to eat and consume the fruit. You get 3, and they restock each week.

Solar Leaf [400 – Discount, for Earthly Keeper/Maiden] – Sometimes, you need to get the hell out of dodge. This is that way of getting out of dodge. Upon using this leaf, you will be teleported to the

nearest ‘safe’ spot. As a bonus, this safe spot will contain either a door or a large enough flat surface to access your Warehouse, giving you time to recover, restock, or hide. You only get one, though, and it restocks once a month. It doesn’t stop anyone from chasing you, so be careful.

Solar Tree [600 – Discount for Earthly Keeper/Maiden] – As an Earthly Keeper or Maiden, you will have to grow and nurture your own tree from the ground up...but with this, you already gain a fully germinated and grown tree. This Solar Tree will be in a safe place or near human civilization, and will bathe the area in light that will repel darkness and the Undead, and dimming slightly at night while keeping its beneficial effects. All plants that grow around the Solar Tree will grow much more quickly, and will have life-giving benefits depending on the bounties they provide. Be warned – The Solar Tree requires constant upkeep and care, often with your personal attention. But a great, life-giving tree with none of the worries of radiation or worse...is that not worth the price to pay? Post-jump, this can be placed somewhere safe in the jump you enter, on one of your properties, or in the Warehouse.

A Forge [100, Free for Solar Smith] – Exactly what it says. Has its own fuel that never seems to run out, and is always at the right temperature you need to craft and forge, but is an ordinary forge for literally anything else. Automatically begins as a Warehouse attachment, but can be ‘dropped’ anywhere on a property you own when you need it.

Smith’s Hammer [100, Free for Solar Smith] – It’s a really honking huge hammer, and needs two hands for an ordinary human to use. However, anything you forge or temper using this hammer will last longer before it rusts, dents, or breaks. Twice as long, on estimate. It only works on things you can actually forge with it – just smacking some random superscience metal over and over just gets dented metal and sore arms.

A Box of Scraps [200, Discount for Solar Smith] – Okay, not really SCRAPS. But this is about 20 ingots worth of iron and about 10 bars of steel. In addition, just enough materials to make about five Solar Guns using the aforementioned materials. It will take time, but they’re all high-quality and easy to work with. Better get to it, Jumper! Restocks weekly.

Item Shop [200, Discount for Solar Smith] – Just because there’s an ongoing apocalypse doesn’t mean that you can’t capitalize on your job! A shop will open near someplace with civilized life, and you may sell any merchandise from your Warehouse there. It will also somehow run itself after you’ve put items up for sale when you’re not around, or you can leave a companion to take care of it. Will generate a steady profit so long as you put items around that are actually in demand – people might just be confused and alarmed if you put things like spaceships on sale in a medieval kingdom.

Solar Launcher [400, Discount for Solar Smith] – It’s a marvel of a weapon, and years ahead of its time. It is, quite literally, a solar-powered rocket launcher. It can be charged like an item of Arsenal would be, but cannot be customized using Arsenal parts. As a price to pay, it can fire up to five shots of an incredibly power rocket that explodes in both sunlight and power, able to blast a human-sized Immortal to pieces. That said, recharging it is no simple affair – it will take an entire day of passive exposure to sunlight to reload. Boom.

Lunar Metal [400, Discount for Solar Smith] – This is a particular little box of treasures, Jumper. These are several ingots and bars of seemingly ordinary steel, but with Lunar Magic infused within them. Anything you forge out of these materials will greatly increase the power of any magic that the item touches, whether through Arsenal, wearing them while casting spells, or attaching them to magical

items. It is slightly potent for most magic, but for anything wielding anything like the Elements of the Lenses, the boost is much more powerful.

Mysterious Blueprints [600, Discount for Solar Smith] – What is this? It's a really old piece of paper, just intact enough to read designs and schematics written on it. It seems to talk about being able to make space vessels fueled entirely by the light of the sun, capable of sustaining life on board while flying fast enough to make a journey from the Earth to the Moon within minutes. There's nothing about FTL travel on here, but maybe if you combined it with knowledge from elsewhere...this will need a lot of time and materials to successfully create, but I'm sure you'll manage.

