Borderlands 3

Jumpchain CYOA

By Ovid



Welcome to the Borderlands! It's a crazy universe here. We've got the murderous wild life, the murderous corporations, the murderous bandit psychos, and all the other murderous things. Honestly, this is pretty much a kill-or-be-killed setting, and you'll probably need some flexible morals here. That, or a strong stomach, since many Bandits are literal cannibals. You can be pretty much anything you want here, just try not to end up as lunch.

Let's find out what you are going to be while you are here. Take this! **+1000CP**

Age and Gender: Free pick. Yes, Sirens can choose to be male, though expect anyone who's met Troy to have odd suspicions about you.

Origins: Pick one origin. Any origin may also be a Siren. Any origin may count as a Drop-In.
-Civilian: You live somewhere in the Borderlands, but you haven't been broken into a Bandit. You are a Civilian. Maybe you are part of a Corporation's work force, maybe you are an independent. You might not have the skills in violence to be a Vault Hunter or a Bandit, but you can at least provide some sort of supporting role. Civilians have Equipment discounts on any two manufacturers of their choice, except Eridian gear.

-Vault Hunter: You are a Vault Hunter. Your history has led you to becoming one for whatever reason. You've got the skills to be deadly, and survive other deadly people trying to kill you. You

seek out the Vaults, either cause you just want to be rich and/or famous, or because you feel some sort of calling. Either way, grab your weapon of choice, and prepare for a lot of killing. Vault Hunters have Equipment discounts for Atlas and Jakobs gear.

-Bandit: Bandits are the human waste created by the mega-corporations in their quest for profit. Abandoned, exiled, held down. Some may have gone full Psycho, others just want to be top dog. Either way, Bandit gangs prey on other people, whether that's civilians or other bandits. However, a new cult called the Children Of The Vault has been recruiting bandits, either through the charisma of their leaders or by force. Times are changing, and the COV are turning all Bandits into an unending tide of flesh with one purpose. Bandits have Equipment discounts for COV and Maliwan gear.

-Siren (200CP): For 200cp, any origin may also be a Siren in addition. Sirens are normally women with blue glowing tattoos and weird super-powers. There's been rumors though of a man with red-tattoos, so maybe that's not always the case? Either way, you don't rely on technology or normal skills to kill, you can kill someone with your mind. The question is, what is your Siren power(s)? Sirens are the only ones who can take discounts on Eridian-created gear, which includes all artifacts.

Time: You'll be starting out around the time that Moze, Zane, Fl4k and Amara (as well as any other canon DLC Vault Hunters) show up on Pandora.
Starting Location: Pick anywhere on Pandora, Promethea, Athenas, or Eden-6.

Perks:

General Perks:

-Basic Shooting Skills (Free): If you are going to live in the Borderlands, you should probably know how to use a weapon. Guns are a good instrument of death-dealing, so let's go with that. You now have basic gun knowledge, from knowing how to reload a weapon, to general theory on how to be accurate ("Oh, so that's what that thing on the top is for!"). You'll even have some idea of proper gun maintenance, from the simple classics of a Jakobs firearm, to Maliwan or Atlas' fancy-pants doodads. Congratulations, you can now be expected to hit the broad side of a barn.

-Immunity to Intimate Accidental Powers (0/100CP): You are immune to the accidental activations of any of your partner's powers or abilities if the two of you are in the middle of an intimate moment. Handholding, kissing, various acts of sexual congress, etc. Why is this so cheap? Because it only works against your partner's accidental power usage. If they knowingly decide to affect you, then you probably shouldn't have been that close to them in the first place. This is free for your time here, but costs 100CP to keep.

-Friendly Fire Isn't (0/100CP): Sirens aren't the only magical bullshit here, some of the technology is advanced enough to be considered magical. In this universe, due to a combination of everyone having Echonet devices, advanced IFF (Identification, Friend or Foe) systems, and smart features integrated in every weapon, your weaponry simply doesn't harm non-hostiles. That does mean that anything without a IFF would be considered hostile, like any of the many hostile fauna and flora. No matter what weapon or power you use, the only thing harmed by you will be your enemies. Keep in mind, self-damage is still possible, so don't think you can set off a nuke at your feet and survive (unless you normally could). This perk is free for your time here, but costs 100CP to keep afterwards.

-Weird Is Normal (100CP): It's a weird universe. Varkids are super-metamorphosing bugs, Crazy Earl eats cars with a spoon, damn near everyone has slept with Moxxi. People have grown used to it, and you benefit. Any bizarre traits or out-of-context characteristics you may have are accepted as normal and non-alarming. For example, odd physical traits, non-harmful behaviors, odd speech patterns, and such are all accepted as just being normal for you. You could even be a completely different species (or a robot), and people will accept it still. However, anything that could be considered actively harmful to others won't be ignored. For example, breathing fire is a cool quirk, but lighting other people on fire is a problem. Well, unless they're bandits, then it's hilarious.

-Soul Power (200CP): Err, sorry, this isn't for using the power of your soul or anything like that. This setting hasn't really confirmed if that sort of thing even exists. Instead, you've got the musical skills, knowledge, and lungs of a musician the equal of the highly esteemed Digby Vermouth. The man plays his hover-saxophone Delilah and makes hyperjazz loved by most humans in this galaxy. He even has a story where he was recording a song during the lock-down of the Handsome Jackpot casino. Some murderous armed looters came in, listened to him record, and by the time he was done, they were all naked and having sex. You too can imbue moving emotional tones into any music you create, and even somewhat into music you only play/sing. As a result, you can expect your music to be quite popular.

-Monster Hunter (300CP, mutually exclusive with Monster Charisma): The Galaxy may be filled with monsters, from the human kind, to weird creatures, to deadly robots. But there are people like you, who hunt those monsters. Most monsters will die to gun and blade, and aren't anything special. But for the REAL monsters of monsters, that's where you shine. Anytime you come across something that would normally be "unstoppable", "invulnerable", "unending" and other descriptors, given enough time, you will find some way to make them vulnerable. It might be finding an artifact to weaken it, or slamming a robot at high speeds into a shield to make it vulnerable, or simply finding the right person with the right advice. Whatever it is, you will find a way to overcome. Then it's just a matter of exploiting that vulnerability.

-Monster Charisma (300CP, mutually exclusive with Monster Hunter): You'll always had a way with words. Just like Tyreen, who could always talk circles around people, including her dad the veteran Vault Hunter. You know how to get people to do you a "favor". Just do this one simple

thing. Then you've got them on the hook, and can get them to dance to the beat of your drum. More importantly, this also works on those who might not be considered "people". Like Bandits, whose vocabulary and thought processes tends to be more "meat bicycle" and "rib slaughter" than anything a more sane person would say. You could phrase anything you mean into something that would be convincing to the other party. Want an unending tide of Bandits from all over the galaxies to worship you? Offer them a "family" where they can belong, entertain them with murder, and give them a valid goal worth sacrificing themselves for. But be careful what you say, since if you surround yourself with worshipful zealots, you might actually begin to think you are indeed a "god".

Civilian Perks:

-Bend, Not Break (100CP): It's a crazy universe. Corporations wage wars on each other, regular folks get caught up in them, and that's ignoring the planets said wars occur on. Wildlife, remnants of extinct civilizations, god-monsters. It's enough to make a person go mad, which is exactly what happened to all the untold hordes of Bandits all throughout the Borderlands. They broke. But not you. No matter what horrors you experience, instead of breaking, you will bend. You won't go completely crazy, you'll just get…odd. Odd habits, odd speech patterns, and so on. Maybe you'll imitate Patricia Tannis and get into sexual and romantic relationships with inanimate objects. Either way, if you so desire, you'll know you aren't quite sane, letting you acknowledge that you may need help healing yourself. It'll also make any oddities a bit easier to get started on removing and/or changing.

-Lifting Up (200CP): In this setting, some of the biggest monsters are humans. When humanity has let you down, maybe it's time to think about making people that aren't human. Whether you decide on making a new mind like a robot or an AI, or uplift a species to a sapient version, those you improve in such a way will be thankful. Unlike some examples (like the Scaleon Hivemind or King Bobo of Eden-6), your newly sapient friends won't decide to kill you. They may not want to do whatever it is you potentially made them for, but at least you won't be their enemy. This also works if the creation/uplift process was unintentional.

