
Beyond the Grave
In each hand he wields "CERUBERUS", his twin handguns and on his back he carries a coffin filled with heavy weapons.
Cloaked in darkenss and smelling of the grave, he is back to kick ass!
Gungrave
ガングレイヴ

## [Timeline]

This document is a compilation of all four Gungrave jumps. They are all their own jumps, and can be taken at any point in your Chain. However, the connection between these is a bit unusual. Each Jump contains an option to "link" the continuity between them. Doing so gives your actions consequences across jumps, and links certain purchases together. Taking purchases in one jump will also grant you any equivalents they may have in linked jumps, once you've visited them. Similarly, if you make a purchase with an equivalent from a linked jump you've visited already, you'll receive all the versions from those jumps up-front. Options only available in certain parts will be marked with a number indicating such. If no parts are listed, assume it is available from any Gungrave Jump.

You can take as many Jumps between these as you'd like, but linking the Jumps requires that you visit them chronologically.



## [Guns Section]



This section is dedicated to the purchase of guns and gun-like items. This can be accessed from any of the Jumps, even if you didn't link them. Purchases here are made with Gun Points rather than the Grave Points used in the jumps. You can trade Grave Points for Gun Points, but the reverse is not possible. You receive a 400 Gun Point stipend for each Jump. You can save unspent GP from stipends to use in later linked jumps. Spent ammo restocks weekly.



**Base:**
Here you choose the type of weapon(s) you're buying. Each base purchase can be modified individually in the next section.

Toy Gun [Free] [Part 1 Only]
*A nonfunctional toy. Looks real enough to fool amateurs.*

Melee [50 GP/ Per]
*A small-to-mid sized melee weapon or shield, such as a sword, knife, bat, etc. With Bigger, it can be as large as a battle ax.*

Tether* [50 GP / Per]
*A special weapon type encompassing rope-like weapons such as whips or chains. This has some mechanism that allows you to extend and retract the length of this weapon at will.*

Shield [50 GP / Per, One Free w/ Large Arm]
*A large riot shield. Not indestructible, but as long as the shield holds, you won't even be pushed back by impacts.*

Small Arms [50 GP/ Per, First Free]
*A small, ranged weapon like a pistol or throwing knives. If the weapon is designed to be "disposable" like shurikens, then you receive an infinite supply you can keep on your person.*

Drill* [100 GP / Per] [Parts 2-4]
*A large mechanical drill. It is able to burrow through solid stone with ease. If combined with some Vehicle, you could burrow through the ground like a speedboat swims through water.*

Medium Arms [100 GP/ Per]
*A somewhat larger and likely more specialized ranged weapon, such as a shotgun, sniper rifle, or even an assault rifle.*

Explosives [100 GP/ Per]
*A replenishing supply of explosives. This can take the form of either thrown grenades or planted proximity mines.*

Cybernetics* [100/200/300 GP Per] [Part 4 Only]
*For 100 GP you receive a powerful prosthetic limb. For 200 GP, your entire body is mechanical, granting the size, strength, and durability of a tank. For 300 GP, this can go as far as replacing your lower body with a house-sized robot scorpion.*

Thrower [150 GP/ Per]
*This sprays some hazard or chemical over a large area in front of you. You receive 100 GP to select a Damage Type.*

Large Arms [200 GP/ Per]
*Much larger and more powerful ranged weapons. Includes miniguns, rocket launchers, grenade launchers, etc.*

Drones* [200 GP/ Per] [Part 4 Only]
*1-100 small flying drones for you to command. Hybridization and modifications are shared between all drones, but the more drones you have, the more their individual power is reduced. You can combine this with Cybernetic to receive two floating robot arms you can control as naturally as your real arms.*

Air Strike [200 GP/ Per] [Part 4 Only]
*Through unknown means, you are able to call powerful lasers down on several specific locations in your immediate vicinity simultaneously. Even if the laser doesn't hit directly, it will cause a small explosion at the point of impact. Despite coming from "above" you, this works just as well indoors as outside.*

Cerberus Series: Left & Right Heads [200 GP/ Per, Discount w/ Doctor. T, One purchase only] [Parts 2-4]
*Copies of Grave's iconic pistols. Despite their size, each bullet has enough force to make baseball-sized holes in steel.*