Tomato Juice [100, Free for Immortal] – It's some vegetable juice contained in about 10 jars worth. It tastes like ordinary tomato juice, but for some reason it acts as a perfect substitute for human blood when consumed by vampires. It will restore their health slightly upon being consumed, and satiate any bloodlust for a few hours. Restocks each week.

Sunblock [100, Free for Immortal] – It's about five bottles worth of sunscreen. Not much to it, but this particular brand of sunscreen will temporarily shield you from the ill effects of sunlight, for about an hour at a time before you need to re-apply. Washes off in water or the rain, restocks each week.

Dark Bomb [200, Discount for Immortal] – Think of this as a 'reverse flashbang', Jumper. When thrown and detonated, this will darken a room...enough to give an Immortal a large boost in Dark Matter power for a few seconds, or to quietly escape an enemy's notice. Does not work in broad daylight. You get 10, and they restock weekly.

A Darkened Wardrobe [200, Discount for Immortal] – You must look your best when demonstrating your superiority. You acquire a wardrobe full of black and red clothing that will always compliment your appearance, and will restock if you ever run out. You will also get a slight boost to all darkness-based abilities when wearing these. Nobody will ever mock you for it.

Golem Maker [400, Discount for Immortal] – This is a magical circle that will appear on any property you own or anyplace you visit often enough to consider 'home' when you need it. When you place rocks or metal on it, it will slowly bring them together to form a golem, up to at least 20 feet tall depending on how much materials you used. It will be unquestioningly loyal to you, and its strength is based on the materials used. It does not count as a companion and will fall apart the following sunrise, but can be put back together by re-using the circle. Unleash your minions.

Warp Circle [400, Discount for Immortal] – You acquire four 'magic circles'. When you place two down in separate locations, one will immediately teleport you or someone to the other, though it has to be activated by a hand gesture from a sentient being. This will let you set up two avenues of instant teleportation, though anyone will be able to use it. You don't get any more, but you may replace them wherever you like so long as you can reach it yourself the first time around. This can travel anywhere on the planet or even as far as a planet's moon, but no further.

Lair [600, Discount for Immortal] – You acquire a gigantic gothic castle, at least four stories tall, to serve as your dominion. It will be full of Undead loyal to you, though all will be fairly weak and stupid on their own. This will be somewhere out of the way of Django or any dangerous individuals who might be after you, but can still be reached on foot. It will be fully furnished and you may freely have any items, properties, or rooms from the Warehouse added to it wherever you like (though things that need electricity will need a new power source and some work). Post-jump, this may be dropped

somewhere safe in the next jump or added to your Warehouse from then on. Inside your Lair, your abilities are slightly stronger, especially Dark-based magic and powers.

Dark Loans Advance Card: Jumper Edition! [+200] – That's right, you get bonus points just for taking this awesome item! It doesn't even count towards your drawback limit! This black and red bank card, when swiped, will recharge all energy to any Arsenal you own. In fact, it'll even recharge or reload items you brought from out of this jump! This will only be for this jump, however, and all attempts to duplicate the card or its effects will both fail and count as a mark on your record. What record, you may ask? Don't worry about it, just sign here on the dotted line to get your great new card~.

Companions:

You, Me, and My Friends [100/400] – Have some friends? Want some new ones? Not to worry. You may spend 100 points to import a companion with a free background and 600 points to spend on perks or items...however, if you choose to make them an Immortal, they only get 300 choice points to spend. Imported companions cannot take Hybrid, even with Lunar Blood. You can spend 400 points to create or import 8 at once instead of one at a time. Please note they won't receive any extra points for items.

