Gungrave

There was nothing out of the ordinary about being a criminal, or victim of a crime. It was an everyday, ordinary thing, and violence was just part of the daily routine. That's why nobody ever thought to question the way things were in this city, where things happen, and death was just a common fact of life.

That's right. Back then, everything was ordinary.

For better, or for worse, this ordinary world is soon to become very, very complicated. Changes are coming, surrounding the benevolent criminal organization: Millennium, the ambitious Harry McDowell, the unwaveringly loyal Brandon Heat, and unbeknownst to all, the dark technologies being developed by the talented Doctor Tokioka.

But for now, you don't have the time to worry about that. Just surviving on these streets keeps you occupied enough as-is. The worst you'll have to worry about for most of this decade is a bullet in the back, and a handful of unliving gunmen, who can get right back up from much worse than that. You have ten years, but it would be best choose a side sooner, rather than later.

Part 1: Pre - Timeskip
Grave Point Budget: 1000GP

Resting Place: Roll or pay for one

Here you'll determine where your ten years in the city of Billion will start. Either roll a 1d8 to choose a random location, or pay 50GP to choose freely.

Rosa Mexicana: Rolled One

A nice hole-in-the-wall Mexican bar and restaurant. Nothing much to see now, but come back in a few years, and it'll be something of a designated meeting spot for the young Harry McDowell, and his group of followers.

Warehouse: Rolled Two

A currently unoccupied warehouse. This place is well hidden, perfect spot to hide out from authorities. However, this area is within Millennion's sphere of influence, so don't think you can hide if you make an enemy of them as well.

Chinatown: Rolled Three

A crystallization of Chinese culture and cuisine. Expect cramped streets and lively residents. Millennion's influence doesn't reach this far, so don't expect the same scruples from the local riff-raff that you'd see in the main city.

Subway: Rolled Four

A simple underground platform for people waiting to be taken to point A from point B. This isn't like the slums. Unless you have a massive organization like Millennion behind you, your actions will have consequences here.

Sewer: Rolled Five

The pinnacle of “out of sight, out of mind”. You arrive hiding out down here, along with all the other human waste. As far as hiding places go, you won’t find a better place to not get shot, but the smell leaves much to be desired.

Magritt Oil Company: Rolled Six

Around the world, Magritt is a respected brand name in oil. Here, they’re just another cover for Millennion’s shady dealings. This might be your chance to get your foot in the door of Millennion, or a bullet in your chest.

Slum: Rolled Seven

A slum outside the jurisdiction of local law enforcement, a petri-dish for fugitives and petty criminals. You’d never think it could be the birthplace for talent like Harry McDowell and Brandon Heat.

Free Choice: Rolled Eight

If only you knew how blessed you are to choose where your journey begins. Everyone else just has to be happy with the hand life deals them. Choose any one of the above options at no cost.

Aspirations: Choose one

Who or what will you start this jump chasing after? Roll 3d8+15 for your age, and keep your gender from last jump, either may be changed for 50GP. You might shift your ambitions over the course of your journey, but for the time being, you're going to strive for....

For Survival: Independent

You don't care about power, money, fame, progress, or anything of the sort. All those things are useless to a dead man. The only thing you truly value is your own life, you couldn't care less how much you or the world around you needs to suffer to protect it. That's what you tell yourself, at least.

For The Family: Loyalist

Your aim is to work your way up through the ranks of Millennium, or any similar organization, and become an invaluable asset. Whether for greed or sincere loyalty, you will protect your new family, and never betray them. Be careful that these sentiments don't trap you in the long forgotten past.

For Harry McDowell: Usurper

There's only one reason why anyone joins the mob, and everyone knows it: *power*. You want more power and freedom then you'll even know what to do with, no matter who you need to step over to get it. You plan to align yourself under someone sharing your same ambition, someone like Harry McDowell.

Blessings: For Everybody

Not everyone can be great. Those who lack skill, or the luck to pretend otherwise, will never amount to anything. So, what exactly do you have to offer the world?

Scooby Do / Family / Endless Roller Coaster
Free, No Discounts.

Well... okay then. You have a snazzy soundtrack that follows you around (i.e. the Gungrave anime OST). This always matches the mood, never bothers anyone, and can be turned on and off at your own discretion. Nobody else ever seems to hear this, unless you want them to

Becoming Something / The Top Of The Top
Free, No Discounts.

