

After the fall of the Syndicate and the Corsione Family, one would think the threat of Seed was finally dealt with. However, just a few years later, the Raven Clan rose from the shadows and took full control over the Seed trade. In response, an underground organization formed to eradicate all traces of Seed from the world, called the El-Al Calal. Leading this organization is none other than Mika and her loyal bodyguard Grave.

With only a few dozen rebels, the El-Al Canal must fight through the Raven Clan's seemingly infinite armies to put a stop to their empire.

Will you also fight for their cause, side with Raven Clan, or maybe just keep your distance from the whole affair?

In any case, take these 1000 Grave Points to help you along. As usual, you'll be here for 10 years. Make them count.

Raven Clan is run by four bosses. All have undergone Superiorization, but all terrifying in their own right even without that.

Psycho Assassin "Yensen the Boostmaster"
A sadistic killer in the style of a modern samurai, sans the honor code..

The Alluring Melody "Big Wushin"
Her "Song of Death" possesses a power that can bend people, cellular processes, and even space to her will.

Hoarder of Delusions "Turonty"
A seemingly fragile old man. However, he excels in deception and can unleash a variety of complex energy attacks.

King of Scumland "Ganpo"
An overweight musclehead with a powerful prosthetic arm that can burn most enemies to ash with a single blast.

There are rumors that even these four serve a higher master. An immortal of unknown origins, known only as "Who-Knows-Who". Some say he is a human who failed to ascend to godhood, others say he is the last survivor of the aliens who brought Seed to Earth. He doesn't seem eager to explain himself, so all one can do is speculate.

As long as these five live, this world will never be free of Seed.

Faction

Choose one. All factions may be taken as Drop-In.

Mercenary

You aren't loyal to any specific side, other than the one that's currently paying you. This doesn't mean you're devoid of a moral compass, but who you side with, if anyone, is a decision you'll have to make after you arrive. Don't expect to receive much trust out the gate. -0 Grave Points

El-Al Canal

You have lost so much to Seed and those who profit from it. Perhaps you have a grudge against the Raven Clan specifically, or maybe you just can't stand to see Seed rotting this world away. In any case, your allies are a close-knit family, but very few in number. -0 Grave Points

Raven Clan

You couldn't care less about right or wrong. All you need in life is drugs, power, and money. Raven Clan happens to have all three in abundance. You have the clan's absurd power and resources behind you. However, you are one among millions. Your life is worth nothing to them.

If you take the Superior or Methusalem species, you can choose to be a Raven Clan boss yourself, instead of a regular member. -0 Grave Points

Specialty

Choose one.

Hammer [Researcher]

The unsung heroes (and villains) behind both the Raven Clan and El-Al Canal. You are the resident egghead. You may be hyper-specialized in a specific field such as weapons development, genetic engineering, medicine, etc. or have a broad range of knowledge in several subjects. For 100 Grave Points, you are one of the brightest minds of your generation, at least in term of your specialty, or lack thereof. -0 / -100 Grave Points

Barrel [Commander]

You aren't *the* leader of your organization, but you are *a* leader. Your responsibilities are more focused on tactics and logistics, but that doesn't mean you're a pushover in 1-on-1 combat. For 100 Grave Points, you still aren't at the very top of the pecking order, but you're high enough to a dozen suicidally loyal men under your command, and the charisma to expand those numbers. -0 / -100 Grave Points

Trigger [Enforcer]

You are a rank-and-file soldier. Others make the guns, but you carry them into battle. Your job is the most simple, the most dangerous, and the most satisfying: kill the other guys before they can kill you. For 100 Grave Points you are a legend of the battlefield, easily worth a dozen other soldiers, even as regular humans. You may even work directly under one of your organization's top dogs. -0 / -100 Grave Points

Species

Choose one. Decide age & gender freely.

Human

You already know what this is. A standard homo sapien with two arms, two eyes, two legs, and so on. -0 Grave Points, +200 Game Points

Deadman

The fruit of taboo necromantic technology. Your strength, precision, and durability are well beyond human. You can take hundreds of bullets without flinching or carve through armies of regular humans. To remain alive you must replace your entire blood supply every two weeks. More if you are severely injured. -200 Grave Points, +400 Game Points

Superior

A variation of the Orgmen process. You are quite powerful even in your human form. If worst comes to worst, you can transform into your grotesque Superior form, exponentially enhancing all your Seed abilities. During this jump, you must use a special serum to assume this form but can do so at will post-Jump. -400 Grave Points, +400 Gene Points

Mathusalem

You are the same type of being as "Who-Knows-Who". Though, it's anyone's guess what exactly that is. In any case, you have all the powers of a Superior, but far greater, and without the need to transform. You are significantly stronger than any of the Raven Clan bosses. Your default appearance is visibly inhuman. -800 Grave Points, +400 Gene Points

Seed Treated

This may be taken alongside another species option. This is the only way to receive additional Gene Points, at a cost. Each purchase of this grants you greater strength, but also deforms your mind and body to become more feral and violent. This can be taken a maximum of 5 times.