Take My Hand [200] – You may take a single canon character along with you by purchasing this. This will make circumstances conspire for you to meet them under the best possible circumstances, and should they survive to the jump's end, you will be able to take them as a companion. Ancestor Pieces or great monsters lacking sentience cannot be taken with this option. If you were planning to somehow take the Will of the Galaxy with this, I will sit here and laugh at you. You also cannot companion Moon Beauty Mani.

May The Sun Be With You! [Free/100] – A sentient floating sunflower with a long nose, actually a Messenger of the Sun. They don't do much besides give you hints on where to go next, and will shout encouragement at you whenever you need it. If you are an Immortal, you instead receive a black cat that will follow you and sometimes lead you to helpful locations, though nothing you couldn't find on your own. They don't count as companions, but can be imported like one in later jumps, at which point they will take up a slot as normal. They will be eternally optimistic and encouraging, no matter how bad things are, as well. You can spend 100 points to choose one of these two, regardless of background.

The Brothers Wild [200 – Free for The Third Child] – Should you ensure both Django and Sabata's survival, you may take one or both as companions. If you take both, they can either take individual companion slots or share one, at which point their non-native capabilities and powers are split between them. Django is a brave boy of few words, but very resourceful and determined. Sabata is aloof and grumpy, but cares more about the living and his brother than he'll admit.

Drawbacks:

Too many options, not enough points? Well for a...fee, you can get a little more points to use. You may take up to +1000 points in drawbacks. Taking Will of the Galaxy raises this cap to 1600.

The Third Child [+0 – Can only be taken by Solar Child or Earthly Keeper/Maiden] – You are the third child of Vampire Hunter Ringo and Moon Beauty Mani, thus making Django and Sabata your brothers. You immediately have a stake in the impending plot, and your location is changed to match your origin: If you are a Solar Child, you are alongside Django as he first arrives at Fog Castle. If you are an Earthly Keeper/Maiden, you are alongside Lita as she is locked away and captured by the Count. This

immediately gives you a stake in the plot and you'll find yourself swept up in the main story of the first three Boktai games. This does not automatically give you Lunar Blood, sadly.

Cross-Battle! [+0] – What's this?! ShadeMan.EXE has somehow entered the world of Boktai and is planning to use the power of Darkness for evil! You must either team up with Django to defeat him before the jump ends, or team up with ShadeMan.EXE to defeat Django in a duel to the death. Note that if you've taken the Megaman Battle Network jump before, your NetNavi abilities will function as though you were in the net during the duel and the duel only...also, ShadeMan.EXE might recognize you if you've met in the past.

IT'S HOT! [+100] – Oh, dear. You seem to scream this every time someone hits you with your natural weakness, regardless of what it is. Not only is this an obvious tell, but it's really weird and kind of annoying.

What Does That Even Mean?! [+100] – For some reason, everyone keeps name-dropping and referencing terminology or lore that never gets brought up again or explained. This will happen constantly, and will probably confuse you at least once. It also makes anyone who tries to give you directions sound really unhelpful.

More Walking [+100] – Well, even if you're not walking, all the dungeons and places you need to go (even your own Lair!) will be byzantine and extremely difficult to navigate. Your journey will be as tedious as possible, and even dungeon bypass or teleportation will only take you to more confusing places. Hope you like backtracking.

You Idiot! [+100] – Oh, dear. It seems your companions and immediate allies have all taken a sharp dip in competence and common sense. The MacGuffin will be handed away in an act of trickery, you friends will struggle to defeat the simplest puzzle boss, and you can bet they'll misplace the remote at least five times in one week. Good help is just hard to find, huh?

A Pale Moon [+200] – Sunrise seems to come a little sooner if you're an Immortal, and the sun is somehow even fainter than it was before for any mortal backgrounds. Basically, no matter what time of day or night it is, the environment will conspire to starve you of your primary energy sources. Your 'other' magical or spiritual reserves or sources of energy seem to be a lot less efficient all of a sudden, too…

Sweet Blood [+200] – As an Immortal or even a mortal, you will have an insatiable craving for human blood regardless of whether you're a Vampire or not. Nothing else will satisfy, even a substitute from this very jump or preserved blood, and you will die if you go a week without a fix. What's more, those you feed from will undoubtedly be in extreme agony and pain, and the act will kill even those who volunteered. This doesn't work for your enemies or anyone you'd WANT dead, too...who will be awfully resistant to your grip. Any companions killed this way will be unavailable until jump end.