You possess the one thing you'll ever truly need to make it big in this world: *potential*. You have the potential to eventually excel in a single area of mafia work, be it laundering, blackmailing, sweeping, etc. You don't have what it takes now, but with a little practice, you can make it all the way to the top.

Toys / Gun Safety
100GP, No Discounts.

When it comes to a firefight, you don't have time for anything less than the real thing. You can tell real lethal weapons from fakes at a glance. You won't be fooled by any toys. If a real gun pointed at you is out of ammo, not even that will be able to bluff you, assuming the gun's wielder is aware of this fact.

Bystander / What?
150GP, No Discounts.

Grudges are a messy affair, in any given conflict between people or groups, you don't project any clear "alignment" towards one side or the other. Unless there's clear evidence to the contrary, people are quick to assume you're uninvolved, and greatly wish to leave you that way.

Prize / Why?
150GP, No Discounts.

You're a beauty, plain and simple. People can't help vying for your affection. Even if they know there are others who feel the same way. Alternatively, you can project a "taken" aura, that says someone as gorgeous as you must be taken, probably by some badass that wouldn't stand for any competition.

Back / Blast From The Past
200GP, No Discounts.

A step beyond foresight, just before the start of any jump, you can choose to witness a flash-forward to an eyecatching scene from the end of your time in that jump. The event will occur exactly as you see it, but you will not be given any context that could notably railroad your actions leading up to it.

Last Bullet / Kick Their Ass! / That Looks Like it Hurt
300GP, No Discounts.

You've mastered the art of economic "problem solving". One movement to fire, one more to reload, if that much. You'll never mess up reloading again, and it'll never take more than a second to grab any ammo on your body. As a bonus, you always manage to find one more clip, in times of dire need.

Blessings: For Survival

Why do you deserve to be left alive?

Last / Out Of Sight, Out Of Mind
100GP, Free Independent.

When only three people know a secret, sometimes that just means you can afford to kill two. You're almost always the third man here. When your peers are taken out to make a point, you tend to be arbitrarily chosen as the one left alive, inadvertently making your life significantly more valuable to them.

Mad / Looking For The Devil
100GP, Free Independent.

You have a demonic fire in your eyes. One that makes it clear to any who gaze into them exactly how far you're willing to go to get what you want. When others sense your ambition, even complete strangers are willing to bet their lives and success on these eyes, assuming that ambition is genuine.

Siblings / Trustworthy Rats
200GP, Discount Independent.

Approaching family members for assistance with a problem will always show you the path to move forward towards success, even if no such path existed before. This takes effect through unlikely coincidences, such as finding that the kind man your brother works for is politically powerful, or that your mother happens to have dirt on your enemies. This can get you out of any rut, but the difficulty of newly created paths will match the scale of the task.

Evil / Waste Not Want Not
200GP, Discount Independent.

You have an uncanny talent for uncovering when scientific findings have been purposely manipulated. What's more, you always instinctively grasp how far a scientific procedure's effects can be enhanced by taking it to the most morally abhorrent extreme possible.

Genius / Angst Aesthetics
400GP, Discount Independent.

In any follow-up projects you undertake, whether to counter or surpass the original, your skill in all creative or scientific skills involved will temporarily scale to match your specialty. A biologist who once made monsters could now engineer the masterful firearms needed to kill them, and make them look like something out of a heavy metal album cover.

Sloppy / Cutting Corpses
400GP, Discount Independent.

As long as you can perform a medical procedure under ideal circumstances, you can also achieve the same results under abysmal circumstances in a matter of minutes, including any rehabilitation. The farther you push this, the higher the likelihood that your patient will die during the procedure.

The Devil's Science / Silver Bullets
600GP, Discount Independent.

You've gained insight into the same dark technology coined by Dr. Tokioka: Necrolyzation. You have the same level of insight as the man himself into bringing the dead back to life as nigh-invulnerable, or even monstrous revenants. You may learn to mass-produce these unstoppable soldiers, but they'll all possess strict time limits for how long they may remain active.

Pain / Superior Science
600GP, Discount Independent.