X1 - You are still fundamentally yourself, just more prone to emotional extremes. At this stage, the negatives can be reined in with practice and self-discipline. Physically, you only have a few subtle inhuman traits, like crystalline growths, a glowing eye, or swollen black veins.

X2 - You are very clearly inhuman. The Orgmen are at this level physically: humanoids with white skin, red eyes, and small wings sprouting from one shoulder. The mental impact isn't quite that bad yet. You can still think, but your violent impulses can cloud your thinking.

X3 - Your body barely looks human, if at all. More like some kind of mutant alien beast. Rather than a normally clear mind occasionally interrupted by violent impulses, the time you spend in a state of lucidity and a state of savage ferocity is a more even 50/50 split.

X3 - You are more beast than man. Your intelligence is brought down to that of a wild animal. Your original personality only shines through on a subconscious level, and only when it can be heard over your bloodlust.

X5 [Maximum] - You don't look like any Earth animal. More like some kind of tumorous abomination. The only thing occupying your mind is the urge to destroy anyone and anything in your line of sight.

Anyone with 2 or more purchases of Seed Treated qualifies for "Orgmen" discounts in the Seed Abilities section. Superiors only experience the effects of Seed Treated, both positive and negative, once they assume their Superior forms. -0 Grave Points, +200 Gene Points Per, Max X5

Location

Choose a location for free or roll 1d6 and leave it to chance.

Scumland

It's said that centuries ago the island rose from the sea, when a higher entity left its footprint on the land. The entire island is ruled by Ganpo and populated solely by the Raven Clan's thugs and monsters. Roll 1

Hong Kong

The crowded streets make this city the perfect place to lie low. Hong Kong is home to one of the El-Al Canal's main safehouses. Yensen the Boostmaster will soon arrive in person for a duel with Grave. Roll 2

Vietnam

The Raven Clan has been gradually expanding their operation globally. Zell Condorbrave, an honorable mercenary and former enemy of Grave is unknowingly defending the Raven Clan's newest Seed refinery. Roll 3

Malaysia

In the middle of Malaysia is a casino that serves as the personal kingdom of Big Wushin, and the many who have been enchanted by her song. Expect to find many monstrosities her abilities helped to shape. Roll 4

Singapore

The base of operations for Turonty. Unlike his peers, his base is more militarized, prioritizing top of the line armor, weapons, and security over aesthetics or personal profit. Roll 5

Free Choice

Choose any location outside of those listed above. Roll 6

Perks: Tutorials

Abilities and traits of a more abstract or "meta" nature. Grave Points can all be exchanged for Game Points, but not vice versa.

Tutorial: Results

At the end of any "stage" [any confrontation or series of confrontations in a specific location], you may view a score showing how you performed, as well as the average of those scores. You are scored on: Clear Time [how quickly you completed the stage], Kill Rate [how few enemies are left alive], Life Remaining [How much damage you took], Beat Count [longest uninterrupted streak of destruction], and Art Score [How many flashy attacks and techniques you used] from D-S. -o Game Points

Tutorial: Shield & HP

You may impose an HP bar in the corner of your vision, indicating your current level of vitality. You can expand this to represent other personal reserves or currencies, but this can get cluttered quickly.

You also receive an invisible energy Shield that blocks all damage up to a certain threshold. Any damage the shield sustains will quickly recover, as long as you don't receive any attacks for a few seconds.

You can instantly restore some of your shield's charge by executing [AKA Raging Immortal Punisher] an incapacitated opponent. -o Game Points

Tutorial: Boss Battles

When facing exceptionally important opponents, you will see an info blurb with their name, title, and a vague quote about them. Paired with Shield & HP, you can also see their health bar as you fight. -o Game Points

Tutorial: Dodge & Jump

You can quickly dive in any direction to avoid attacks while expending hardly any stamina. You are even able to dodge and shoot at the same time with a negligible loss in accuracy. -50 Game Points

Tutorial: Camera Controls

You can switch from 1st to 3rd person POV at will. Once you've cleared all enemies from an area, holographic arrows will appear, pointing you towards points of interest in your immediate vicinity. -100 Game Points