Frail and Foolish [+200] – Maybe it's the impending apocalypse or just the fact you REALLY don't want the chain to end here, but you've become a lot more cowardly and selfish. You will falter against enemies you'd otherwise prevail against, and seek your self-preservation above all. And each retreat will make your goals further away, your allies more hateful of you, until you're eventually cornered. Can you steel yourself, even when your body begs for you to run away?

Magic Flute [+200] – Oh no. Somehow, either the Immortals or the mortals (whichever is your primary enemy, or Immortals if you're neutral) have found a way to control you. You can resist, but it requires a herculean effort to shake off the control, and everyone from that faction knows how to use it. If you ever slay the faction's opposite – Django for mortals, Hel for Immortals – directly or indirectly as a result of this control, your chain will end.

A Missing Link [+300] – Before you arrived, Solar Boy Django had died not long after his father Ringo did, and Sabata's loyalty has become firmly to the Immortals. This will almost certainly lead to mankind's extinction, for even if Hel is defeated, two Ancestor Pieces will soon awaken in the world. That is where you step in. No matter your faction, you have stepped into the shoes of Ringo and Django, and you must ensure mankind's survival. Failure to accomplish what Django did without dying once will result in chain end. Simply turning everyone into Undead or some mockery of life will not suffice...you must both save humanity and defeat Hel along with the Ancestor Pieces. If you take May The Sun Be With You, you will receive Otenko instead of another Messenger or a Cat.

The Restless Dead [+300] – Your enemies are a lot stronger. Undead are beginning to use swarm tactics and are difficult to sneak around, Immortals immediately take the threat you represent seriously and begin adapting and planning for it, and mortals suddenly have Arsenal that can punch a hole through you. They don't scale with you on an exact curve, but they'll be a lot smarter and harder to deal with now...

The Jumper of Groundsoaking Blood [+300 – Cannot be taken with Missing Link] – Forget the Count – YOU are the one who kidnapped the Moon Beauty and slew Ringo by your own hands. This has given Solar Boy Django an immediate vendetta against you, and will stop at nothing to kill you. Think the squishy human will be easy to deal with? Think again. Django knows how to counter all of your abilities and knows all of your weaknesses, and killing him will only lead to him miraculously coming back to life with more Arsenal tailored towards your destruction, which will self-destruct should you try and claim it yourself. What's more, you do not have the plot armor the Count did – if you're at the mercy of the Pile Driver, consider your chain over.

Why?! [+300] – You're a bit of an unlucky bugger. You know all that shiny gear you bought from here and elsewhere? It keeps exploding. Inconveniently and dangerously. You'll get it all back once the jump is over, but any sort of outside technology or magic you rely on will be incredibly sensitive and prone to malfunction no matter how many failsafes you add. Arsenal jams or explodes, magic will make a useless noise and do nothing, and so forth. Consider this incredibly malicious bad luck and gradual equipment loss. Feeling lucky?

The Will of the Galaxy [+600 – Cannot be taken by Immortal] – Don't do it. Seriously. Do you really need points that badly? Okay, suit yourself. The Will of the Galaxy is the nebulous force that moves to dictate the fate of the planet – it has noticed you and it's not happy. You lose all of your pre-jump abilities that aren't just skill or knowledge – those on their own still work. Your warehouse is also emptied out and inaccessible. Want to know where everything went? The Immortals have inherited your abilities and received a significant power boost as a result, and your items have either been scattered around the planet or are now being used by the Immortals, whichever result would be worse for you. To add to this, Hel has unleashed one more devastating attack on mortals within days of your arrival, while the Eternal Piece Jormungandr has awakened within San Miguel and has already destroyed the small Solar Tree within, in addition to most canon NPCs who could help you, and FINALLY Vanargand has somehow been unsealed and unleashed upon the planet as well, with Ratatosk helpless to control the beast. You must somehow survive AND defeat all three of these titans

of power while sustaining life within this dying world just long enough to finish your ten years here, or else your chain is a failure.