The cruel truth of Necrolyzation, is that it's actually more effective on living subjects than dead ones. Now, you can apply this principle to any similar process. Any procedure that you can perform on a corpse of any kind, can now be altered to function on living subjects, with an unreal increase in potency and effectiveness. Moreover, the more torturous or unethical any procedure you perform on a living being is, the greater the results of said procedure. Assuming they survive.

Blessings: For The Family

How do you plan to earn your keep?

Heat / Very Silent Protagonist
100GP, Free Loyalist.

You may be quiet as a mouse, but you have a fire burning in you. Your actions really do speak louder than words. Who you are, what you want, what others mean to you. People gleam more from what you do than anyone could ever say, to the point that speaking is just a peasantry.

Together / To Protect Is To Never Betray
100GP, Free Loyalist.

For an organization like Millennion, trust is everything. It's money, it's skill, it's power, and it's even love. Loyalty you give to others is often reciprocated. What's more, your bonds of trust often quickly evolve into bonds of sincere friendship, familial love, or even romance.

Cold / Act Unnatural
200GP, Discount Loyalist.

To be a killer, you need a quiet both your heart and body. You've taken this to the ultimate extreme. The more closed off your heart becomes, the more naturally stealthy your entire being will be. Once you reach the point where you barely even notice when you've taken a life, not even master assassins will notice when you enter a room.

Before / What I Know Now
200GP, Discount Loyalist.

As we live, we inevitably change, for better or worse. Still, you will never abandon your past. Who you were, or what you fought for. You'll always know when you're about to become someone the old you would never approve of, and unless you make the conscious choice to allow it, you will never unknowingly fall down that path.

Bang / Cold Dead Hands
400GP, Discount Loyalist.

Your usage of guns extends far past what should be humanly possible. Putting aside your nearly flawless aim, you no longer need line of sight to aim. As long as you can locate an enemy with any of your senses, you can fill them full of holes without the slightest loss in accuracy.

Hitman / One Hell Of A Sweeper
400GP, Discount Loyalist.

There's no time for hesitation in this business. In matters of life and death, you make all the decisions and considerations involved within the instant that killing seriously crosses your mind. Everything from the consequences, who you'll spare, if you can make the shot, and even processing all of your own emotions on the matter.

Code of Iron / Score To Settle
600GP, Discount Loyalist.

When you dedicate yourself to an ideal, you can become a symbol of everything that ideal represents, granting you the skills and willpower as appropriate for serving your ideal. As long as you stand dedicated, this ideal is immortal and invulnerable. Any threats that don't make killing or converting you their top priority, will either dissolve on their own, or stumble into your radar, to be handled by you personally.

Heavy / Back To The Grave
600GP, Discount Loyalist.

Little known fact about bullets: they hurt! Quite a lot in fact, yours especially. Maybe it's just your killing intent seeping into your ammo, but those you shoot with projectile weapons will always feel it. Even if it can't even hurt them, the pain experienced by a hardened soldier, or an otherwise unfeeling zombie, is no different from a pampered city boy, reeling from his body's first taste of hot lead.

Blessings: For Harry McDowell

How far are you willing to go to get what you want?

Bear / No Room For Regrets
100GP, Free Usurper.

Unlike words, eyes don't lie. Getting a good look at someone's eyes is all it takes to judge their sincerity and personality, with no room for deception. You can tell their ambitiousness, loyalty, ruthlessness, etc. This obviously isn't enough to learn the subject matter of these truths.

Face / Spoiled Brat
100GP, Free Usurper.

For some unthinkable reason, people don't seem bothered by open displays of ambition from you. Rather, most find it to be a point of charm for you. Assuming you aren't threatening anyone, displaying your greed is almost always seen as endearing, rather than obnoxious.

Balladbird / The Knife In Your Heart
200GP, Discount Usurper.

You have an accurate sense for the "vitals" of any structure, whether it's the human body, or an elaborate organization. You know where you can attack something to inflict the maximum amount of damage, and you have good intuition for how much lasting damage there will be.

Traitor / Nowhere To Turn
200GP, Discount Usurper.

A truly despicable skill. As long as there is no one alive who can refute your claims, you can effortlessly flip all the blame for your own crimes onto the victim themselves. People may still have their suspicions, but they'll never openly question your testimony. Not even after all the trusted senior members investigating you just happened to all get in car crashes after embezzling money from the organization.