-You Learned that from Online Courses? (400CP): Isn't it amazing what you can find on the EchoNet? Let's Flays, livestreamers, inter-system communications, and so on. You've got a real talent for finding online courses that are somehow completely accurate and factual, assuming you don't mind all the homework, as well as the occasional experimentation. You have the resources required for those, right? Through these online courses, you can access any course provided by any educational body in your local universe (or any other you have visited in the past). Just pay the online course fees and you have access to all the education you could possibly desire. Oh, and once you complete a course, you can keep a copy of the lesson plan and share it with others. Don't worry, the course work will include any revisions or future discoveries. Lastly, the skills and knowledge imparted by these courses count as if you learned them normally, so benefit from any educational boosters, and are accessible even in situations where you might not have access to perks or powers. And if necessary, upon course completion, you can create certification of course completion to anyone that asks. Just, maybe

don't tell the medical board that you were instructed in medicine by Dr. Zed? He's had his license revoked, a lot.

-Reverse Engineering (600CP): Humanity has gone much further than slinging rocks and pointy sticks. Digistruct technology, elemental weaponry, shields, and so on. A good chunk of that wouldn't have been possible without the discovery of the technologies of the Eridians. Now, you too are extremely capable when it comes to analyzing, customizing, innovating on and replicating technology, especially when you have a sample to work with. To get you started, you'll also have a wide range of knowledge of how digistruct technology, shields, and other widely used devices function. You'll be able to do whatever you want with human technologies, or quickly learn how to do so. Lastly, even truly alien technology can be learnt by you, you'll just have to run the risk of destructively analyzing a sample.

Vault Hunter Perks:

-Vault Hunter Competency (100CP): If you are going to be a Vault Hunter, you better have the skills to match. And when your Vault Hunter compatriots are from such diverse backgrounds as ex-soldier, retired gladiator, assassin, and Brick, you should be able to reliably kill the average bandit in your way. You now have intimate familiarity with any firearm you pick up, able to aim, fire accurately, reload quickly, and otherwise adjust for any odd gimmicks, like having to use a squirt gun to cool off overheated COV guns. Plus, you have one area of Close Quarters Combat that you are pretty decent in, whether that's slashing with a sword, stabbing with a knife, or just punching things. Lastly, you are able to quickly familiarize yourself with the operating procedures of any small- to medium-sized 1-4 passenger vehicle. And once you are familiar enough with a specific vehicle type, you can hijack that vehicle even when it's in motion. You just have to catch up with it first.

-Loot-splosion! (200CP): Anytime you defeat a notable foe, a fountain of money and possibly unique loot appears out of thin air where they died and/or were defeated. The stronger and/or more capable the enemy, the better the rewards. There may also be Unique loot that imitates their notable abilities and/or attacks. Lastly, when you defeat a particularly tough and/or notorious enemy, there's a decent chance that there will be a cache of loot soon after.

-Key Finder (400CP): You call yourself a Vault Hunter, so you'd best be able to actually get to and into a Vault. Thankfully, you've got a knack for finding either a way to gain access, or otherwise get through obstructions that would prevent you from making progress in your quest. Sometimes it's a matter of finding someone (or something) with the ability to open a door for you, others it's finding explosives to blast your way in, and occasionally it's finding the clue you need to find the hidden parts that make up the key. Whatever it is, no door or entryway will permanently impede you. Also, if there is only a special category of people/things/etc that an entrance would open for, you automatically qualify regardless.

-Damage Conversion (600CP): Elemental weapons are awesome. They shoot fire, electricity, acid, radiation, and/or cryo! Some are more effective against certain targets than other

elements, and sometimes you run into that one asshole that is completely immune to your favorite element type. Well, jokes on him, you are now able to convert any damage type you do to any other type, and you can convert any percentage amount up to 100%. If you want, you can even convert to multiple elements. You ever want to see someone be both frozen solid and on fire? Yeah you do. Lastly, you can convert to any damage type you are aware of, which is great if you want to "melee" someone from range. But not so great if you aren't actually aware of what would do the most damage. Or, maybe you do actually want to heal that guy who eats fire? You do you.

Bandit Perks:

-Clear Meaning (100CP): Bandit Psychos say the strangest things sometimes. "Meat bicycles", "wear your face like a condom", and so on. But, most people get the meaning behind what they say, which is usually some version of "I'm going to kill you." And then you get the Psychos who speak absolute gibberish, but people understand what they are saying anyway. And now, anytime you say something, the meaning will come through clearly for others. Language barriers, sound obstructions, a lack of a tongue, nothing will prevent you from getting your point across. As a side bonus, you also understand what other people mean too.

-Who Needs Clothes? (200CP): You ever notice how Bandits always wear the same styles of clothes, no matter what planet (or asteroid) they are on? It doesn't matter the temperature, humidity, acidity, or lack of atmosphere, they always are perfectly fine. And how are they so healthy, despite eating a steady diet of cannibalism and/or expired food? Who knows, but now you also share these benefits. You gain a form of environmental immunity, and won't be bothered any by living in a desert, toxic acid swamp, sewers, alien eco-systems and so on. Also, you never have to worry about food-borne illnesses/contaminants, or if food has gone bad.

-My Time To Shine (400CP): You've got one hell of an instinct for timing. You know when someone is vulnerable and when to strike. Let someone else kill that huge monster, you can just wait till it's dead to swoop in and take what you need from it. Or, wait till someone is alone and distracted to kidnap them. This is obviously more effective the more up-to-date information you have, but even if you are completely isolated from the rest of the universe, you'll still have a feeling when the best time is to leave your isolation and find your fortune. After all, it's a little hard to start a bandit cult and unify all the bandit clans if there's some handsome asshole in a facemask orbitally shelling all the bandits, right? You can just wait that out instead.

-Reinforcements (600CP): When you've got a Bandit army behind you, you should at least be able to throw them at your enemies. You now are able to call in reinforcements from your allied factions. They can come in a variety of ways, such as dropships full of troops, digistruct torpedoes to teleport in Maliwan dudes, or just crawl out of tunnels. Maybe you have a weird power to teleport them in? That'd be cool. Sadly, you are stuck with infantry- and vehicle-scale reinforcements. For you to call in a capital ship as backup, it'd have to be directly under your command.

Siren Perks: All Siren Perks are exclusive to Sirens. As such, prices are already reduced, and no discounts apply.
-Adjustable Tattoos (Free): You can change the color, and area coverage of your Siren Tattoos. You can make them look impressive, or shrink them down to hide them beneath a disguise/clothes. The disguise fails if you actively use your Siren powers in front of others. This perk may also be used to hide other physical distinguishing features beneath clothes, even if you really shouldn't be able to. This perk also applies to other power-based tattoos, and can cause all tattoos to change color depending on your desire, or on what you are doing, similar to Amara's and how they change with her elemental damage type.

-Energy Wings (0/100CP): You can emit a pair of energy wings from your back. They can be cosmetic and show up when you want to look cool, or for 100CP, they are fully capable of letting your fly, hover, glide and everything in between. Lilith uses hers to fly part-way to Elpis, from Pandora.

-Instinctive (0/100CP): You have an instinct when it comes to using your powers, letting you learn how to use them faster and more reliably, as well as learn other ways to apply them. This perk affects Siren powers only for 0CP, and for 100CP total, this instinctive learning boost applies to any power you may acquire.

-Body Of A Siren (100CP): The average Siren is attractive and healthy, even in situations they maybe shouldn't be. Maybe they are benefiting from excess Siren energies, maybe something else. Either way, you will have clear skin, lessened food and water needs, and as a bonus, will never have a physical addiction to anything. Yes, this includes Eridium addiction.

-Siren Energies (0/100/200CP): All Sirens can use their weird energy powers in some standard ways. Create energy balls, energy beams and so on. You can also consume Eridium to boost your Siren abilities, especially if you need to do something suitably epic and/or dramatic. For 0CP, this perk is only applicable to your Siren powers. For 100CP, you can channel any innate energies you have this way, and can also boost them with Eridium. For 200CP total, you can also boost your energies and whatnot with any form of energy you can safely absorb. For example, sunlight would be a low boost, but you can absorb it constantly and at little risk.

-Continuing the Chain (200CP): At the moment of their death, every Siren has a choice. They can choose a successor, hopefully someone who is fully aware of the dangers of being a Siren in a universe that wants to use and/or kill you. Or, they can let their power go out into the universe, and go to a random person who has no idea the shit they are about to be in. However, as a Jumper, you have a modified version instead. At any time you can choose to willingly give up and pass on any of your powers and/or perks to a single individual, as well as this perk. After 10 years, or the end of the jump, whichever comes first, you gain your powers back without affecting your inheritor/successor Siren.