Tutorial: Melee

A variety of melee techniques. How exactly they manifest depends on your own weapons, abilities, and fighting style. Grab allows you to restrain an enemy within grappling range to use them as a human shield. Death Tornado strikes in a full circle around you. Funeral Strike creates a small, localized shockwave that knocks over nearby enemies. While using a chain, rope, or some other kind of tether. Using it you can latch onto a distant enemy to pull them to you [Death Hook], or you to them [Chase] in a split second. Feel free to change the names. -100 Game Points

Tutorial: Firearms

A variety of gun-based combat techniques. Shoot allows you to fire four bullets in a row with each pull of the trigger, regardless of the weapon. Burst Mode renders you immobile but allows any firearm to behave like an automatic weapon and focus that rain of bullets on a single target. Storm Barrage allows you to fire bullets to hit any target in a large area of yourself, requiring a Beat Count of 50 or higher. Death Spear allows you to devote a few seconds of concentration to charge your next shot to have far more piercing power. -200 Game Points

Auto Target & Lock On

When firing some kind of ranged weapon, you are able to activate an Auto Target. Your arms will move on their own to automatically aim and fire at random targets in your line of sight with perfect accuracy.

You can Lock On to focus all that precision on a specific target, even as they dart around and you're fired on by other enemies. Both of these only function on enemies that are relatively close to you. -200 Game Points

Tutorial: Finisher

Techniques focused on finishing off an opponent once and for all. First of all, you receive a Demolition Gauge added to your personal HUD. The gauge fills up every time you shoot something, living or otherwise. Once it gives up completely, you receive a Demolition Point.

Demo points can be spent on Demolition Shots, special attacks that can do absurd amounts of damage, though their range and area of effect can vary greatly between Demo Shots. You can develop new Demo Shots with practice, but for some reason only four of them can be readily usable at any time. You can slot up to four Demo shots to use in battle. Allocating those slots to different Demo Shots can be done outside of battle.

There are some exceptions, but most Demo Shots allow you to recover an amount of HP proportional to their power.

You start off with Fury Mode, a Demo Shot that briefly covers you in a flame-like aura that increases all damage you do. -200 Game Points

Perks: General

Bring the GORE

Humans probably aren't supposed to have this much blood. You may now toggle an effect that significantly increases just how much blood can splatter out of a person. With each gunshot, blood seems to explode out of them like a popped water balloon. -0 Grave Points

Virtual Reality

You'll find that many of your opponents and allies will have their attacks accompanied by glowing aesthetic effects. It's unclear what this is, but now you can do it too. You can accompany any attacks or special abilities by an aura resembling colorful pixels and holograms. -0 Grave Points

Kick Their Ass

You'll quickly notice that people never seem to run out of bullets in this world. They just keep firing, forever. For no cost, all weapons purchased here will have infinite ammo. If you're willing to pay, you can extend this effect to any ranged weapon you lay your hands on. -0/-200 Grave Points

Down, But Not Out

Whenever you receive an otherwise lethal attack, there's about a 20% chance that instead of killing you, it'll "stagger" you. This will last about a minute, during which you'll be stuck in place in an odd rocking motion as illusionary purple flames waft off you. You are extremely vulnerable in this state, but if your enemies fail to capitalize on this opportunity, you'll be able to jump right back into the action. -150 Grave Points

Reaper Time

A special mental technique that slows down your perception of time. In this state, time seems to move at half speed, including you. You can keep up Reaper Time for about 5 seconds [from your perspective] and it takes about as long to recharge between uses. -150 Grave Points

Bullet Heaven

This is... something. At will, you can make a particular tweak to how all projectiles in the world work. All projectiles emit an aura that makes them appear much larger once fired. Bullets look closer to baseballs. They also seem to defy physics to travel through space about 10000x slower, to the point you could probably outrun most bullets. Oddly, this doesn't impact their precision, or the damage they do when they do hit. Perhaps to compensate for this unwieldiness, projectiles can pass through each other, so if several people are firing at the same target, their bullets won't interfere with each other.

You may toggle this at the start of each day. Once activated, everyone will treat this change as completely normal. Like projectiles always worked that way. Your own projectiles aren't exempt from this effect. Either it affects everyone or no one. -300 Grave Points

Perks: Hammer

One 100 GP perk free and others 50% off to Researcher specialty.