Bob / Setting Precedent
400GP, Discount Usurper.

There's something about you that makes people drop their guard. What's really scary is that when someone stops taking you seriously, so does their entire operation. Not just their underlings, but even their codes, passwords, and frequencies become easier for you to breach.

Lucky / Never Taken A Bullet
400GP, Discount Usurper.

You have severely unbalanced karma. Prior to a certain threshold, you are blessed with incredible luck, regardless of how terrible you act. As long as you haven't crossed that threshold, it's all but impossible for you to get hit by any bullets fired from more than a foot away from you.

Betrayal / Only You
600GP, Discount Usurper.

It's impossible to discover your scheming through remote means. The less personal the investigation, the less effective it will be. The less personal the connection someone has with you or the scheme itself, the less effective their investigations will be. No matter how many resources they throw at the search, it'll be impossible to uncover anything that doesn't personally involve them, or their ties to you.

Higher / The Big Four
600GP, Discount Usurper.

When you progress on your path to power, economic or otherwise, those supporting you from below tend to be pulled along for the ride. The power they earn from this may not match the power you achieved to uplift them. Gaining overwhelming political power may result in your underlings gaining an equivalent amount of physical power, to better protect you. Even if it's unpredictable, they'll always gain power in a way that will help push you up even farther, and by extension, them. Don't worry about any betrayals either, as the progression of their loyalty will match the power they've obtained through you.

Keepsakes: For Everybody

The cruel truth of the world is that skill isn't always enough to make it big. Eventually, we fall short, while the man with the deeper pockets strolls right through the same obstacles with no problems. So, what's in your pockets?

Millennion / The Syndicate / A New Organization
0GP, If you succeed.

This isn't quite what you may be thinking. You don't own Millennion. This just ensures that you will be given the offer to join Millennion at some point during this jump. However, if you manage to succeed Big Daddy before your ten years are up, then the organization may be taken with you into future worlds. This Millennion is geared towards using it's overwhelming might to promote peace, cooperation, and trust within their territory and beyond, even if their methods can be quite cruel. If you've linked the continuity, Harry McDowell is guaranteed to seize control of Millennion near the end of your time here. If you retained control up until then, you will still be able to take Millennion with you, as it was when you lead it.

Presentation
Free, No Discounts.

I hope you don't expect to represent any organization while wearing those rags. At some point in this jump, once you've gotten a taste of the working world, you'll come into possession of this fashionable, self- cleaning and repairing suit and tie, with accompanying eyewear, all to your specifications.

Taboo
300GP / Per, Discount with Tokioka.

What circle of Hell did you find this unholy concoction? Injecting this serum into dead bodies will revive them as mindlessly loyal, and nearly unkillable Necrolyzers, able to brush off sustained gunfire and light explosives. Soldiers born from this serum crumble to dust after only a week of activity. With each purchase, you receive enough to create six Necrolyzers. Used samples are replenished after ten years, or after each jump, whichever comes first.

Keepsakes: For Survival

Will all this make it worth keeping you around?

Reunion / A Promised Meeting
100GP, Free Independent.

What you have here is a box, containing a pair of ornate revolvers, one gold, one silver. When split apart, these ordinary revolvers guarantee that the two owners of the guns will be reunited at the ideal time. If a physical reunion is impossible, just the gun will return, to signal the remaining owner of this.

Blood / Friends In Low Places
200GP, Discount Independent.

In this or any future world, you'll find yourself in contact with a loyal sibling, or at least someone who considers themselves your sibling. This contact has significant funds at their disposal. They'll be willing to help you in your time of need, but are unlikely to respond well to any attempts to extort them.

Answers / Life On The Road / I'm Putting the Hammer way Down!
400GP, Discount Independent.

What you have is an out of the way laboratory. Despite being in such a shady neighborhood, your equipment is top of the line, with tools suited to surgery, and genetic engineering, i.e. bioweapons. You'll never have to worry about break-ins from anyone uninformed about this lab's existence.

Keepsakes: For The Family

Do you have enough to afford your family's love?

Remorse / Graveyard Finish
100GP, Free Loyalist.

A serene graveyard that you may use to bury your loved ones. The corpses buried here can be taken between worlds, along with the land itself, which expands as needed. Unless they were companions, they can not be revived by any means outside of their home world. Please, just let them rest.