Unique Skills: Every Origin gets one of their matching Skills for free, with a discount for following matching purchases. A new Unique Skill costs 300CP before discounts. Civilians don't have unique Skills and don't get a free Skill, but have a discount on all Skills. To keep things to a standard format, Sirens have discounts on Siren skills, and are the only ones able to take them.

Vault Hunter Action Skills:

-Zer0 Suit: No one knows your history. Maybe you are a mysterious assassin, maybe you wanted to be a ninja when you were a kid, maybe you just wanted to peak into bathrooms? No matter your reason, you'd tracked down the creator of the infamous assassin Zer0's suit, and had her make you a copy. Some prick named Katagawa had already picked up his copy, so she had time to make you one. And just like Katagawa Jr, you have similar capabilities. Enhanced mobility that lets you jump all over the place, an integrated cloak for sneaking and sneak attacks, digistructable throwing knives, and you have your very own cool holo/digistruct-sword. Lastly, you've managed to improve your digi-clone system, and while you can create hordes of them at once, you've incorporated a bit of tech that lets you switch-teleport with a digi-clone. Just, don't go yelling out "digi-clone jutsu", ok? Have some self-respect please.

-Charge: You somehow got your hands on a very nice piece of tech. Whether you built it, bought it or stole it, you now have a very high (borderline infinite) capacity energy storage core, paired with a low-output perpetual energy generator. The longer you wait before activating the storage core, the more powerful the effect. You've already incorporated Amp-Shield technology to amplify the next round you fire out of a gun. If you wish you can customize the effect to amplify an entire clip, or to boost your shield power/effects, or any other ways a large amount of energy can be used, such as boosting shield effects. You can also select how much charge you use up per effect, depending on what you need/want. For example, a year's worth of charge up would enable a common pistol to one-shot a Maliwan command ship. Another very dangerous example would be using the same charge on a rocket launcher or other explosive device. However, doing this has a decent chance of getting you killed in the blast radius.

-Power Armor: You always found the concept of power armor to be fascinating, and have made your own. You usually store it in a digistruct storage, and can have it appear on you in a moment's notice. This power armor can be modified however you wish. Integrated weapons, additional armor plating, shield emitters, mobility aids, cloaking, etc. However, considering the weight of the thing and it's currently lacklustre power supply, you may want to avoid having it out permanently. On the positive side, it being digistructed means that even if it's destroyed, you can digistruct it again later!

-Combat Hacker: You've always admired the power that can be had by controlling other peoples' computers. But instead of being a regular keyboard warrior, you've turned your skills into a whole new combat style. Outside combat, you can hack and override mechanical targets and tools such as robots, advanced guns, shields, grenades, cybernetics, etc. In combat however, you know you can't afford to be distracted, so you've ripped out a Maliwan Null

Hound's null field and supercharged it. In combat, enemies around you suffer from technological faults, such as jamming guns, randomly exploding grenades on belts, shields randomly losing charge, and so on. Plus, automated enemies suffer from reduced accuracy and/or have IFF failures, potentially making them fight on your side for a bit.

-Elemental Royalty: Just like Aurelia, you've gotten your hands on some very nice (and subtle) tech. You can make any single element (except Cryo) your bitch. To start, you have complete immunity to that elemental type. You can also imbue it into your melee attacks, so even a slap can wrack your enemies with your fury. You can also generate it seemingly out of thin air. From that starting point, who knows what kind of applications you can come up with for your element? Aurelia made tornadoes filled with ice, could create flying ice daggers at targets, made a pillar of ice to get above her opponents, created a shell to protect her while she recovered shields, and could make a cryo-thrower effect. Can you surpass the Ice Queen with your own element? Also, Torgue refuses to let other wimpy elements possibly show up Explosions, so he wants you to know that Explosion is definitely its own element, and thus an option for this Unique Skill. This skill may be purchased multiple times, each time with it's own single element.

Bandit Anointed types: The Anointed State turns your skin purple, and gives you yellow skull facepaint on your face. It can be temporary or permanent if you wish. Each Anointed has a vision-limited teleport/flash-step move, and can generate purple energy attacks. When active, it also vastly improves your durability. Multiple Anointed types will stack with each other.

-Anointed Enforcer: Enforcers normally carry a shield. Anointed Enforcers just create one out of energy that is completely invulnerable to damage, and then throw it at enemies. They can also go into an invulnerable state and call down fire lasers around them to create puddles of lava.

-Anointed Tink: Anointed Tinks take any issues they might have with their height, and turn it to their advantage. They can grow to the size of a Goliath, or shrink to the size of an action figure. When big, they are much more durable and can throw barrages of energy balls at a target. And when small, they can move very fast and are hard to hit, but are more vulnerable than their normal size.

-Anointed Goliath: Goliaths were the first Anointed ever created. They can vomit out flaming energy skulls that home into targets, can jump like crazy, can create directional energy blast waves via clapping their hands, and can throw energy balls at targets.

-Anointed Alpha: The Anointed Alpha was one of the best Anointed bandits that Troy ever made. After multiple rounds of experimentations on the inmates of The Anvil on Eden-6, Troy turned a regular Enforcer into the Anointed Alpha. He had the durability of any anointed, but was considered to be armored, meaning that anything but corrosive damage would do even less to him. Also, his skin could reflect some of the bullets and other projectiles back at enemies. He could create a bubble shield by channeling energy through his hands to make himself completely immune to damage, while also creating multiple energy clones that shot beams of

electrical energy from there hands. He himself didn't show this shock beam ability, but would close to melee range to do staggering amounts of damage in a one-two combo that could take down any shield. Thankfully, there seems to have been only one Anointed Alpha made, with Anointed Enforcers being created instead.

-Anointed Psycho: Anointed Psychos are all normal psychos, but they can turn themselves into the super-sized yet deformed Badass Psycho at will. They can also create explosive energy grenades and will charge a target to imitate the suicide charge their non-badass brethren do. However, Anointed Psychos are not harmed by the explosions they cause. In addition, they can create shockwaves with ground smashes, and can do a feint where they move slowly then teleport behind their target to hit them in melee.

Siren Powers: You may only take a Siren Power if you have the Siren Origin.
-Animal Control: Ever since your Siren tattoos showed up, you've gotten used to animals. After all, your powers are all about animals and controlling them. And it also helps that you can understand them, though some species sound like idiots. But when you need something to be dangerous or just simply a bullet sponge, you are able to enhance the animals you command. Elemental imbuements, durability boosts, emotion modification, and so on. But your favorite aspect of your Siren powers is that you are able to create a "phase-copy" of any animal that's either submitted to you, or that you were involved in killing. Nothing says "don't fuck with me" than being able to phase-clone a massive badass skag mid-leap into someone's face. And in the future, maybe you'll be able to expand "animals" to mean people too.

-Plant Control: There might be some dangerous fauna out there in the galaxies, but have you seen some of the flora? As the Plant Control Siren, you've seen plenty of plants, and know full well how dangerous and useful they can be. You can sense, control, and boost plants around you. And any plant you can sense, you can command. Supercharge their growth with weird Siren phase energies, turn their vines/tendrils/branches into weapons, or maybe make them "move". Alternatively, you can store plants in an invulnerable stasis, letting you take them with you on your travels. And if you want to be really nasty, you could always trick someone into eating your stasis'd seeds and watch them be torn apart by your growing plants. You haven't found a plant you cannot affect, and can go as small as fungi and algae. You might be interested in heading to Pandora, since didn't that planet have an outbreak of rampantly growing plant spores? That'd be a cool toy in your plant-based arsenal.

-Healing: Have you ever heard someone say "go for the healer/medic"? Having someone around to patch-up others means they can be much more effective. You hate that saying. No one realizes that the healer can also heal themselves, and reverse any damage they take. And as the Healer Siren, you are all about reversing the damage. You can improve your health, the health of those around you, and with very-little to no concentration required. You can heal without regard to local resources, such as medicine, biological resources and so on. You can siren-magic up a regenerated limb from nothing, or make someone create blood as fast as they bleed it out. On the other hand, you can also go extreme, and "heal" someone beyond what they

may want. After all, cancer is flesh growing more than it should. Make someone's heart grow in their chest, increase the thickness of the capillary tunnels in a target's brain, supercharge their stomach to make them eat themselves alive. After all, everyone should know not to piss off their healer/medic/doctor.