Cerberus Series: Middle Head [200 GP/ Per, Discount w/ The Strongest of us All, One purchase only] [Parts 3-4]
*The often forgotten third piece of the Cerberus Series. An enormous cross-shaped cannon that fires bullets the size of skulls. If you have the superhuman strength needed to handle the recoil, your shots can casually carve through tank armor.*

Vehicle* [200 GP/ 300 GP/ Per]
*Your own choice of vehicle, such as a jeep or boat. Nothing as large as a tank without a purchase of Stronger and Bigger. For an extra 100 GP, you can select an aerial vehicle instead.*

Railgun [300 GP/ Per, Discount Ghost] [Part 3-4]
*Not quite a railgun, but it functions similarly. This weapon conducts electricity that can either be launched as a blast, or randomly chain to one nearby enemy after another.*

Modifications:



You can pay GP to modify your weapons or receive detachable add-ons to the same effect. How exactly the modifications manifest can vary depending on the weapon. Weapons bought from any Gungrave jumps may be further modified during any other Gungrave jumps

**Overheat [+200 GP/ Per, Once per Weapon] [Parts 2-4]**
*This weapon will rapidly heat up the longer it's continuously used. If you allow the weapon to overheat, it will be unusable until you take a few seconds to vent the excess heat.*

Import [Free / 100 GP+/ Per]
*Choose a weapon you already own to import as your base. It will cost the same as the closest equivalent Base. If the weapon in question is well beyond the capabilities of anything offered in this jump, you must pay 100 GP on top of that. Weapons bought from previous Gungrave Jumps can be imported at no cost regardless of functionality.*

**Hybrid Weapon [Free / 50 GP+/ Per] [Parts 2-4]**
*For 50 GP each, you may purchase two or more weapon types and combine them together in some fashion. You don't need to pay anything extra to add a starred (*) purchase to the mix.*

**Ordinary Object [50 GP/ Per, Free & Mandatory Ghosts]**
*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.*

Basic Modifications [50 GP/ Per]
*General enhancements to your weapon's capabilities.*

- Faster - *Greater speed/ firing rate.*
- Stronger - *Greater impact/ durability.*
- Bigger - *More / bigger ammo / bigger weapon overall.*

*Using a purchase of Small Arms as a baseline: One purchase of Faster would let you fire several shots with each pull of the trigger. One purchase of stronger would let it easily pierce through armor that would block regular pistol bullets. One purchase of bigger would let you upscale it to something closer to Medium Arms, or just add another barrel.*

Damage Type [50/100/200 GP/ Per] [Parts 2-4]
*For 50 GP, your weapon specializes in disorientation. Smoke, flash, chaff, etc. For 100 GP, this is some actively dangerous hazard like fire, shockwaves, electricity, lasers, ice, acid, etc.*

*For 200 GP, this can create puddles of a biological agent that can spawn hostile, short-lived, alien-looking creatures that home in on your target. Each puddle spawns a single creature.*

Anti-Orgmen [200 GP] [Parts 2-4]
*Your weapon or ammo is designed to disrupt Orgmen cells, making them shatter to pieces after a few seconds. Works on sufficiently weak genetically modified beings post-Jump.*

Anti-Necrolyzer [300 GP, Discount w/ Glock] [Parts 2-4]
*Your weapon or ammo is designed to disrupt Necrolyzer cells, causing them to decompose. Without treatment, they'll crumble to dust. Works on any undead post-Jump.*

Anti-Superior [300 GP, Discount w/ Dr. T] [Parts 2-4]
*Your weapon or ammo is designed to disrupt Superior cells. Superiors will crumble to dust within minutes of being hit. Works on any shape-shifting beings post-jump.*

# 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

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# 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

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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

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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

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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

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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

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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

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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

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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

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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

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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

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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

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

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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.

# 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.

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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.

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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.

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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

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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.

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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.






Were we wrong?
Did we make the wrong decision after all?
I can't seem to remember...
when things started to take a turn for the worse.
Either way, in the end, it turned out like this.

But... now that the pieced have broken apart,
they can't be put back together.
Isn't that right, ~~Brandon~~?