Point A -> Point G

9.9 times out of 10, your absurd mental leaps turn out to be surprisingly close to being correct. Like how someone having a mind controlling voice would give their cells stabilizing properties, or someone making frequent trips to Vietnam must mean they're planning a coup. -100 Grave Points

Power Nap

Your mind is a weapon, and weapons need maintenance. Most people need an average of 8 hours of sleep, you can manage with just one. You never struggle to fall asleep, nor do you ever wake up later than you intend, not accounting for the influence of drugs or the like. -100 Grave Points

Chaos Theory

There is a direct correlation between the recklessness of your science, and its destructive potential. Make violent but short-lived super-soldiers by cutting every corner possible or create greater monstrosities by accident than you ever could intentionally. -200 Grave Points

Stylish Smithing

Like those who worked on the Death Hauler, you are able to stuff at least 10x as much tech than should logically fit in your creations. In extreme cases, components seem to grow and shrink, like missiles twice the size of the launcher they were fired from. -200 Grave Points

Mixology

You can effortlessly create drugs or medicines with almost any effect, as long as you have a sample of an esoteric substance or being with vaguely related properties. Use a psychic alien virus to suck people into a hivemind or stabilize someone's mutations with the blood of a being with the power to control the bodies of others, and so on. -400 Grave Points

Reverse Reverse Engineering

You are a master of reverse engineering. With enough alien tech to sort through, you can start throwing together energy blades or force fields in a week. This becomes significantly easier if the technology in question has previously been reverse-engineered by others. Even if you don't know how they did it, just having that precedent is enough. -400 Grave Points

Jack of All Blades

You won't get far as a specialist in this world. However great your mastery in one field of science is, your expertise in every other subject will quickly catch up. Whether medicine, hacking, chemistry, engineering, anthropology, etc. This only applies to recognized fields you'd find on mundane Earth. Anything more spectacular you will need to research on your own. So no magitech or psionics. -600 Grave Points

Perks: Barrel

One 100 GP perk free and others 50% off to Commander specialty.

The Boss

Multitasking is a skill that comes naturally to you. You can divide your attention between managing dozens of troops individually and analyzing data. All while being in the middle of a firefight yourself. Be careful your people don't become too dependent on you. -100 Grave Points

Smuggler

National boundaries are more of an annoyance than an obstacle. You can always find a method to move you, your troops, and any absurdly dangerous contraband around the world. It won't always be safe or cheap, but it's always theoretically possible. -100 Grave Points

Windfall

As long as your enemies aren't aware of what your ultimate plan actually is, they are far more likely to expedite it by accident. They'll break the seal trapping you, or kill the commander planning to betray you, or draw your attention to the perfect psychic catalyst, etc. -200 Grave Points

Pity Nerf

When your men find themselves at an impasse, a gap they can't jump, a trap they can't avoid, a guard they can't kill, etc. once enough of your men die to it, the hazard will eventually remove itself. A bridge is built, the trap malfunctions, the guard wanders off, etc. -200 Grave Points

Friendliest Fire

You almost never have to worry about your armies interfering with one another. Even if your untrained things can't aim for shit, they'll almost never hit each other by accident. Not only that, your mindless mutant abominations will have no trouble fighting alongside your regular human soldiers, even if you don't bother to train them. -400 Grave Points

Soul Buyer

As long as you have more power than those under you, you can easily sway dozens, if not hundreds to suicidal loyalty. At first it will just be for personal gain or in opposition of a mutual enemy. After a while they start to reflect your personality, and see your victory as their own, even if your goals and theirs are clearly incompatible. -400 Grave Points

Superior DNA

Your blood has the same unique properties of Big Daddy's. By injecting it into someone, you can stabilize their physical condition. You can even help purge parasites or viruses. If total cleansing is impossible, it will instead attempt to push their [or your] body to achieve a mutually beneficial symbiosis, akin to Quartz or Mika. You don't have to worry about rejection due to differing blood types. -600 Grave Points

Perks: Trigger

One 100 GP perk free and others 50% off to Enforcer specialty.

Bloodhound

You are a master at tracking targets. It's not even clear how you do it. As long as you know who you're following, secret bases never stay secret for long, and you can keep right on their heels as they fly all around the world without leaving any physical or digital traces. -100 Grave Points

Hong Kong Action

Using solely martial arts, you can fight off hordes of hulking monsters or armed thugs, as long as you can get close enough. Alternatively, you are a master sharpshooter, comparable to any master sniper. You can have both for a second, undiscounted purchase. -100 Grave Points

More Than One Man

You have an odd luck of coming across old allies from your past. The mercenary who owes you a debt, your old partner in your mob days, etc. Not only are you more likely to run into them, they're more likely to show up to assist you when you're backed into a corner. -200 Grave Points