-Time: Time has been described in many ways. An ocean, a river, a big ball of wibbly-wobbly timey-wimey stuff, and so on. For you, time is your bitch. You've experimented with it, and have weaponized it. You can create chunks of time that can be sped-up or slowed-down. A slow-time field can then become stopped-time and then reverse-time. Some applications are creating cover from nothing, speeding up someone's regeneration by supplying siren energy to make up any resource cost, aging someone to dust by not supplying siren energy, imprisoning someone with walls of stopped time, freezing someone's organs, and so on. The only limitation is that you yourself cannot travel backwards in time via this power. Initially, you can only affect single-person targets, and only with speed-up or slow-down fields. With practice, you can eventually extend the area of effect to larger fields, and do more with them, such as the time-stop and time-reversal examples. And in the beginning, your time fields will last only a short time after you are no longer focusing on each one, with training increasing how long they last after you are no longer actively maintaining them.

Items: Sirens don't have any unique Items. You may import item(s) into similar item(s) for free. Items bought in this jump may be integrated (combined) if similar in category.

General Items:

-Echo-3 (Free): You've acquired your very own Echo device, the Echo-3. Much more expensive than the Echo-2, but much less likely to explode on you. This handy little device does many things. It provides a Heads-Up-Display (HUD), lets you digistruct your gear for active use, store loot in an "inventory", is a communication system, plays music, connects to the Echo-Net and other publicly available data networks, and can record and play echo-logs. As mentioned earlier, it can store weapons, loot and ammo, though these can be upgraded via Storage Deck Upgrades, which can be acquired from a variety of sources such as Marcus Munitions. The Echo-3 also automatically pulls in ammo that you are near, letting you fight on without distraction. It can also receive emails that can include digistruct copies of items, such as things you may have earned by participating in Echo-cast live streams. To accept this item, please agree to this User Agreement. Nah, just kidding, who even reads those nowadays?

-Quick Change Machine (100CP): This fairly common device is a bit larger than a vending machine, but is very handy. You can change your appearance here. From changing up the color scheme of the clothes you are wearing, to changing physical traits, starting at hair style and length, and going all the way to a complete gender switch. As a bonus for purchasing this here, these changes will always work, regardless of species of change, and will have no complications. Yes, this still works if you are a robot.

-Laser Whip (100CP): A Laser Whip is a multi-purpose tool, great for getting around, restraining targets, and for fun in bed! Just ask about the Typhon DeLeon endorsement! Or don't, cause that man and his wife were kinky as all hell. Either way, the laser end of the whip can latch onto a point in mid-air and let you pull yourself towards it or swing with it as the pivot point. It can also latch onto and restrain a target, preventing them from moving, and/or pulling you towards them. However, beyond the restraint aspect, this whip doesn't actually do any damage to whatever it's wrapped around/on.

-Jet Pack (100CP): Ah, the humble Jet Pack. Great for getting around obstacles, ambushing people from unexpected angles, and getting away from hungry predators. You've managed to steal one from a Maliwan trooper, which means the Jet Pack flies using a Gravitic drive, which means it doesn't consume fuel, create heat, and can work outside an atmosphere. You can fly, leap, hover, and glide, depending on your needs. As a bonus, it's also not vulnerable to enemy fire, so no explosions on your back.

-Eridium Crystals (100CP): Eridium is a very strange material. It showed up after the first Pandora Vault was opened by the original Vault Hunters and fought off the tentacle horror known as the Destroyer, and it's been confusing people since. It's led to advances in weapon development, used to commit horrible experiments on people, and so on. Sirens can consume it to supercharge their powers, and Eridian technology uses it as fuel. Whatever you use it for, you now have a constantly regenerating supply of the crystals.

-Telezapper Network (100CP): On the planet of Gehenna, The Company made several innovations in their testing grounds that they abandoned when they abandoned the planet. One of those innovations was a portal-based teleport system. Called the Telezapper, a Telezapper node would create a spherical portal that would send anything that goes through it to another Telezaper node. If multiple nodes were used in conjunction, the portal could be supersized. One particularly large example was used to teleport test explosives into orbit for reentry.
You now have several Telezapper Nodes of your own, and the schematics and materials to make more. Unlike the test nodes the Company made, your nodes can go to any other node in the Network, not just A to B and vice versa. The Network can connect to any node on the same planet, up to anything in orbit (such as a moon, or from moon to moon of the same planetary body). Several nodes activated close together can merge their portals to create larger single portals. If you have more than 10 nodes working together, you can create a single super-portal at any point on the planet up to and including orbit, without requiring a receiving Telezapper node on the other end. Any environmental effects on one end of the portal do not transmit to the other end. And since this is a portal-type teleport, you aren't being broken down or anything like those silly Fast Travel systems. However, Telezappers are not compatible with the New-U system as well as the Fast Travel systems.

-Vending Machine Set (200CP): Your one-stop-shop for all your needs in the Borderlands. This is a set of vending machines that include the Medical Vending Machine, the Ammo Vending Machine, the Weapons Vending Machine, and the Unique Gear Vending Machine. This

particular set has some neat bonuses. All of them will buy anything from you for a non-negotiable amount of cash, while selling any ammo for any weapon you use from the ammo vending machine, the vials of red goop from the medical machine works on any lifeform or repairs any machine, and the weapons/shields/grenade mods offered will expand with each new universe they go to with you. And the items offered will scale somewhat to your personal power level, and will also potentially have anointed effects. And don't worry, the Unique Gear vending machine accepts any currency, not just eridium shards.

-New-U/Fast Travel Network (200CP): In the Borderlands, death isn't possible unless you are bankrupt or are no longer plot-relevant. For every other time, there's the New-U/Fast Travel Network. This network of orbitally dropped nodes serves as a means of respawn upon death, and charges you an "acceptable" amount of cash per death. It also can let you "teleport" from node to node, though the fast-travel nodes are rarer than the respawn nodes. After your time in the Borderlands, you may deploy a Fast Travel network as you explore, but the New-U respawn system will be limited, since it is away from the Hyperion infrastructure that keeps it going normally. As a result, during your jumpchain, the New-U system will only respawn you once per decade or jump, whichever comes first. The respawn mechanic works without limit for other people that you register in the system, and will do so for you as well once you are no longer on your Jumpchain.

--Neural Digi-Matrix Interface System (200CP, requires New-U/Fast Travel Network): Patricia Tannis is a mad genius. She figured out a way to send people into the mind of a target individual. They can then help the individual through issues, memory blocks, and fights their demons. And through the power of techno-babble that essentially means "don't think about it too hard" (Tannis literally says this when asked), you can even acquire and take loot out of that mind, with no repercussions to the individual whose mind you are in This System has two parts: the first is a connector to a Fast Travel network so that people can be turned into data and transported into the target mind, and the second is a mix of a examination table, restraints, and VR interface. It's where the target individual stays while this process is ongoing so that they can also interact with the visitors to their mind, and to keep them from getting killed while being mentally visited. Which, would likely be a bad thing to the people inside if the host died.

-Catch-A-Ride (200CP): Started by Scooter, inherited by his sister Ellie, and now you have your very own Catch-A-Ride station. It digistructs vehicles from its library, and the vehicles have infinite ammo and gas. It can also scan and copy any vehicle brought to it, though it does so through a destructive scan. Parts and equipment from these scans can be integrated into other vehicles, even other vehicle types. You want laser wings from an Outrider on a Cyclone? It can do that. However, vehicles are size restricted, with vehicles the size of an 18-wheeler truck being the maximum.

-Casino Space Station (400/600CP): Ever heard of the Handsome Jackpot? It's a casino space station built by Hyperion's old CEO Handsome Jack, used plans stolen from his old flame Moxxi. It's a massive shrine to his image and ego, and was also a giant trap to customers. Jack's

favorite version of a “loyal customer” was one that couldn’t leave, so the station is rife with debt-creation schemes and money pits for customers. Then, when they had racked up a ton of debt, the station would impound their ship(s) until they could pay it back. No one ever did. But when Jack died, the Jackpot went into lockdown for 7 years, until Moxxi hunted it down with some Vault Hunters and took control.
But that’s the Handsome Jackpot. Instead, you have your very own copy of the station, including infinite power supplies, food creation stations, oxygen supply, security and maintenance robots, engines (including FTL), security tractor beams, ship impound lots, and a giant VIP tower to control the whole thing from. But it’s just a casino (admittedly, with a red light district, a market section, a couple nightclubs and bars, and a spa). Open it up to the galaxy, make lots of money. Try not to be as obviously abrasive as Jack was, okay?
However, if you pay 600cp, you have a complete copy of the Handsome Jackpot. Few people know that the Jackpot had a hidden robot factory in its core that could construct massive amounts of robots as long as the power core was still operational. Also, there’s an R&D Lab too, to help you make new robot designs and modifications, and already comes with the plans for all previous Hyperion robot designs, as well as the Mk2 Loaders, Constructors, Surveyors, and even the prototype Fabricator Mk2 and the Jackpot mech. More importantly, there’s a massive stockpile of already-built fully-armed and operational Loaderbots. As Moxxi says when she discovers the army, “there’s enough to storm half the galaxy.”
In settings where a space station wouldn’t make sense, the Casino is it’s own little city, with the robot factory and army underground.