---

**- Part 2 -**

[Pre - Timeskip] : [Post - Timeskip] : [Overdose]

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+1000 GP (Grave Points)

Despite barely 13 years passing, much has changed from the humble mafia drama those two upstarts spent their lives spinning. That is to say: Brandon Heat, the traitor, and Harry McDowell, better known now as *Bloody Harry*.

Following the traitor's death, Harry McDowell seized control over the criminal organization: the Syndicate, and twisted it into a monument to his own ruthless ambition. Having appropriated the secrets of Necrolyzer technology, the Syndicate has turned to abhorrent human experimentation.

Humans are transformed into superhuman monsters, called Orgmen. The Syndicate's monopoly on them, and the unnaturally addictive drug "Seed" have made them into an economic power comparable to an entire country.

If Bloody Harry didn't seem invulnerable enough, he's backed by a group known as "the big four". Bob Poundmax, Bear Walken, Balladbird Lee, and Bunji Kugashira. Harry's four hypercompetent underlings, that further solidify his power. There's even rumors that they've been granted superhuman powers of their own from Necrolyzation technology.

Big Daddy, the leader of the former, kinder Syndicate, is dead. His wife Maria, and daughter Mika, have been in hiding ever since. However, Harry's mad arrogance would put an end to that as well, unknowingly awakening the instrument of his undoing.

The corpse of the traitor will return to protect the legacy of Big Daddy, by defending his only daughter, and exorcising the corruption that has befallen his beloved organization. But he's not Brandon Heat, that name no longer belongs to him. He's called *Grave* now, call him *Beyond the Grave*.

You find yourself somewhere in the autonomous city, Billion. To determine where exactly, you may roll 1d8, or pay 50GP to decide for yourself.

## Slaughter House

🗡 Rolled 1

A shady nightclub in a bad corner of town. This club plays a vital role in the Syndicate's Seed distribution. The drinks are fine, the girls are finer, but nobody comes through these doors unarmed, so don't start any trouble.

## Factory

🗡 Rolled 2

A long-abandoned factory that now serves as a makeshift warehouse for Seed and inactive Orgmen. The only guards here are two-bit gangsters, but they're Seed junkies as well, making them abnormally violent.

## Chinatown

🗡 Rolled 3

A crystallization of Chinese culture and cuisine. The Syndicate has plenty of eyes, ears, and muscle here, but there are also many smaller gangs who are less than happy with the Syndicate's current monopoly on organized crime.

## Subway

🗡 Rolled 4

A simple underground platform for people waiting to be taken to point A from point B. Like everywhere else, this place also sits in the Syndicate's pockets. Understandably, they rarely find an excuse to act on that power.

## Underground

🗡 Rolled 5

In less savory terms: the sewer. Despite what you'd expect, this place is crawling with the Syndicate's guards. The reason? These tunnels are one of the only entrances to the tower said to support this city, and the Syndicate.

## The Tower

🗡 Rolled 6

An enormous skyscraper that acts as the Syndicate's HQ. It's rumored that this tower holds some secret power. If you don't have the strength needed to face the brunt of the Syndicate's resources, run, and don't stop running.

## Slum

🗡 Rolled 7

This slum exists beyond the jurisdiction of local law enforcement, a petri dish for petty criminals. You'd never think it could be the birthplace for talent like Harry McDowell and Brandon Heat, and possibly their grave.

## Free Choice

🗡 Rolled 8

It may not be a very exciting choice, but it's a choice nonetheless. You may choose any one of the above locations at no cost. You can optionally choose to appear in any other location shown in the first game, or the anime.

[LOCATIONS] : **[ORIGINS]** : [BODY]

If you've linked the continuity of this jump, you aren't required to keep the same origin. Still, only choose one. If you did not link the continuity, roll 3d8+10 for your age, and keep your gender from last jump, either may be changed for 50GP. You're going to fight for...

## For Freedom

🗡 Independent

Power isn't a symbol of how much control you have, or how dangerous, or rich, or strong you are. Having power is having more freedom than anyone else. You don't care who you have to beg, or what lines you need to cross, you'll gladly sacrifice whatever it takes to get just a little of this "power".

## For Big Daddy

🗡 Loyalist

What do you think you're doing? Big Daddy is dead, and the ideals he fought so hard to protect have died with him. This optimism will just earn you death under the watchful eye of Harry McDowell's Syndicate. That is, unless you really think you have what it takes to win war on your own.