Bringing Swords to a Gunfight

Your master of the blade is well beyond what should be humanly possible. With a sword in hand, you can release shockwaves that extend the range of your cuts. As long as the shots are coming from a single direction, you can even use a sword to block automatic gunfire. -200 Grave Points

Frequent Dier Miles

You find that the more times you're revived from the dead in one way or another, the more powerful you become overall. This even accounts for revival through 1-ups. You become stronger, more skilled, more durable, more resistant to mind control. In general, you find yourself far more compatible with necromantic processes than most. -400 Grave Points

Bring the Heat

You have an odd ability to tap into versions of yourself from past Jumps. You'll change to the appearance you had back then, and will be able to briefly summon any weapons, tools, or even allies you often fought with back then. However, the raw power of all these will be scaled up to roughly match the raw power of your current self. -400 Grave Points

The Simplest Solutions

In your experience, enough violence can solve a surprising amount of problems. Stuck behind a locked door? It'll unlock once you beat the strongest enemy guarding it. Does an old ally have amnesia? Just punch the memories back into them. Need to recruit people to your side? Just beat them down until they're calm enough to listen to your sales pitch. You still need the strength to pull these feats off. -600 Grave Points

Seed Abilities

Requires Gene Points to spend here.

Projectiles

With each purchase, you may receive a different type of projectile you can create with its own strengths and weaknesses. You might be able to fire off tiny crystal shards like a machine gun that are only effective at close range, or glowing balls of energy that move slowly enough to walk away from, but hit like a point-blank RPG when they do hit, or a laser beam with both range and power, but can only be fired once every few seconds. -100 Gene Points Per / Free First Purchase

Shockwave

The Seed grants you the ability to unleash a shockwave-based attack. Perhaps you can use it to add some range to your melee attacks, or to push away anyone who gets too close. -100 Gene Points Per

Fuming

You are able to emit some kind of gaseous hazard. This could be smoke to disorientate, toxic fumes [comes with immunity], or even something similar to gasoline you can then ignite. -100 Gene Points Per

Stunning

You can infuse your attacks with a special property that allows you to briefly stun or slow-down your opponent, such as ice, tar, or electricity. You can even fuse this into any Projectiles. -100 Gene Points Per

Piercing

You are able to summon spikes below nearby enemies with lethal force. You may choose what form these take, such as crystals, tentacles, energy attacks, etc. -100 Gene Points Per / Discount Orgmen or Human

Under Rocks

You have the ability to hide and swim through impossibly shallow liquids for your size. If you were the size of a gorilla, you could pull this trick with ankle-deep water. -150 Gene Points Per / Free Orgmen

Levitation

Exactly what it sounds like. You are able to float up to several meters off the ground with no clear means of propulsion, and easily maneuver in three dimensions. -150 Gene Points Per / Free Superior or Methusalem

Boostmaster

You are capable of boosting your speed in short bursts, even several times in succession. This somehow also allows you to summon a weaker clone of yourself to fight by your side. -200 Gene Points

Warping

You are capable of short-range warping. You decide what direction you warp at will. The only limit to how many times you can warp in succession is your stamina. -200 Gene Points Per / Discount Superior or Methusalem

Spirit Animal

You can summon numerous phantoms of a specific mundane animal. You can summon them in a variety of sizes, and just touching them feels like a point-blank grenade blast. -200 Gene Points, Discount Deadman

Folding Space

You have the ability to create and control walls of condensed space. These aren't indestructible, but they're huge and just touching them can cause significant damage. For an undiscounted 200 Gene Points, you can create portals to remotely summon allies within a few miles or so of your location. -200/-400 Gene Points / Discount Superior or Methusalem

Necromancy

Like "Who-Knows-Who" you are privy to the process of reviving the dead as your slaves. You can even revive a body damaged from years of being repeatedly revived and killed. They retain all their power and skills from life, but there is a chance of them reclaiming their memories and free will. The revival process always takes a significant amount of time and resources to complete. -600 Gene Points / Discount Mercenary

Resonance

The Seed has formed an equilibrium with your body. You can use it to project your emotions onto others infected by Seed as a psychic wave, or even enhance the power of Seed itself. Post-jump this will extend to similar psychic parasitic forces. Your tears can also instantly energize someone on the brink of death, allowing them to fight in peak condition, as long as their body is intact. -600 Gene Points / Discount El-Al Canal

Siren Call

Similar to Big Wushin, your voice has supernatural properties. Your songs can influence the minds of others, gradually conditioning them into your willing slaves. With practice, you may find that this can be used to influence an endless variety of phenomena, from vibrations to space to even genetic processes. However, it will require extensive practice to discover these applications. -600 Gene Points / Discount Raven Clan