Saved / Unforgettable Style
200GP, Discount Loyalist.

Despite what the label may say, there's no such thing as a truly bullet-proof vest, except for this one. This small vest can fit under your clothing, and as long as the spot hit is covered by this vest, you won't even be blown back by the most excessive projectile weapons. Doesn't help with anything less direct than a knife or bullet, you won't survive lightning strikes with just this.

Hiding Place / Back Together After Such A Long Time / Waking him Again
400GP, Discount Loyalist.

You're in possession of an enormous luxury mansion, situated on your own privately owned land. It's located in such a remote place that it takes several hours to reach by car. Thankfully, transport is provided for you and your guests. If this cozy hideaway is discovered, you also have a backup home. A shabby wooden cabin, with no paper trails leading back to you, and enough untraceable funds to last you a lifetime. The perfect place to start a new life.

Keepsakes: For Harry McDowell

There's no point in asking, of course you want more.

Crispy / The (New) Original
100GP, Free Usurper.

You have an unlimited supply of extra crispy "chicken". I say "chicken" because I've never seen any chicken big enough to have legs the size of the average human head. These chicken is dense enough to be used as an oddly effective weapon, but why would you even want to do something like that?

Bunji / He Who Fights Monsters
200GP, Discount Usurper.

In this day and age, trench coats tend to do anything but avoid suspicion, but this one seems to fly under people's radar anyway. What's more, as long as it can reasonably fit through these sleeves, with only a thought, you can pull any weapon on your person through them, and right into your hands.

Friends / Eyes, Ears, And Mouth Of The City / I'm Just a Middleman
400GP, Discount Usurper.

This is what real power looks like. A seemingly endless list of contacts and phone numbers. Calling one will connect you to any number of politically, or economically powerful "friends". All of them are willing to help you for one reason or another. Some just want to stay in your good graces, but most of them are just intimidated by the mountain of blackmail you hold on every single one of them. You have enough "favors" saved up to move a city, but pushing your luck might push your friends to make their move against you.

Cause of Death: Base

This is where you'll stock up on some personal firepower. You'll be using Gun Points in this section, rather than the Grave Points you use for everything else. You have an allowance of 100 Gun Points to start. You can exchange Grave Points for Gun Points at a 1:1 transfer rate, but the reverse is impossible.

Toy Gun

Free, No Discounts.

A nonfunctional toy. Looks real enough to fool amateurs.

Pistol

50GP / Per, First Purchase Free, No Discounts.

A mundane pistol. Can either be normal or derringer-sized.

Shotgun

100GP / Per, No Discounts.

A powerful, but close-range shotgun.

Rifle

100GP / Per, No Discounts.

A long-ranged rifle with decent piercing power.

Machine Gun
150GP / Per, No Discounts.

A semi-automatic machine gun.

Flamethrower
150GP / Per, No Discounts.

A device for blowing clouds of fire at your enemy.

Grenade Launcher
200GP / Per, No Discounts.

A handheld cannon designed for launching grenades.

Missile Launcher
200GP / Per, No Discounts.

A launcher for rocket propelled explosives. Comes with riot shield. Each purchase of Bigger adds another missle port.

Import Weapon
100GP+ / 200GP+, No Discounts.

You can import a weapon you already own as your base. The cost is the price for the closest equivalent base + 100GP, or +200GP, if it's beyond the functionality of the original base.

Ground Vehicle
200GP+ / Per, No Discounts.

You can choose one or more of the above weapons to attach to an armored ground vehicle, like a jeep with a turret. Price is the cost of the integrated weapons + 200GP.

Air Vehicle
300GP+ / Per, No Discounts.

You can choose one or more of the above weapons and attach it to an air vehicle, like a helicopter. Price is the cost of the integrated weapons + 300GP.

Cause of Death: Modifications

And here's where you come to give your tools of the trade a little tune-up. Use your Gun Points to modify any of the weapons you bought above. Can be built in to the gun, or taken as removable add-on parts.

Ordinary Object
50GP, No Discounts.

You can merge your base into a mundane and nonviolent object. This can be a briefcase, or a guitar, or something as awkward as a fursuit. You can import this item, but still, nothing inherently or deliberately dangerous.

Faster
50GP / Per, No Discounts.