## For the Syndicate

🗡 Usurper

You want strength, and everyone for miles knows that Harry McDowell is the man who can provide. You've thrown away your dignity, or maybe you never had any. It doesn't matter, money, influence, underlings, respect, you can find all of these under the Syndicate, if you can earn your keep.

[ORIGINS] : [BODY] : [PERKS]

Unlike the world you may have seen 13 years back, dark innovations in science have given birth to forms of life beyond humanity. Choose one.

## ✞ Human - 0GP

So you'd prefer to keep your genetics uncorrupted this time around. That is likely for the best. Humans are far, far weaker physically than the other options here, but lack any of the inherent drawbacks as well.

## ✞ Orgman - 0GP

An offshoot of Necrolyzation technology. Inhumans, with snow-white skin, red sclera, a pair of small bat wings sprouting from one shoulder, and a red barcode stamped on your forehead. Most bullets would bounce off your body, but you can be destroyed by certain chemical compounds.

In addition to enough strength to lift and throw cars, you possess limited shapeshifting abilities. You can contort your body, enhance muscle mass on a moment's notice, and most impressively, transform your limbs into melee and projectile weapons. Aside from pre-programmed transformations, this ability is immensely difficult to control consciously.

Orgmen are slaves to their programming. Aside from the motor skills needed to operate weapons and vehicles, your higher mental functions are nearly non-existent. You can retain your mind and free will for 400GP. This alone will not enhance your powers beyond what's described above.

## ✞ Necrolyzer - 400GP

At some point, somehow, for some reason, you died. Your corpse was recovered by a scientist involved in some severely taboo experiments, who gave you new life, as a Necrolyzer. In your new unlife, you've been granted superhuman strength, speed, durability, and regeneration. The latter two being the most noteworthy. You can shake off hits that would bring Orgmen to their knees. You can even resist chemical attacks tailored specifically to your biology. Your regeneration isn't quite enough to regrow limbs, but it can heal anything short of that in seconds, and with your sheer toughness, there aren't many things that can do that much damage in the first place.

You can't match up with the pure destructive power of Orgmen, but unlike those monsters, you retain the full breadth of your mind and skills from when you were alive. Unfortunately, Necrolyzation is not a perfect science. Your condition requires you to replace the entirety of your body's blood every two weeks or so, or it will begin to crumble into dust.

This option is discounted to half price with the purchase of *Dr. T*.

## ✞ Superior - 800GP

The name Superior is a terrifyingly accurate description for what you are. Simply put, Superiors are Orgmen with full control over their mind and body, producing results beyond human imagination. Given the exclusivity of this process, you retain your outward human appearance. Even in that form, your strength, speed, and durability blow Orgmen out of the water.

Your shapeshifting is far more advanced than the ordinary Orgman, though still difficult to control, outside of transformations that you take the time to acclimate yourself to beforehand. In addition to the capabilities of regular Orgmen, you can regrow entire limbs in seconds, and are capable of a single full-body transformation, evocative of your skills and personality.

This complete transformation will increase your size, anywhere between your current, and the size of a house, with a natural increase in physical strength and durability. No doubt, your form will also possess its fair share of unique biological gimmicks, suited to your style. Something like being able to fly with helicopter propellers and launch missiles, or swing around several telekinetically controlled arms.

Even if your form was barely any larger than your usual size, you're functionally immune to bullets, and have enough strength to bisect a freight train. Although, you're not invincible. Explosives, or abnormally powerful projectiles can still hurt you, and your regeneration can only do so much to save you. Also, like Orgmen, Superiors are vulnerable to certain chemical compounds, which could make their entire bodies crumble to dust with just one shot. Luckily for you, there's only two or so people on the planet with the knowledge to make something like that, and one is dead, reportedly.

This option is discounted half off with purchase of *Dr. Laguna Glock*.

[BODY] : [PERKS] : [ITEMS]

**- UNDISCOUNTED -**

I should assume you know what these are. Special skills and abilities to help you along your way in this world. Certain perks will be discounted for certain reasons. If the initial price was 100GP or lower, they will be free, but otherwise, all discounts are 50% off the initial price.