Companions

Recruits

With each purchase, you receive a slot that you may use to recruit a native of this world as a companion. -50 Grave Points Per

Allies

You may import or create an ally with 600 Grave Points and 400 Gun Points. After the first, The number of companions you receive doubles with each purchase, to a maximum of 8. -50 / -200 Grave Points Per

Soldiers

Your own private platoon. It's just a few dozen regular human soldiers, but they're suicidally loyal to you. They also seem to somehow repopulate after any lost soldiers while you aren't looking. -200 Grave Points Per

Digging Up Memories

You don't know how, but a departed ally has somehow returned from the grave [and the jump they died in] to fight by your side once more. They receive the Deadman Species for free. Their memories are still foggy, but their skills and powers are sharp as ever. -200 Grave Points Per

Monstrosities

The result of unethical Seed experiments, and now your loyal pets. You could take this as a few dozen Orgmen. Or you could trade quantity for quality, receiving 2 large Seed beasts that could probably wipe out a neighborhood in a day, or a single giant monstrosity that even the Raven Clan would be hesitant to take on. -300 Grave Points Per

Fodder

Your own never-ending army of disposable goons. You always have enough to populate any property or territory you own to your satisfaction. You can choose to start each Jump with a few already patrolling some or all of your properties. No matter how many die, more will always crawl out of the woodwork in a few minutes. They're all extremely weak individually. The only reason they aren't completely useless is you have so many of them to throw at any given problem.

These underlings reflect your own disposition, aesthetic, and morality. If you're a sadistically evil crime lord, they'll look and act like the most generic thugs you can imagine. If you are an altruistic doctor, you might have an endless staff of incompetent but passionate nurses.

For what it's worth, they do fear death. However, their loyalty [or fear] towards you is so great that they'll still throw their lives away in an unwinnable battle if those are your orders. -600 Grave Points Per

Items: General

Despair Junkie

This syringe can trigger your transformation into any of your altforms. As you can normally do so at will, this is mainly for dramatic effect. Can be summoned at will. -50 Grave Points / -0 Grave Points Superior

Transfusion Chair

This chair can replace your body's entire blood supply over the course of an hour. Blood supply replenishes daily and is always compatible with whoever is using the chair. -100 Grave Points / -0 Grave Points Deadman

Basic Protection

Your own choice of either high-tech body armor or hazmat suit. The former makes you a bullet sponge but is far from indestructible. The latter can protect against just about any biological hazard that doesn't burn or pierce the suit itself. -100 Grave Points / -0 Grave Points Human

Vanity Upgrades

You receive an assortment of "skins". These can change the appearance of your weapons or attire, without actually changing their functionality. Even if you change your body armor into a two-piece suit, or your sniper rifle into a crossbow, they'll be just as durable and deadly as before. No more, no less. You will receive new skins for every jump you enter after this one. -150 Grave Points / +50 Grave Points Per Previous Gungrave Jump

Items: Mercenary

One 100 GP item free and others 50% off to Mercenary Faction.

Coffin Nails

Every jump you will receive a new pack of cigarettes. As long as you smoke them at a natural pace, they will serve as a kind of countdown. The second you finish or lose the last cigarette; you will know you have reached the climactic final battle of that jump. -100 Grave Points

Flying For Dummies

Seems like everyone can fly a VTOL nowadays. This manual contains comprehensive instructions on how to fly any well-known aerial vehicle in the current setting. It falls to you to study this manual for when you need to know how to operate the vehicle in question. -100 Grave Points

Cloak of Invisibility

This pocket-sized piece of advanced stealth technology is able to render its wearer completely invisible. It can remain active for an hour straight before it needs time to recharge, which it does automatically when inactive. Best to be sparing with its use. -200 Grave Points

Digging Machine

This strange piece of construction equipment is three street lanes wide and bears a massive, bladed wheel. Once per week, you can summon it in any enclosed space large enough for it to drive through. It will burst through the wall and mow down anyone in its path. -200 Grave Points

Jumpland

Your own personal city-sized island. It isn't much to look at, but once you've had time to populate it and establish some infrastructure, it'll become an equal to Scumland itself. It helps that this island has total legal immunity from all other governing bodies. -400 Grave Points

R[ampage] & D[estruction]

Your own personal war machine on the level of the Wasakin Spider Tank. It's the size of a house and could probably destroy a city on its own. It has a seemingly infinite supply of bullets, missiles, attack drones, and a few lasers and chainsaws for good measure. -400 Grave Points

Death Factory

You can never have enough cannon fodder. This factory specializes in the mass production of a wide variety of weak Seed beasts or battle drones. It makes very little functional difference which you choose. The factory will handle acquiring the necessary materials. With some patience, you can back your human troops with a seemingly inexhaustible supply of fragile but savage [possibly living] war machines. -600 Grave Points

Items: El-Al Canal

One 100 GP item free and others 50% off to El-Al Canal Faction.