Greater speed/ firing rate.

Stronger
50GP / Per, No Discounts.

Greater impact/ durability.

Bigger
50GP / Per, No Discounts.

More / bigger ammo / bigger weapon overall.

Newly Bereaved: Choose carefully

Skills and resources are all well and good, but it's a reliable ally that will keep your ass out of an early grave. However, people change, your best friend can become your own killer in a heartbeat. Do not take this choice lightly.

Old Faces / Visitors From The Other Side
50GP / Per, No Discounts.

So, you have some old friends that you'd like to bring along for the ride? You can import a few of your old companions, or make up entirely new ones, with 600 Grave Points, and 100 Gun Points each to spend. They can all gain up to 300GP by taking Phantoms. I'm sure you've been through so much together, but a lot can change in 10 years, don't let your guard down.

New Faces / Residents Of The Land Of The Living

100GP / Per, No Discounts.

It's good to be sociable in this business. With each purchase, you can choose any character already in this world. You'll start on good terms with them, and find yourself running into them time and time again. With their informed consent, you can take them with you into future worlds as a companion. You cannot take Tokioka or Glock through his option.

Lackeys / Expendable Mooks
200GP / Per, No Discounts.

A pack of faithful, albeit completely average underlings. They're skills are all suited to your specialty, in which they're serviceable, but hardly exceptional. These guys fill up a single companion slot, and any abilities gained through importing are split between all of them. Each purchase adds an additional twelve lackeys to the group.

Newly Bereaved: Mad geniuses

The two companions below are a bit special. These quacks are responsible for some heavy mad science. Independents may take one of these two at a 50% discount, leaving the other at full price. Don't let those prices turn you away. These guys are gonna change the world, there may be hidden benefits to buying them here that you aren't aware of.

Tokioka / Dr. T
400GP, Possible Discount Independent.

A brilliant, but tragically spineless scientist. The world will never know how much suffering this man's work will inflict. Dr. Tokioka was the mind behind Necrolyzation technology. His science can revive the dead, into invincible soldiers, or horrific monsters of unprecedented power. The technology is far from completed, but if anyone can perfect it, it would be him.

Glock / Dr. Laguna Glock
600GP, Possible Discount Independent.

The man who would serve as the main assistant to Dr. Tokioka, and arguably his equal. In contrast to Dr. Tokioka's crippling cowardice, Dr. Laguna Glock is possessed by an insatiable thirst for scientific achievement, and a complete irreverence for moral scruples. Unbeknownst to his superior, Dr. Glock is investigating the effects of Necrolyzation on living beings. He knows better than anyone that he's on the right track to uncovering unbelievable power.

Phantoms: Can only gain up to 600GP

Great, another thrill seeker. If you're really that desperate for power, it's going to require sacrifice. Take on any of the below drawbacks to haunt you for the next ten years, in return for an extra helping of Grave Points. You only have your own ambition to blame if you end up living through Hell. Phantoms with cross-jump versions are mandatory, if their counterparts have been taken.

Dusk of the Destroyers / Destroyers In The Dusk / "I Thought it Was All over"
0GP Payout

By taking this drawback, you will be linking the continuity of this jump with one or more future Gungrave jumps. You can take as many jumps between them as you want, or even out of sequence, but you have to visit eventually.

Unfortunately, to ensure that those jumps can happen, regardless of your actions, the plot of this jump is guaranteed to end in roughly the same way as canon, with Harry McDowell killing Brandon Heat, and taking control of Millennion. You can still make a small difference, but anything that would make the future Gungrave jumps impossible will be somehow neutralized.

However, in return, the purchases shared between the different jumps will also be linked. Certain purchases made here correlate to purchases in the other jumps, as indicated by having alternate titles. Buying those here will be the same as buying them there, with no need to pay a second time. You will only get the other versions of the purchase until you've been to the jump in question, but buying something their with an equivalent in this jump will give you both versions of the purchase then and there.

Signature / Call Him Grave / The Name's Billy
50GP Payout.

You'll be spending your time in this world bearing a completely ridiculous name. Something insultingly on-the-nose, in reference to your personality and defining features, like the obese Bob Poundmax, the violent Blood War, or the graceful (and Asian) Balladbird Lee. It doesn't matter if this is your birth name, or just a nickname, this is what everyone will insist on calling you.