## Family - 0GP

- Pre - Timeskip: Scooby Do
- Overdose: Endless Roller Coaster

The soundtrack of the original Gungrave video game. Will play without any apparent device, when you'd wish it to. Nobody finds this strange.

## The Top Of The Top - 0GP

- Pre - Timeskip: Becoming Something

You are an expert in a certain field of mafia work. If taken with Becoming Something, from Part 1, then this will reflect your choice there.

## Gun Safety - 100GP

- Pre - Timeskip: Toys

Your ears are immune to the harm of constant gunfire. Generally, immune to the mundane drawbacks of using guns, like blisters, or broken wrists.

## Target Practice - 150GP

- Overdose: Demolition Shot

You'll find explosive barrels anywhere they could reasonably be located. One good shot is always enough for a fiery TNT-esque explosion.

## What? - 150GP

✞ Pre - Timeskip: Bystander

You are an exceptionally mysterious person. As long as you don't become directly involved with any side in a conflict, you can make those involved see you with an alluringly mysterious aura. You could freeze a room in its tracks with this, entranced by the mystery of what you'll do next. Togglable.

## Why? - 150GP

✞ Pre - Timeskip: Prize

People may sometimes recognize you for being famous, but nobody is ever quite sure what for. You'll easily attract loyal fans regardless. Togglable.

## Blast From The Past - 200GP

✞ Pre - Timeskip: Back

You're subject to  occasional flashbacks, becoming more common, the older you physically become. These will show you scenes from you past, not just here, but across all your jumps. If it's something the you from back then, and the you from right now would want you to recall, it will be done. Even if your memories have been removed entirely, you'll be able to dig these up. These flashbacks are perfect recreations of the scenes they show, down to the full extent of the emotions felt. With practice, you can even call them up at will, so you'll never have to worry about forgetting anything for good.

## Kick Their Ass! - 300GP

✞ Pre - Timeskip: Last Bullet

✞ Overdose: That Looks Like it Hurt

Ammo in your guns seems to stretch itself to match how many bullets you'll need to get through a conflict. Will still be empty after a conflict, if you used more bullets than a gun should be able to hold.

[BODY] : [PERKS] : [ITEMS]

**- DISCOUNT INDEPENDENT -**

## Out Of Sight, Out Of Mind - 100GP

✞ Pre - Timeskip: Last

When you disappear in the midst of disasters, people are quick to draw the conclusion that you died, rather than the possibility that you just ran away.

## Looking For The Devil - 100GP

✞ Pre - Timeskip: Mad

You have a quality about you that lets you get away with mouthing off to dangerous individuals, unless they have a practical reason to kill you.

## Trustworthy Rats - 200GP

✞ Pre - Timeskip: Siblings

No matter how much influence your enemies have, it's impossible for them the cut off all resources from you. Whether it's food, info, or ammo, you can always find someone willing to provide, though they may charge premium.

## Waste Not Want Not - 200GP

✞ Pre - Timeskip: Evil

When scientific projects that you were involved in falls apart, the findings and information needed to continue the project always fall into your hands. Even applies if your involvement was as indirect as that of a sponsor.

## Angst Aesthetics - 400GP

✞ Pre - Timeskip: Genius

Making your creations more ornate and gothic somehow makes them more effective. Guns hit harder, blades are sharper, cars are faster, and machines are smaller. The Death Hauler is a prime example of this miniaturization.

## Cutting Corpses - 400GP

✞ Pre - Timeskip: Sloppy

As long as a medical procedure is theoretically possible and survivable, you can force the operation to succeed. The stress this places on the patient's body is immense, and will severely shorten their lifespan in extreme cases.

## Silver Bullets - 600GP

✞ Pre - Timeskip: The Devil's Science

With a small sample of heavily modified, or outright alien DNA, you can make chemical agents to destroy the molecular structure of those beings. The time you spend processing this formula determines its effectiveness, ranging from local paralysis, to complete disintegration. Comes with the knowledge to make special chemicals bullets, that only burst on impact.

## Superior Science - 600GP

✞ Pre - Timeskip: Pain

With just a few live test subjects and the right formula you can create loyal, and unreasonably destructive Orgmen by the dozen. The ultimate slaves, that can be programmed with the same ease as a computer. You can also try your hand at the Superiorization process, but this would require a subject with the constitution and overwhelming willpower needed to survive. Alternatively, you can further explore the component innovations that go into these processes, and make some breakthroughs of your own.