Civilian Items:
-Coffee (100CP, Free for Civilians): A large mug that has an ever-full supply of your favorite type of coffee, or other caffeinated beverage of choice. If you have no preferred caffeine, then you may choose another beverage.

-Civilian Digistruct System (200CP): Digistruct technology can be amazing. For civilian purposes, it’s also great at simplifying supply needs. As long as you have a sample in your digistruct library, the system can make more. This is a smaller system for food, drink, clothes, and so on, and it has some samples already digitized. They are incorruptible as well, so you will never be far away from your favorite ratch-dog, even if you haven’t seen a ratch in decades. Plus, there’s a digistruct scanner for adding samples to the library, and the power supply is guaranteed to be functional, no matter what happens to the system. You can’t use this for robots or vehicles though.

-Old Hyperion Constructor (400CP): After Handsome Jack died and Helios Station was deorbited, Hyperion has suffered from a downsizing. They still make gear and maintain the New-U network, but their robots and armed forces are much rarer. That being said, you’ve managed to stumble across an old Hyperion Constructor Mk1, and lucked out when you discovered it’s database was both completely intact and open to modification. You quickly registered yourself as the owner and locked out any self-destruct systems. This Constructor can

manufacture any normal Mk1 Hyperion robot, drone or turret, but not super sized robots like BNK3R or the Saturn/Uranus bots. The power core is fully operational, and you can link an Echo-Device or other computer to it for design work. This is pretty handy to have if you want to prevent Bandit assholes from popping up and easily killing you and your loved ones.
For an additional undiscounted 100CP, instead of a Constructor Mk1, you find a Constructor Mk2, that has all the above features, plus a design database for all robots on the Handsome Jackpot casino space station.

-Business (600CP): You've got your very own business and/or company. Whether it's a bar like Moxxi's chain or Marcus' munitions sales, or something larger, your employees are loyal, and will defend against hostile takeovers, whether that's underhanded tactics or invasion fleets. They may not be successful by themselves, but that's why you invest back into the company. It's up to you what the business is, but you won't be competing with the likes of Maliwan, the newly resurgent Atlas, or any of the other mega-corporations. At least, for now. Either way, the Business will make at least a small amount of profit for you, even without your presence/direction/ interference.

Vault Hunter Items:
-Storage Deck Upgrades (100CP, free Vault Hunter): Remember those SDUs that were mentioned earlier for your Echo-3? Well, here's the version you can buy here. This technology is incorporated into your Echo-3, increasing your "backpack" space to 40 slots, and drastically increasing the amount of ammo you can store. More importantly, at any time you wish, you may convert any currency of value into additional space, whether that's storage for loot or ammo. In addition, your ammo reservoir will automatically expand it's categories any time you come across a new ammo type. As long as you have the cash, there is no cap on how much loot and ammo you can store in your Echo-3.

-More Guns! (200CP): Sorry Vault Hunter, you don't get a gun in this section. What you do get is another 1000EP to spend below in the equipment section, which lets you custom pick whatever gun, shield, grenade or artifact you want. This is a one-time purchase per person.

-Eridian Fabricator (400CP): Where did you get this? This is a copy of the Eridian Fabricator, which Typhon DeLeon recovered from the inside of a Vault. It creates and shoots guns. Affectionately called the GunGun by fans, it normally turns 10 pieces of eridium into 10 guns at a time, or for 250 eridium can shoot up to 4 legendary (or unique) guns. But as a bonus for buying it here, you can create one low-rarity gun at a time for no Eridium cost. This device can create any gun, even guns that aren't Eridian, or those that are brand new and thus Typhon couldn't have known about or programmed in. Post-Jump, the Fabricator can make weapons from any and every setting you have visited after acquiring it.

-Sanctuary Ship (600CP): When there are Vaults on planets other than Pandora, you need a ride. Here's your very own copy of the Sanctuary-3 ship. It's an interplanetary spaceship, with an implosion drive for near instantaneous FTL travel across the galaxies. It has vending

machines, an infirmary/science lab, a firing range, a bar and gambling area, cargo hold, crew quarters, a Fast Travel node, a Quick Change station, and a loot recovery station that recovers the most valuable pieces of loot you may have missed or simply didn't have enough space for. There's also a safe for your extra loot that will contain more than your Echo-device. There's also a drop-pod digistruct station that can store and deploy Fast Travel nodes, as well as include vending machines in the drop-pods. Important Note: All amenities aboard the ship are not the version you can buy for CP (unless you did buy a CP version, then they are), these are the normal examples you can find in the Borderlands. They do not have any of the bonus features that are available with the CP-purchased items.

Bandit Items:

-Bandit Melee (100CP, free Bandit): When you need to cut or otherwise remove someone's heart out, any and every Bandit has their very own tool of choice. Cleavers, hammers made of rebar and concrete, big-ass custom swords, and so on. Pick any one instrument of melee destruction, and it will always be in working condition, and will grow with you as you grow.

-Ex-Maliwan Dropship (200CP, discounted Bandit): Bandits are everywhere, not just Pandora. That's why the Calypsos made a deal with Maliwan. Maliwan gets a horde of unending free cannon fodder, and the Bandits get a bunch of Maliwan dropships to do with as they please. Slap on some spray paint, and spread the blood orgies across the galaxies. And here is yours. It has a means of FTL travel, and unloads infantry from digistruct storage. It has a small destroyable turret, but is otherwise immune to small-arms fire. Just don't send this up against any of the air defense turrets the corporations have access to.

-Mobile Fortress (400CP): Have you seen Carnivora? Those Pain and Terror guys have some serious taste, not just for flesh and blood, but also for impressive mobile fortresses! You've done your best to one up them. You've got your very own mobile fortress. It has its own locomotion system, can deploy some sort of vehicle support, and can support a population on-board. This might be a land-vehicle type of fortress like Carnivora, or maybe it's a flying town like Sanctuary 1. Your choice. Besides defenses against vehicles, it doesn't have any major weapon systems. Sorry, you'll have to add the fuck-off huge artillery cannon or whatever you want yourself.

-Bandit Cult (600CP, discounted Bandit): You've got your own cult of personality equal to the Children Of The Vault. Made up of bandits, the billions strong leftovers of the Corporate Wars and uncaring company policies. They will follow you, kill for you and die for you, but they are still bandits. Expect to see rampant cannibalism, meat bicycles, murder livestreams and so on. Do you have the charisma to keep them in check, or at least following your goals? These crazies count as Followers, for the purposes of Jumpchain.

Equipment: +1000EP. Can convert at 1 CP:2 EP ratio. Cannot convert EP to CP here, check the drawbacks. You may take any item of any type, just pay for the matching Rarity tier.

Discounts are per manufacturer. Any Rarity equipment purchased here is guaranteed to work under all circumstances, and will repair itself if destroyed or lost. Equipment purchased here will be fiat-backed to grow with you. Fiat-backing can be transferred to any item of similar or lower rarity, if desired. For example, a blue gun's fiat can be transferred to a green shield, and then back to a blue grenade. For descriptions of the manufacturers and what items they make, please check the Notes section.

-White Items (Free): Basic gear that doesn't have any additional bonuses. Cheap mass production gear qualifies as this.
-Green Items (100EP): Has a bonus or two over White quality versions. Rarer than White, but not really uncommon.
-Blue Items (200EP): Has a couple more bonuses over Green. Uncommon, but also some items have Unique effects that may or may not make sense. For example, Hangin' Chadd is an Elemental COV gun that does not consume ammo or heat up, and thus is comparable to the Legendary Infinity pistol, but is a Blue Unique.
-Purple Items (300EP): Plenty of additional modifiers, usually the best version of an item that doesn't have unique effects. And some purples may have unique effects too, though those are usually mission rewards.
-Legendary Items (400EP): Same amount of bonuses as a Purple, but each and every legendary has a unique effect in some way. Infinite ammo, regenerating ammo, chain-bouncing bullets, singularity shields, the list goes on.