Companion Logs

For each "stage" of a jump, you'll have access to a series of logs written from the perspective of your present companions. They'll never reveal anything they wouldn't tell you to your face, but it never hurts to hear different perspectives on a situation. -100 Grave Points

Rathole

In any major slum, you will find you have a ready-to-use safehouse and base of operations for your personal use. These all have decent medical and communication stations, but everything is powered by a fairly exposed power generator outside of the safehouse. -100 Grave Points

Hope Junkie

For those suffering instability as a result of their own power or a parasitic force inside them, this serum can stabilize their cells. In mild cases, this will be enough, but in extreme cases this may only buy them a few more days. Replenishes monthly. -200 Grave Points

Communicators

You receive a handful of wireless earpieces with seemingly infinite range. One of these has a holographic eyepiece that allows the wearer to interface with digital systems and observe the environment around those wearing the other communicators. -200 Grave Points

Airborne Science

You receive a massive futuristic VTOL jet. What separates this from other jets, is that it doubles as a general-purpose laboratory. It is primarily for biological and medical research, but it has basic equipment for data analysis, engineering, chemistry, etc. -400 Grave Points

Death Hauler

A portable armory in the shape of a small gothic coffin. It is loaded with countless missile launchers, buzzsaws, flamethrowers, machine guns, lasers, and more. If you'd prefer, you can use 1000 Gun Points to decide what weapons are included in this device. -400 Grave Points

The Lab

By killing enemies, you will be rewarded a certain number of "DNA Points". It's unclear what exactly these are, but they can be spent in this special laboratory to improve your tools and abilities. These improvements can be anything from improved health or durability, new combat techniques or Demolition Shots, or even completely external attributes like the range, rate of fire, or damage of your bullets. -600 Grave Points

Items: Raven Clan

One 100 GP item free and others 50% off to Raven Clan Faction.

Adaptive Weapon

A weapon of your choice has bonded to you in a special way. Whenever your body undergoes some kind of biological mutation, this weapon transforms along with you. It could multiply to fill your new limbs, or fuse into your new form, or anything else like that. -100 Grave Points

Boss Arena

In every property you own, you will find a large open area that functions perfectly as an arena. It is freakishly resistant to damage and will allow you to fight without a worry. These arenas don't provide you with any inherent advantages other than familiarity. -100 Grave Points

Tricky Cane

This mundane item [walking cane, scarf, pocket watch, etc.] is designed to enhance any energy projectile attacks. This will greatly increase the quantity of projectiles, and complexity of their patterns. This is useless if you lack the ability to produce such attacks. -200 Grave Points

Seedy Fights

In future jumps, you will be able to find a secluded arena where illegal betting is held on fights between genetically engineered abominations. As the proprietor, you get a cut out of every bet placed. It's anyone's guess where these beasts are coming from. -200 Grave Points

Scum Empire

You are the head of your own global drug cartel equal in value to ¼ of the Raven Clan. This comes with a personal HQ that could double as a secret lab, a casino, or some other operation of your choice. Comes staffed with dozens of suicidally loyal underlings. -400 Grave Points

Touch of Death

In a location of your choosing is a high-tech laser hallway. The lasers aren't impossible to dodge, but if the lasers so much as graze you, it causes instant death. For some odd reason, these traps are rendered inoperable during the last fourth of every Jump. -400 Grave Points

Seed Core

This large blue sphere is able to generate Seed from nothing. You'll have to set up the infrastructure yourself, but with this you can create one of the most addictive drugs known to man and an army of biological monstrosities. In time, you may even figure out how to duplicate the core. With the right catalyst, "Who-Knows-Who" theorized the Core could be used to create a globe-spanning hivemind. -600 Grave Points

Drawbacks

No drawback cap.