[BODY] : [PERKS] : [ITEMS]

**- DISCOUNT LOYALIST -**

## Very Silent Protagonist - 100GP

🗡 Pre - Timeskip: Heat

You don't need to speak or even emote to communicate perfectly. Deadpan gesturing without saying a word will have the exact same effect as a full conversation with someone. Nobody ever finds this to be strange or rude.

## To Protect Is To Never Betray - 100GP

🗡 Pre - Timeskip: Together

When you betray, or fail to protect something, you always get a second chance. If what you failed to protect is gone for good, then you will at least get a chance to protect them in spirit, or to protect their legacy.

## Act Unnatural - 200GP

🗡 Pre - Timeskip: Cold

So long as you don't display any particular emotion, or draw any attention to yourself, people tend to overlook you. Even they were looking for you, and got a look at your face, there's a good chance they'd pass you by.

## What I Know Now - 200GP

🗡 Pre - Timeskip: Before

No matter the kind of forceful changes or trauma that happens to your mind, who you were beforehand will always resurface in time. As long as it isn't a change you deliberately allowed, with the intention of sticking, your old memories and personality will always resurface, eventually.

## Cold Dead Hands - 400GP

✞ Pre - Timeskip: Bang

Your instincts have been honed to the point that your effectiveness with guns is always the last thing to go, no matter the state of your body or mind. As long as you can pull a trigger, your gunmanship is still in peak condition.

## One Hell Of A Sweeper - 400GP

✞ Pre - Timeskip: Hitman

Your quickdraws are always faster than your opponent, as long as they start drawing first. Even if you shouldn't be able to see it, your mind and body will always move fast enough to attack, or threaten to. Not limited to guns.

## Score To Settle - 600GP

✞ Pre - Timeskip: Code of Irion

Every time you come back from the dead, either literally or metaphorically, you'll come back significantly stronger in the area you "died" in. Returning from a literal death will enhance your physical capabilities to superhuman levels, a social death will give you the charisma of a king, ego death would grant you a sense of self stronger than kevlar. This does not discriminate against what methods you use to achieve this resurrection.

## Back To The Grave - 600GP

✞ Pre - Timeskip: Heavy

You're able to kill inhuman beings, no matter what kind of regeneration they might have. As long as your attack reaches a part of their body that would qualify as a "vital" to most members of their species, before they can heal, then its a fatal hit all the same. Mutations or genetic modifications are disregarded in determining what qualifies as one's "species" here. However, this doesn't make them any less tough, just less resilient.

[BODY] : [PERKS] : [ITEMS]

**- DISCOUNT USURPER -**

## No Room For Regrets - 100GP

🗡 Pre - Timeskip: Bear

You can sense hidden or veiled threats towards your loved ones. Even if you don't know the nature of the threat, you'll always know what you have to do to meet the originator's demands. Even if it requires you to betray yourself.

## Spoiled Brat - 100GP

🗡 Pre - Timeskip: Face

No matter how much of a corrupt bastard you are, your charisma always manages to shines through. Those close to you can overlook how much of a monster you are, and stay loyal to the kind, respectable man underneath.

## The Knife In Your Heart - 200GP

🗡 Pre - Timeskip: Balledbird

You can easily detect your own weaknesses. Once discovered, you will know the actions needed to destroy this weakness. Such as slaughtering dozens to destroy a weak heart, or enduring agonizing procedures to heal your body.

## Nowhere To Turn - 200GP

🗡 Pre - Timeskip: Traitor

Once you mark someone as an enemy, nobody within your sphere of influence will be willing to help them. Oftentimes, organizations tied to you will expend their own resources to help find them, just to earn your favor.

## Setting Precedent - 400GP

✞ Pre - Timeskip: Bob

When you're about to undergo a particularly risky process, your friends can offer to take those risks in your place. If they undertake the process first, it's guaranteed to have the same level of success for you. If you'd rather, you can do the same for your friends, and take any risks involved in their place.

## Never Taken A Bullet - 400GP

✞ Pre - Timeskip: Lucky

You can avoid, or push aside any immediate repercussions for blatant acts of betrayal. Eventually, this safety net will break. Whatever form that built up karma takes, you'll always see it coming first, giving you time to prepare.