Companions:

-Companion Import (50CP each, 200CP for 8): You may import a Companion into this setting. They may pick a gender, age, origin, and have 600CP to spend. They don't have an EP budget, unless they took the More Guns! Item. They also may take any items or perks marked as Free, though have to pay as normal for any permanent versions. If they wish to be a Siren, they must pay the Origin cost.

-Canon Buddy (100CP each): Want to bring someone local along with you on your Jumpchain? Pay the fee, and you'll be guaranteed to meet up with that person. You must then convince them without the benefit of any mind-altering perks/powers/items. If they choose not to, you may either get the CP refunded, or may try to convince someone else. If you do convince them to willingly agree, they do not have to actually survive the rest of the jump to be brought along.

Custom Character (100CP each): Here's your chance to make your perfect friend, companion, lover, or whatever. Pick their race, gender, age, personality, and they'll automatically have a history made up that would explain your picks. Oh, and since this is a brand new person, they can have one of the free origins and 600CP to get them started.

-Claptrap (0CP, requires Claptrap Drawback): If you've dealt with Claptrap for the duration of your stay here, you may freely take him with you on your further adventures. He'll still be

Claptrap, but maybe being away from the Borderlands will give him a chance to grow beyond his limitations?
--Fragtrap (200CP, requires Claptrap Companion): Fun fact: did you know that Claptrap used to be a successful Vault Hunter? He helped kill a Vault monster and everything. Claptrap is now able to use any and all capabilities that have been used by any CL4P-TP unit, ever. This includes Claptrap during his Fraptrap adventures, the various miscellaneous upgrades that were given to Veronica, and so on. However, this only applies to CL4P-TP units that physically existed, and were regular sized units.

Drawbacks: There is no Drawback cap.
-Back In The Borderlands (+0CP, mutually exclusive with Decade of MAYHEM!): Have you been to the Borderlands before? Maybe you want your actions and deed there to carry over here? Here you go. Your actions in the other Borderlands jump carries over into this one. Hope you can figure out the butterfly-effects.

-Decade of MAYHEM! (+0CP, mutually exclusive with Back In The Borderlands): Did you like a character that was killed off before the events of Borderlands 3? Maybe you wanted to waifu Lilith before she got hung up over Roland? Save Scooter? Prevent the Calypsoes from coming up with their God-Royalty plan? Well then, here's the toggle for you! You may start at any point during any of the Borderlands games. All the games take place over less than a decade anyway, so it's not that much of a stretch.

-Mayhem Mode (+0CP): You've stumbled across an odd Eridian artifact, and now all the enemies you encounter take a lot more damage, deal more damage, and worst of all, there are now random modifiers that change every time you change locations. It could be a negative to damage dealt with a certain element, a buff to skill recharge in exchange for a debuff to gun damage, and so on. On the flip side, you will be earning better quality loot on average, and finding a lot more money and Eridium.

-Language filter (+0/100CP): Despite being an M rated game, no one uses swears past the 3rd grade level. Turds, butt, etc. Even midgets have been renamed Tinks, which still sounds vaguely offensive. This level of the drawback applies to everyone. For +100CP, this applies only to you.

-Sibling Rivalry (+0CP): You now have a sibling. They might love or hate you, or just not care. But they will be noticeable during your time here. Hopefully you don't get in their way, or they might take a page from Katagawa's book and try to murder you. Maybe.
--Spiteful Family (+200CP, requires Sibling Rivalry): Like Typhon DeLeon or Sir Hammerlock, despite all your best efforts, your children and/or family resent you. They will actively go against whatever your goals are, and may even desire the releasing of a universe eater if your goal was to contain it.

-Super Long Name (+100CP): Just like Moserah Hayussinian Yan-Lun al-Amir Andreyevna (or just Moze), you too have 5 parts to your name that you have to use for every formal instance. Personal relationships can use your shortened version, but expect paperwork to be an absolute bitch.

-Borderlands Mustache (+100CP): For whatever reason, you have a gigantic mustache. People will comment on it, some find it amazing, some hate it, some call you an obviously evil person. And yes, this is regardless of whatever gender you actually are. Also regardless of species.

-Pre-Order Bonus (+100CP): You are stuck permanently wearing a psycho mask. You can remove it to eat and drink, but will have a psychological need to be wearing it. Hopefully you are a Bandit, otherwise you might get shot by random people on general principle.

-Turds Everywhere (+200CP): Wow, the turd-farmer business must be booming. For some odd reason, anytime you come across a bandit that has a grenade or a rocket launcher, 50% of them will be using the Porcelain Pipebomb grenade mod or the Porta-Pooper 5000 rocket launcher. In case you can't tell, they are literally using weaponized shit against you. Smelly, gross, and actually dangerous. And yes, the stains and smells will linger on you.

-Claptrap (+200CP): You get to deal with Claptrap, the last remaining member of his product line, since Handsome Jack shut down and dismantled the rest of the CL4P-TP product line. Claptrap is theoretically an ally, but he is a lonely, borderline-incompetent braggart, and he tends to do stuff that in hindsight is extremely foolish. If you are about to activate a highly finnicky FTL system that needs precise coordinates, Claptrap will just brazenly activate it with no concern for safety, potentially fucking up your ship. Or he'll lure in bandits or other threats with a supposedly genius plan. And since this is a drawback, you're stuck with him. No killing him, no confining him away, no abandoning him. Just Claptrap being Claptrap. And yet, he's always had a spark of potential that occasionally shines through…

-Jack Genes (+200CP): Somehow, some way, you've managed to get the genes of the galaxy's biggest asshole injected into you. No, not that guy, these are from Handsome Jack. Just like Jack's old body doubles, you too will have Jack tendencies. Calling people mocking cutesy nicknames, strangling puppies, and so on. You will remind people heavily of Handsome Jack if they ever met or heard of him, and that's not a good thing, since they will more than likely try to kill you. Yes, he was that bad.
If you also took the Pre-Order Bonus drawback, your mask is now Handsome Jack's, it is surgically grafted to your face and can't be removed, and your voice has now been changed to Jack's. People will definitely be trying to shoot you in your Jack-hole.

-Unloved (+200/300CP): No one will ever love you, no one's standards will be low enough to fit you, not even Moxxi. Even Claptrap will pity you. For an additional 100CP, you forget that you took this drawback.

-Half-Blind (+300CP): You are blind in one eye, and thus can barely shoot straight. You might want to consider using a shotgun, it's what Typhon DeLeon recommended to Wainwright Jacobs to get around the issue. If you don't like shotguns, you'd best hope you have another way around the issue.

-No Powers For You! (+300CP): The Borderlands is already weird and wonky, you don't need to add to it. You no longer have access to any Perks or powers from outside this setting.

-You Can Only Use Corporation Gear (+300CP): Did you sign a universal grade do-not-compete contract when you got here? You can't use any Items or anything in your Warehouse that's not from this setting.

-Pizza Delivery (+300CP): You are addicted to pizza, and half the time you get an order, it turns out to be a bomb using a pizza excuse to get you to open the door. Like Tina says, pizza opens doors.

-Corporate Stalker/Invasion (+200/400CP): Just like Rhys Strongfork, you too have your very own Corporate stalker. They will torture you and destroy all you love until you sign the total surrender papers. Once you do so, they'll put you in some crappy no-value position beneath them and make you their slave. Hey, at least it's only one person, right? For a total of +400CP, no it's not. Your stalker will have an entire Corporate Takeover fleet with them, with multiple commanders and the full backing of their company. It may be Maliwan, it may be someone else. Everyone may shit all over Tediore and their reputation, but do you really want to see what all the explosion guns do when they are fired/thrown/tossed in your direction?

-No Loot For You! (+500CP): In the Equipment section, you normally get 1000EP to spend on equipment. Not anymore. You are converting that 1000EP into 500CP, and can't buy anything there. Also, if you somehow have more EP, such as if you have the More Guns! item, you cannot convert it to CP, but may spend the EP on equipment. However, any equipment purchased with the extra EP will not be available until after this jump.