Poundmax
100GP Payout.

You've got one Hell of an eating disorder there. You just can't help yourself when you've got food in front of you, and no matter how much you eat, you always want more. You aren't at any greater risk of starving, but you'll end up the size of a house if you keep indulging yourself.

Walken
100GP Payout.

I get it, we all have our own quirks, but have some self respect man! Despite being as American as they come, you have an unhealthy obsession with Japanese food and culture. You sleep on a floor mat, have tea ceremonies, and refuse to eat anything but conventionally Japanese dishes. Not only is this an expensive lifestyle, you look like a goddamn ass wherever you go.

Proverbial Mouse Syndrome
100GP Payout.

Not the most personable fellow, are we? Your social skills are functionally non-existent. You have no idea how to express your emotions, other than your usual deadpan stare. To make matters worse, you barely even speak, and even when someone twists your arm for a conversation, it'll rarely extend past one-word answers. Don't take this handicap lightly, all those bottled up emotions have to go somewhere, don't go doing anything stupid.

Freedom
200GP Payout.

Your friends, your family, even all your companions have met a tragic fate. They're dead, and as far as you're aware, they're never coming back. This trauma has twisted you greatly, for better or worse. Even if you pay to import more, you may only have one active companion for this jump, who will experience the same trauma. Your companions will come back to life after this jump, but you and your ally will be conveniently oblivious to this fact.

Happy
200GP Payout.

This is awkward, both you, and the world as a whole, seems to believe that the happiness of others is significantly more important than your own. Your loved ones will fall for others, your coworkers will take credit for your work, and you'll gladly take a bullet for your friends. This doesn't trump basic logic, or self-preservation, but it will definitely make your life far less comfortable.

Pew
200GP Payout.

I shouldn't need to explain why this is a bad thing. Your aim with any kind of ranged weapon is... just embarrassing. When you aren't missing your target entirely, you'll hitting your own allies, or yourself. Good luck explaining to your superiors why you decided to box your way through a firefight.

Blood War
300GP Payout.

You appear to have this nasty habit of following draconian, murder-happy superiors. You get completely swallowed up in their psychotic charisma, and even when one lunatic boss goes down, you'll always find a new one to send you on suicide missions. None of them will have any regard for your life, and if they find a good reason to do so, they'll just try to kill you themselves.

Bastards
300GP Payout.

The way I see it, the only difference between an informant and a rat is which of their clients has deeper pockets, I guess you didn't get the memo. You seem to get screwed over by informants at any turn. Any info they give you is false, and they almost always seem to catch wind of anything you'd prefer to stay secret, and gladly spread it around like the flu. They aren't omniscient, but you'd be amazed how many eyes and ears they have to work with.

Disappear
300GP Payout.

You've managed to make a personal enemy of the most powerful group in the entire city. I don't think you understand what this means. Millennion controls everything, and their informants are everywhere. They could pull some strings in the police to make you a wanted man, but thankfully, that's not their style. You'll be dogged by their sweepers day and night, hitmen of the same hypercompetent caliber as Bear Walken and Brandon Heat.

Last Request: What's next?

There's no point in regretting what's already done. All we can do is move forward, and hope we screw up less and less as we get older.

Live: Go Home

Even knowing that, you're going to run away from all of this? You think running home to hide under your blanket will change a damn thing! Well, it's none of my business, Hell, I might have done the same in your shoes.

Die: Stay Here

I can't say I'd advise sticking around here right now. Things are likely to take a turn for the worse. However, if you plan to take Gungrave Part 2 right after this, you can take this option to experience the full 13 years between the two, and continue your chain as normal right after that.

Live Again: Move On

So you've still got a fire left in you after all? That's what I like to see. Fighting spirit may not pull a bullet out of your chest, but it will make sure you live long enough to take care of any idiot that was stupid enough to point a gun at you. This won't change, no matter what world you find yourself in.



Epitaph: This is the notes section

Jump by Gene.

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

For Back, for this jump, if you're taking the parts 1 and 2 jumps as a single continuity, you will instead be shown a scene from near the start of part 2. If you're throwing in Overdose as well, then you'll receive a flash-forward to that at the start of part 2. I leave it up to you to decide how, if at all this works for other jumps with a connected continuity.

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