THE TREADMILL [+0] (MANDATORY if you took Dark Loans Card) – I'm sorry, Jumper, but it's time to collect. Before you can decide if your chain is going to continue or not, you need to pay up. You will find all of your abilities, perks, and gear stripped away. Yes, this includes the Warehouse key. Don't worry, you'll get those back when you've paid up. Now, let's do some math:

Count one month for every point of choice points you received for taking the Dark Loans card.

Add another month for each in-jump item you recharged with the card.

Add six months to each non-jump item you recharged with the card.

Since we're calculating this on your benefactor's contract, add one month for each two months in your chain you've sat idle or let things resolve themselves. Even if you've been diligent and adventurous, you've likely had at least one or two idle periods, right? No shame in admitting it, they informed us themselves of how much time that is!

Finally, for each time you've tried to duplicate this card or get around this, add ten years. Oh, and even if you succeeded, we'll be taking those back now.

Got a nice total? Good! You will be running on this treadmill for that amount of time. No, sitting still won't do anything besides it tossing you off a cliff into another treadmill. Trying to escape brings you to another treadmill. Kill yourself, and you'll wake up alive on a treadmill. Pass out from exhaustion, the treadmill is still running, and so must you. You won't ever die permanently here, after all, we want you to pay up! When you've finished, you will go to the usual choice of whether or not you want to continue your journey. Thank you very much for your services to Dark Loans!

Well that was...something. Anyways, it’s been ten years and you somehow survived or averted the impending Apocalypse. Or maybe you just reaped the spoils and found somewhere safe to go. Regardless, time’s up. What do you want to do now?

Go Home – Homesick, huh? That’s alright. A world as dried out as this can do that to you. You’ll be sent home with everything you’ve earned.

Stay – Stay here? To rebuild, or simply to live among the ashes? I suppose it doesn’t matter. Thank you for your time, and your affairs will be put in order back home.

Next Stop – That’s what I thought. Let’s move on to the next world.

Oh, if you’re a Hybrid or Immortal – those bodies and their weakness to sunlight will become altforms you can switch to and from freely. Monstrous Powers can be used in other forms, but are slightly weaker without some sort of Dark Matter or Darkness powering them...I’m sure you’ll find a way around it, though.

Notes:

*Lunar Blood adds the following to capstones:

My Will, My Way changes from just a vague danger sense to the ability to use the stars to predict the future. You can use the night sky and cards to get a fairly accurate idea of what the future will hold upon making a particular choice. This will change slightly the more you use it in a single month, however, and will become increasingly unreliable the more you rely on it in that time. However, it has a much more reliable ability – you can find a specific item or person just by knowing what they look like or their name, and you will receive visions that helpfully hint to its location. It only works on one thing per week, though, so take notes or memorize it! You're a true Star Reader now, so don't squander it, Jumper!

Sol Trance will let your solar pool with TAIYOOOH steadily increase with your 'age' along the jumpchain and for the rest of your years, changing from a single Sol into potentially an entire star's worth of energy within your body after centuries of growth. This will also increase the time you can use the Sol Trance form, from minutes to hours or even days as your pool grows. It will get stronger along with you, as well…

Our Sun gain the ability to create much more potent Solar Trees, going from being able to light up and protect a single city to an entire continent. This light can also be 'inverted' to create Darkness Trees and snuff out the light, though it lacks the corrupting influence of Dark Matter. This is a true, and 'pure' night...and while darkness is stronger, there is no fear of Undeath.