-Tyreen, the New Destroyer (+800CP): So, good news and bad news. Good news, the Destroyer's dead, and Pandora's not going to be ripped apart. Bad news, that's because Tyreen succeeded in her plan to leech the Destroyer. She found a way to access the greater whole of the Destroyer through a Vault archway without actually opened the Great Vault, and drained it dry. She then drained all of the Children of the Vault (excluding any Bandit origins), and now hungers for all energy and life in the universe. She's also completely lost her mind, all that power has fried her higher thinking so she's all hunger and instinct now, complete with a boost to her Leech siren powers. She's basically a human core within a planet sized ball of Siren energy, and will go from planet to planet, star to star, eating everything in her path. On the positive side, the massive power boost expelled Lilith's powers, and they returned to her. So, yay, no instantaneously teleporting planet eater all over the universe. On the other hand, Siren powers are bullshit, and she can still reach FTL velocities. Oh, and she also has the destroyer's

ability to consume the memories and minds of those she now eats. She'll still be insane, but she'll have access to an ever expanding body of knowledge the longer she goes. Lastly, her Leech abilities can now affect your abilities too, even if you normally would have protection from power drain/leech effects.

Ending Choices: Wow. You survived the Mayhem. Congratulations! Before we get to the next step, take these Commemorative Bobbleheads and Pez Dispensers, as well as an existence supply of every Pez flavor. Sorry about that, one of the major corporations made a ton of them before shutting down the department. Something about a mad bear at the reigns? Eh, that kind of thing is typical in this setting. Anyways, last step. As is typical at this point, all drawbacks are removed.

Stay: Maybe the Borderlands have grown on you. Maybe you want to take down the rest of the Corporations? No matter the reason, you've decided to stay here.

Go Home: Tired of murder, meat bicyles and living in a cycle of constant consumption and material greed? You can always head home, hug your family and old friends.

Keep Jumping: Maybe there's not enough loot here for you, and you want more? Well, keep on jumping! Surely you'll eventually find the mythical "enough loot". That, or you'll eat an energy field bigger than your head, but hey, at least you'll have lived life to the fullest, right?

Notes (For Jumpers):
-Amount of Sirens: There are seven Sirens in the universe at one time, not six. The reason for this misunderstanding is that the seventh siren had sealed herself into a Vault, and effectively killed herself there so that her powers of Leech wouldn't be able to seek another host. Unfortunately, Typhon and his wife Leda found the vault, screwed like horny skags, and thus the power was able to find purchase in the newly conceived Tyreen, and partially Troy. Thus far, the known Siren powers are Phase Walk (Lilith), Phase Lock (Maya/Ava), Phase Shift (Angel/Tannis), Phase Trance (Amara), and Phase Leech (name is assumed, Nyriad/Tyreen-Troy). Steele was known to be a Siren, but her powers were unknown. And there is one remaining unknown Siren power.

-Action Skills/Anointed/Siren Powers: In BL3, every player character has a wide variety of ways they can customize their action skills. Thus, the custom made action skills on offer are meant to be highly variable/customizable, compared to the other Borderlands jump's more specific action skills (which are perfectly fine, since that's what the earlier games showed Action Skills to be).

-Anointed gear: Anointed effects can be on any piece of gear except for class mods in-game and Artifacts. These are additional effects separate from the base item. Originally, Anointed effects took place after an Action Skill was used. The Halloween event Bloody Harvest introduced Terror Anointed, which had bonuses during the status effect of Terror, which could

be afflicted by enemies during the event, or after the event by a Terror-causing Terror Anointment. For example of a Terror Causing Anointment, “On Action Skill End, apply Terror to yourself every 5 seconds for the next 18 seconds” or “Melee attacks have a 25% chance to apply Terror to yourself”.
--Yes, you can apply an Annointed effect on any/every gear you get in the Equipment section for free. Here’s the wiki list of effects, and fanwank how they apply to you.

-Storage Deck capacity: If you haven’t taken the SD Upgrades item in the Vault Hunter tree, you can buy SDUs for the game’s normal ammo categories from the Vending Machines Set if you have it, or from the Sanctuary Ship. If you don’t have any of these options, then I’d recommend maxing out your inventory/ammo capacity while in this jump.

-Equipment slots: The Echo device everyone gets provides the in-game equipment slots. That’s 4 weapons, a shield generator, a grenade-mod, a class-mod, and an artifact.

-Siren memory imbuing: Sirens can imbue memories into physical objects. It’s how Tannis learns from Angel’s memories, and how the ancient Siren (name is Nyriad) could transfer a message via the Eridian Writings, I think. This is too minor to have in main document, but can be included in Siren powers if a Jumper desires.

-Manufacturer breakdown: Here’s what the corporations make in terms of equipment, and what they are generally known for in Borderlands 3. (Warning: Notable legendaries and uniques are subject to author bias.) (This list of sample gear was compiled before many of the game updates and DLCs, and is definitely incomplete.)
--Anshin: Makes general purpose shields “for every situation," as their company motto says. Notable Shields are: Moxxi’s Embrace unique that when broken, heals all members in the party. Messy Breakup legendary that has a constant gun drone near you, and has a chance to temporarily create another drone, plus it’s voiced by an AI. The Whiskey Tango Foxtrot has a chance to drop a set of IEDs in front of the wearer upon receiving damage.
--Atlas: homing grenades, pistols, rifles, Rocket Launchers. Their primary gimmick is either homing effects such as homing bullets or homing grenades, or self-guided munitions. The Carrier legendary assault rifle has bullets that will hit a target, seek out another target, then seek out another target, or if there are no other targets, fly around and hit the same target 3 times. The Peacemonger purple Unique pistol fires a single rocket forward that detonates into 4 mini-auto-homing rockets. The Hex legendary grenade mod creates a homing grenade that will orbit a target and emit a beam of elemental energy, which is particularly nasty as a MIRV or Recurring version that creates multiple child grenades that all do the element beam.
--COV: Pistol, assault rifle, rocket launcher. COV weapons don’t have a magazine but draw directly from ammo pool, and as a result can chew through even the largest ammo pools quickly. As they are fired, they will heat up and may jam and need to be cooled down. Also, all of their weapon names are badly misspelled. Notable examples are: Hangin’ Chadd unique pistol that doesn’t consume ammo or overheat and is always incendiary, making it a unique version of the Infinity legendary pistol. The Porta-Pooper 5000 unique rocket launchers fire

feces. The Linoge legendary pistol fires an insane amount of rounds, especially after an Action Skill is used, plus the rounds bounce. The Psycho Stabber legendary pistol shoots knives on a parabolic arc. The SkekSil legendary pistol is a burst fire gun that also shoots 1-3 explosive projectiles as well as normal bullets. Legendary assault rifles are also decent, but tend to have effects during the overheat period such as no ammo consumption, or no overheat but instead light you fire.

--Dahl: Pistol, SMG, assault rifle, Sniper. Dahl weapons are meant to be for militaries, and thus usable and reliable. They have high weapon stability/low recoil (a holiday event with a debuff that affected handling and accuracy did nothing to Dahl weapons), and have alternate firing modes that change up their firing pattern, such as automatic, burst fire or semi-auto. They also sometimes have different scope magnifications for each alt-fire mode. Notable guns are: Breath Of The Dying legendary corrosive assault rifle that when killing an enemy, makes them explode in a corrosive blast and emit releasing corrosive balls in a radial pattern. Night Flyer legendary pistol will not kill targets but instead reduces them to 1 HP, and is full auto when airborne. Night Hawkin legendary SMG does cryo damage during daytime and incendiary damage during night. Kaos legendary AR will cause large elemental explosions around enemies killed with it, and the explosion will spread the element to enemies hit by it, but will also affect you too. The Star Helix legendary AR fires 2 additional projectiles that follow the main projectile in a horizontal oscillating pattern, all for the cost of 1 round. The Warlord legendary AR has a 30% chance to not consume ammo.

--Eridian: The alien race of the Eridians are the only known creator of Artifacts. Artifacts can have a wide variety of effects, from increasing elemental resistance, elemental damage dealt, modifiers for slams and sliding, luck, cash pickups, and so on.

--Hyperion: SMGs, shotguns, sniper rifles, grenade mods, shields. Their weapons have integrated front-facing shields projected from the gun, which pop up when aiming down sights, and can do one of four things: block damage, absorb incoming bullets and add to weapon magazine, deflect them at attackers, or convert incoming damage into amplified weapon damage. They also continue to have the trait from BL2, where the guns get more accurate the longer you fire them. Notable Legendaries are the Face-Puncher shotgun that does a character's melee damage per pellet, the Brainstormer shotgun that can cause chain-lightning on shock damage, the Transformer shield 100% of electrical shock damage to shields, and the Predatory Lending SMG that converts cash to bullets (1$ is one bullet).