## Only You - 600GP

✞ Pre - Timeskip: Betrayal

The only way to kill you, is to do so in the name of revenge. If an assailant hasn't been wronged by you personally, or they've already forgiven you, it becomes completely impossible for them to kill you. You can still be hurt, or even crippled, but unless it's for revenge, you'll survive every single time. When someone thinks they've come to kill you for revenge, when they've actually already forgiven you, they'll be overwhelmed with this realization, along with a conviction to protect you with their life.

## The Big Four - 600GP

✞ Pre - Timeskip: Higher

You can form "pillars" of support out of two to four powerful allies. In any hierarchical structure, as long as none of your enemies have the strength to remove all of the remaining pillars, in one way or another they won't even consider opposing you in any way. They wouldn't even bother trying, even if they could take out one of your pillars, or even yourself, as long as they know they can't take them all on. Aside from gossiping behind your back, you become completely untouchable, so long as these pillars stand tall.

## ✞ There Is Time - 100GP

Regardless of their disposition towards you otherwise, non-enemies are always patient when you're in mourning. They'll alert you to any immediate urgency, but they'll respect your right to feel sorry for your loss.

## ✞ Things Come To Those Who Whine - 200GP

In times where you get screwed over without anywhere to direct the blame, you'll always get somebody to throw you a bone. They'll compensate you with small favors, even if they aren't even responsible for what happened.

## ✞ You Look Just Like Her - 400GP

When someone has any desire to protect someone emotionally close to you, that protection extends to you as well. If the original recipient passes away, the protective urges laid on her only add to those already aimed at you.

## ✞ I Love You - 600GP

The speed that your relationships develop is proportional to how long you know you have to be together with that person. If you know somebody is going to die in a week, you'd go through all the emotional development in that time that you would have experienced over a lifetime spent with them.

[BODY] : [PERKS] : [ITEMS]

**- DISCOUNT ORGMAN -**

## ✞ Lights! Camera! Massacre! - 100GP

Your memories can be digitally extracted, and even streamed to other places live. This can only be streamed with your consent, assuming you're in a state where you can give it. No risk of being hacked against your will.

## ✞ Skinny White Monsters - 200GP

Your flexibility is like an octopus. As long as there's enough room for your total mass, you can fit your body into almost anywhere. You can also deflate and pump up your muscles at will. Applies to even non-Orgmen forms.

## ✞ Memory Of Muscle Memory - 400GP

Your ability to utilize tools cannot be impeded in any way by your mental state or acuity. No amount of psychological impairment will prevent you from exhibiting fine-control over your usual motor functions.

## ✞ Mostly Living Weapons - 600GP

You can already shapeshift into weapons as an Orgman, but now you can use this, or any other form of shapeshifting to eventually create biological variations of absolutely any weapon. The complexity affects how long it takes to mimic something, sometimes requiring decades, or even centuries, but once you get it, you can transform your body into that imitation at will.

[BODY] : [PERKS] : [ITEMS]

**- DISCOUNT NECROLYZER -**

## ✞ Thick Skinned - 100GP

The outer layers of your body now show drastically better toughness and healing than the rest of you. If you could heal damaged organs in a few minutes, your skin would block and heal from dozens of bullets in seconds.

## ✞ Open Sesame! - 200GP

Destroying complex devices is the same as using them. Even if they require some kind of key to use normally. You can only accomplish simple tasks in this way, and you can only use this once per working device.

## ✞ Coward - 400GP

When you have any kind of “finishing move” charged up, you have the option to sacrifice that attack, undoing this charge, or any preparations made for this attack. This will instead heal the amount of damage from yourself or your allies, that the attack could have caused otherwise.

## ✞ Once Was Enough - 600GP

You’ve become completely immune to fall damage. Your body can’t receive any damage solely for falling. This won’t save you from landing anywhere especially dangerous, like on a sharp fence, or in front of a steamroller.

[BODY] : [PERKS] : [ITEMS]

**- DISCOUNT SUPERIOR -**

## ✞ Spitting Distance - 100GP

You can give your Superior form, or any similarly monstrous forms, some kind of ranged weapon. This can be anything from a torrent of shurikens, biological missiles, telekinetically controlled arms, etc. One type per form.