The Sequel Nobody Expected

If you jumped any of the previous Gungrave jumps, your action in those will carry over here, for better or worse. Your time in those Jumps will earn you discounts on Vanity Upgrades. +0 Grave Points

Poorly Localized

Your words never have the weight you intend, and generally sound off. It's as if you're being voiced over by an alien who understands the language on a technical level but has no clue what a normal conversation in that language is supposed to sound like. +50 Grave Points

Spot the Difference

When surrounded by e-boy ninjas and zombie cowboys, you're just... some guy. Others can still recognize you as a threat, but that's pretty much all they'll notice. In terms of appearance, fashion sense, and personality, you really feel like a background character. +50 Grave Points

Second Fiddle

You never get the respect you deserve. Someone else always gets the credit for your work, no matter how obvious your contribution was. Even if you single-handedly destroyed the enemy army, everyone would praise your superior for pointing you in their direction. +100 Grave Points

Scumlander

To call you confident would be an understatement. You're the type to walk up to a man twice your size with a coffin strapped to his back and start taunting him unprovoked. It's like you were born to get beaten up to prove how strong the real main characters are. +100 Grave Points

Debt Collector

You follow a strict moral code that forbids you from leaving a debt unpaid. Whether that debt is sparing your life or giving you money for the bus. Even if repaying it turns you against your morals, allegiances, and common sense, the debt always takes priority. +100 Grave Points

Grim Creeper

Who knew that anyone else could be as awkward as Grave? You are fully capable of speech, you just... choose not to. Like, ever. This doesn't stop at regular speech, you don't even emote, like your face is frozen solid. At least you can still point at stuff. +100 Grave Points

Perfectionist

In any task, if you perform any worse than what you'd consider "S tier" your mental health will take a significant hit, eventually leading to a full breakdown. The only way to soothe your mind is to "redo" the task and earn a perfect score. This is easier said than done if the task is a one-time deal, like killing a specific target. +200 Grave Points

Strawman

Subtlety isn't this world's strong suit. You are either good or evil, with no middle ground. If you're evil, you're a cackling supervillain who underestimates the heroes at every turn. If good, you are absurdly naive, and prone to assuming most conflicts can be solved by killing enough bad guys. In your defense, you're usually right. +200 Grave Points

This Again?

You have been brainwashed by an opposing faction. Your memories are wiped, and you'll be forced to fight your own allies. This is surprisingly easy to shake off. A few vague reminders of your past will set you on the path to reclaiming your mind. The true worry is how much damage you'll cause in the short time under their control. +200 Grave Points

Off-Screen Stomp

Your enemies have this odd ability to always be one step ahead of you. If you think you have the drop on them, they actually had weeks to prepare for you. If you sabotage their super weapon, it turns out it was just a decoy. Luckily, even all the preparedness in the world can't do much about enough reckless bravery and raw violence. +200 Grave Points

Pre-Patch

The world seems far less stable than before. Some of these oddities are just annoying, like explosions being unnaturally quiet. Others are actively annoying, like your jumps feeling imprecise and enemies varying from pushovers to boss-level threats. Some are outright deadly, like a hall full of lasers that can instantly kill you on contact. +300 Grave Points

Beyond the Graves

For whatever reason, Grave has made eliminating you his top priority. If he wasn't already much of a threat with his inhuman strength and portable armory, he somehow has the ability to "respawn". Whenever he is killed or trapped in a way he can't brute force his way out of, he'll vanish and reappear at the nearest safe "checkpoint". +300 Grave Points

Sleeping Beauty

You don't know when, but at some point in this Jump your powers will go berserk and trap you in a comatose state, unable to interact with the world in any way. You must trust your allies to find a way to stabilize your condition and put a stop to whatever triggered this. If they fail to do so in two weeks, you will die, ending your Chain. +300 Grave Points

You-Know-Who

Arguably, the most terrifying ability of "Who-Knows-Who" is his skill with reviving the dead as slaves with their full power and skills intact. Somehow, he has managed to raise one of your most powerful fallen enemies from a past Jump to hunt you down. Unlike Bunji, they will not be able to break free from his control. +300 Grave Points Per, Max X3

Ending

It's Finally Over

You conclude your chain and return to your original world. Go Home

It's Never Over

You conclude your Chain and remain in this world. Stay Here

It's Just the Beginning

You continue your Chain and move on to a new world. Move On

Notes

Jump by Gene.

I'd be amazed if we got another Gungrave game after GORE's mediocre reception. This is probably going to be the last Gungrave Jump.

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

R[ampage] & D[estruction]
You can also use this to get something like the final boss of Gungrave VR. I just couldn't figure out how to say that without breaking the 4th wall since, to my knowledge, that boss doesn't actually have an official name.

Touch of Death
Can be something other than a laser hallway if you want, like a series of platforms over a bottomless pit or something like that, as long as it can technically be survived by an average person. I just couldn't be bothered to explain that in the item itself.

The thing about it ceasing to function at the end of a jump is a reference to the notorious laser hallway being so hated that the devs just removed it entirely, rather than just removing the instant death effect.