Twice As Bright comes with discovery of the secret on how to use the Wild Bunch outside of a simple attack, and can now harness the combination to create a much more powerful and effective energy source. You can potentially make a 'Wild' Lens by combining the Sol and Luna energies within your body and infusing them into a battery or Lens, making powerful weapons...or perhaps something more. You also become an expert at handling volatile energies without fear of them malfunctioning.

Those with They Who Hate Life have become akin to Hel. While the Undead would normally rise at random and often out of their control, you can now decide how strong the species and type of Undead raised from your victims will be, and they will be stronger the more willpower and energy they had in life. Any Undead from all worlds that are weaker than you will recognize you as their royalty, and obey your commands...at least until someone eventually tries to contest you. The strong-willed can still resist this. In addition, you have become a living well of Dark Matter, and when you enter the shadows or flee from the light, your injuries will immediately start to regenerate. You have a persistent 'pool' of Dark Matter within your body, and it will prioritize healing your body when you're not using your other Powers, allowing you to restore lost limbs and organs within a few minutes of rest. Combat, stress, or Sol will stunt or slow this regeneration, but if you can find a moment of retreat, you will be good as new.

Buying a Lens from Arsenal will automatically make it the strongest version available in the game. You can find or make your own instead, but it will take time to grow and they'll usually be a weaker variant at first.

Taiyoooh! Is not necessary to use Arsenal, for they have their own batteries to power them. It merely acts as a 'free Sol' for the Jumper to use independently, whether for Arsenal or other types of magic. All

out-of-jump magic can use this energy, but it will run out quickly for more powerful abilities. For context, a charge shot from the strongest Frame in Boktai takes at least an entire ‘third’ of One Sol.

Any canon characters who die as a result of drawbacks that you also buy as companions will join you after the jump’s end.

If you have the ability to resurrect Django in The Missing Link, it can only be done on your last year in this jump. You are also still bound to prevent the apocalypse and mankind’s extinction regardless of what happens, and failure to do so will mean the end of your chain.

You do not need to have a Messenger of the Sun present to use Sol Trance – benefactor fiat will do the work for you. If you have one and don’t merge with them, though, they’ll be a little sad.

If you need to ask how a certain combo of drawbacks will function with other drawbacks or backgrounds, the answer should be ‘in the way that somehow makes your life worse’.

The point My Will, My Way is that you can sense when you're about to seriously derail or trip a certain flag over an important course of events. Even if these details wouldn't normally be important or noteworthy, or if you're not normally aware of how things would unfold in this world.

Basically, if you're about to sit down and talk to Waifu A over ice cream, this change in both her schedule and thoughts for the day mean she is not present for Battle A, and the MC of The Day ends up getting his ass kicked without support from his friend/now-not-a-love-interest. Things like that, things you normally wouldn't take into account or think too far ahead of. If the Jumper wanted the heroes to win, they'd sense this as a bad thing. If not, they'd sense this as a very good thing. They just wouldn't know why until it actually happened. In short, the perk is a 'prevent unforeseen consequences' button.

Changelog:

1.0: Made canon companions cheaper, lowered price for purchasing Django and Sabata as a duo and removed its discount, but is now a free option for The Third Child.
0.5: Included an example of My Will, My Way in action in the Notes for clarification. Clarified the perk’s timeframe as well.
0.4: Clarified Immortal text so that out-of-jump regeneration can still prevent a potential chain-ending scenario, and Coffin regeneration can be toggled. Clarified Solar Smith capstone and the method of making Wild Lenses.
0.3: Immortals now receive an across-the-board discount for all Monstrous Powers that cost 400 or more. Some prices had to be adjusted and the Hybrid discount for On A Pale Wind removed. Immortal capstone with Lunar Blood now includes a healing factor and a persistent pool of Dark Matter.
0.2: Clarified and updated Breaker of Bones and Six-Shooter, added Notes. You now receive 400 points to spend in items and items only.
0.1: Made the Jump.