--Jakobs: Pistols, Assault rifles, shotguns, sniper rifles. Jakobs guns are usually semi-automatic high accuracy, high damage, and do higher than normal damage on critical hits. They also have bonus effects on critical hits, usually having the bullets will bounce off and hit another enemy. Normal Jakobs tend to be non-elemental with exceptions for Unique and Legendary offerings. Notable Legendaries are the Rowan's Call assault rifle, and the King's/Queen's Call pistols, where on a critical hit the one bullet turns into 2 or 3 bullets that will then reflect at other enemies, while returning that amount of bullets to the magazine. Headsplosion legendary sniper fires explosive rounds and ricochet 3 bullets on critical hit. Maggie legendary pistol fires 6 rounds at once at the cost of one, and has increased critical damage. One Pump Chump legendary shotgun has extremely high accuracy, high damage, one round per clip, and has a 50% chance of not consuming ammo. The Companion legendary pistol has extremely high fire

damage, but only ignites on a critical hit. The Duc legendary pistol fires sticky explosive rounds, and criticals launch 2 rounds at other enemies. Wagon Wheel legendary pistol fire fire bullets that will split into 6 rounds and fire in set directions, and will bounce off surfaces. And on critical hits, the rounds created on impact will drastically increase in number. The Wagon Wheel will also penetrate handheld physical shields this way.
--Maliwan: Pistols, SMGs, Shotguns, Sniper Rifles. Maliwan guns are almost always elemental damage types. Usually have some alternate fire that changes either elemental type or projectile characteristics. Can have a charge-up mechanic, sometimes to fire at all or to charge up damage. Notable weapons are: Shrieking Devil unique shotgun creates an elemental nova every time you fire the gun, but the nova also hits you, so pairing a shock version of this gun plus the Transformer shield will let you maintain your shields. Soleki Protocol purple unique sniper has the bullets ricochet and split into 5 fanning projectiles. Starkiller unique pistol fires a constant low recoil incendiary beam. Vibra-Pulse unique SMG fires a shock energy beam that can chain lightning to nearby enemies, and will convert some of the damage the wielder does to health for them. Cloud Kill legendary SMG is always corrosive and creates a cloud of corrosive gas around a target, and is also supposedly Maya's gun. Destructo Spinner legendary SMG fires 2 elements at the same time in a corkscrew pattern. Hellshock legendary pistol is always incendiary and shock, and the rounds will be one element, then bounce and become the other element. Krakatoa legendary sniper rifle will create a volcano when it kills an enemy, which then flings fire balls nearby. The Cutsman legendary SMG will create a sort of flying elemental guillotine that can do some insane elemental damage. The Sellout legendary pistol is always fire and corrosive and is voiced by Tyreen and insults you. The Storm legendary sniper will create four electric balls near the impact point which will then arc electricity to nearby targets. Trevonator legendary shotgun fires bursts of explosive elemental balls with no charge time. The Tsunami legendary SMG fires normal non-elemental bullets but also occasionally adds in shock or corrosive rounds as well, and all the bullets ricochet once. The Westergun legendary SMG has no charge time and the rounds have a very large splash damage radius on impact.
--Pangolin: Makes some of the fastest charging sheilds. . They also make transfusion grenade mods that heal the user when they damage enemies. Notable Legendary shields are: Big Boom Blaster has a high chance of dropping a booster that restores a lot of shields and a grenade and 1 heavy weapon ammo. Impaler shield fires homing spikes at attackers when hit with bullet damage, and inflicts corrosive damage on melee attackers. Red Suit provides immunity to radiation damage and inflicts radiation effects on nearby enemies.
--Tediore: Pistols, SMGs, shotguns, grenade mods. Fairly generic as guns, but when reloaded, you throw the entire gun at an enemy and digistruct a replacement. Damage increases the more ammo is still in the magazine. Thrown effects can be a simply explosive like a lobbed grenade, creating child grenades, weapon accelerates like a rocket, homing weapon and/or child grenades, weapon homes in and shoots itself, weapon grow legs and leaps at a target or shoots itself, or the weapon can be shot to increase damage or area of effect. Notable Legendaries and Uniques: The Boo+ unique SMG that grows legs and functions as a mobile turret. Long Musket legendary SMG that is a flamethrower that grows legs and chases enemies while shooting them. Ten Gallon legendary SMG that returns to user's side as a floating gun drone and shoots at enemies.

--Torgue: Pistols, Assault Rifles, Rocket Launchers, Grenade Mods. Torgue weapons fire explosive gyro-jet rounds that are high damage but low speed. They tend to have alternate fire modes that make the rounds sticky explosives instead of impact explosives. Also, some Torgue weapon barrels turn the bullets into grenade launchers. Notable Legendaries and Uniques: Flakker legendary shotgun that fires a single huge explosive volley for very high damage. Laser-Sploder legendary assault rifle fires both a constant beam and a rocket per round of ammo, and is often elemental.
--Vladof: Pistol, Assault Rifle, Sniper, Rocket Launcher, Grenade Mod. Vladof weapons have high fire rate, reduced recoil, and have a high variety of alternate firing modes. Examples include: grenade launchers, taser launchers, rocket launchers, additional barrels for faster firing rate, or a bipod for more accuracy. Notable Legendaries and Uniques are: The Dictator legendary assault rifle that fires 3 rounds in a horizontal line in regular mode, and 7 rounds in bipod mode. The Damned legendary AR is the only non-Hyperion gun with a mounted shield, but doesn't have an alternative mode. The Sickle legendary AR fire shotgun blasts in the shape of a sickle, and since it consumes AR ammo, it can be used much longer than the much smaller shotgun ammo pool allows. The Infinity legendary pistol fires infinite ammo with no reloading in the shape of an infinity symbol. The Lucian's Call legendary AR has the same legendary effect as the Rowan's call of "on critical hit, returns 2 bullets to the magazine and reflects 2 bullets at other targets", but has much faster fire rate since it has two seperate gatling barrels that fire together. The Lyuda legendary sniper rifle creates 2 bullets parallel to its initial shot.

-Class Mods: In this game, class mods don't have a manufacturer labeled. I've chosen to not create specific examples myself because they seem to be mostly gameplay elements, and very dependent on what your action skill/character class actually is. Plus, in-game, they can very much change how a character operates, so I'm simply going to give fanwank permission. Seriously, Moze's Bloodletter class mod could let her heal shields whenever she should have been healing health, and then combined with a grenade like the Hex that could make constant critical hits and her skill that lets her heal on critical hits and a Deathless artifact that converted all her health to shield strength, and Moze was a never-dying tank. Gearbox patched this out in time, but this is an example of how much class mods can change things.

Changelog:
v1.4: Added "Friendly Fire Isn't" perk. Updated Eridian Fabricator item to be able to shoot Legendaries for 250 eridium. Replaced the "Anointed Gear" vending machine with "Unique Gear" vending machine, and instead allowed Anointed effects to be on all purchased gear. Added a dial-effect to the Charge power so it's not an all-or-nothing choice for how much Charge you use. Added Neural Digi-Matrix Interface System to items. Added Telezapper Network to items.
v1.3 (Moxxi's Casino Heist DLC): Added upgrade cost for Constructor to be a Mk2. Added Casino Space Station general item. Added Jack Genes drawback. Added Soul Power general perk.
v1.2: Put in a normal starting time. Removed the explicit cap for Time Siren area of effect. Changed wording of Siren Energies to put more emphasis on Eridium-boosting.

v1.1: Added notes on Manufacturers and what they make. Added note on Class mods. Reordered items in order of CP cost. Made Eridium Crystal item only 100CP, since it's only used by VH and Sirens, and otherwise useless in-game/setting. Expanded Siren Tattoo perk to also apply to other power-based tattoos, and change color. Remembered to add a "equipment purchased here grows with you" line to the equipment section. Reduced Siren Origin to 200CP, Siren Body to 100CP, and Continuing the Chain perk to 200CP, meaning that the Siren origin and all Siren perks, if bought at the highest level, cost 900CP total. Made it explicit that there is no Drawback max cap. Remembered to add-in Power/Warehouse drawbacks. Added limitations to Time Siren power. Added Elemental Royalty to VH Action Skills. Added Anointed Gear vending machine to Vending Machine Set. Changed the name of "Vending Machines" to "Vending Machine Set". Moved manufacturer discount info to Origins, to alleviate some of the 'wall of text' issue for the Equipment section. Added a note for SDU expansion works depending on purchases. Added a note explaining equipment slots from Echo device. Reworded Online Courses to be an actual perk instead of a misplaced item.
v1.0: Initial release for peer review.

Credits:

-Credit to Domino, on SpaceBattles, inspiring "Bend, Not Break" and "Weird Is Normal".