## ✞ I'm Walken Here - 200GP

You can make a special variant form of your transformed states. This form sacrifices all ranged weapons or gimmicks, and trades it all in for physical might. Can optionally funnel the entire boost into one enormous limb.

## ✞ Armed And Dangerous - 400GP

Transformations that strengthen your body somehow also strengthen the weapons you wield. As long as you have a thematic "affinity" with a weapon, it will always give a clear increase to your destructive power in any form.

## ✞ Ballad Bird Legs - 600GP

Your shapeshifting has granted you great control over your transformations and altforms. You can choose to only transform only part of you, or merge parts from multiple forms at once. You even control how they manifest, like projecting spider legs of one form as prehensile blades you can sprout out of your human form's legs. Changing speed can be improved with training.

[PERKS] : **[ITEMS]** : [ALLIES]

**- UNDISCOUNTED -**

Perhaps you find your arsenal, of sorts, to be lacking. Though most firearms will be relegated to the appropriate section, you may find many tools here that would be of use to you. The same discounting rules as perks apply here.

## The Syndicate - oGP*

- ✞ Pre - Timeskip: Millennion
- ✞ Overdose: A New Organization

If you manage to overthrow Harry McDowell, and seize control of the Syndicate for yourself, then you may take the entire organization with you into future worlds, along with all of the economic and technological improvements made under Harry's rule. Unfortunately, Bloody Harry relied of fear to retain power. Until you can restore the Syndicate's reputation, it will be just as hated as before.

*If you've linked this with other Gungrave jumps, succeeding or failing in this task there will not affect your chances of success or failure here. If you've succeeded across multiple jumps, they'll be merged into a single organization, possessing all their best qualities combined. In the case of parts 1 and 2, your Syndicate/Millennion will be able to instill just as much fear in those who oppose you, without losing any internal loyalty.

## ✞ Collectors Edition - oGP

You may choose to gain a mint-in-box action figure modeled after every boss-like enemy you defeat, and one for every minor enemy archetype. Works retroactively. Can instead just gain digital models, to avoid clutter.

## ✞ Seed Of Devastation - 100GP

You possess a replenishing supply of Seed, the Syndicate's signature drug. It's said to be more addictive than any other recreational drug, and overuse turns its victims into violent berserkers. This substance is rumored to play a part in the creation of Orgmen. Can be purchased multiple times.

## ✞ Where? - 100GP

Should you desire it, advertisements for you will show up in public places in future worlds. It's unclear what exactly they're advertising, but nobody ever thinks to question that. Just like these somehow never impede your efforts to keep your identity hidden, with people assuming this mysterious idol to be someone else entirely. At the very least, when you're looking for fans or help, these posters have a way of making reliable help find its way to you.

## ✞ This Will Become Your New Grave - 300GP

You, your enemies, and as many allies as you allow, have access to this special "stage". It can be anything from a skyscraper roof, a buried church, a moving train, a nightclub. Somewhere relatively mundane, without any especially potent or unique hazards. This place is the perfect arena to battle someone to the death. No matter what kind of weapons you throw around, as long as the location itself isn't the target, it, along with anyone outside of this place will remain unharmed. This arena doesn't give you any structural advantages, but you can move around it comfortably, as if it was your own home, letting you to perform at your best. Also. allies you allow in here have an easier time getting into position to ambush your opponents. If damaged, the stage will return in peak condition at the start of the next jump.

[PERKS] : [ITEMS] : [ALLIES]

**- DISCOUNT INDEPENDANT -**

## A Promised Meeting - 100GP

- Pre - Timeskip: Reunion

This empty case has space inside for two handguns. When you loan the case to someone, it will always find its way back to you when its current owner is in danger, with said owner in tow. The case's owner might change during this time, but it will never draw in anyone you wouldn't be willing to help.

## Friends In Low Places - 200GP

- Pre - Timeskip: Blood

In any city, you'll quickly find at least one reliable informant. They'll have their own objectives, but whoever your enemies are, they hate them even more than you do, and they'll have plenty of dirt to show for it.

## Life On The Road - 400GP

- Pre - Timeskip: Answers
- Overdose: I'm Putting the Hammer way Down!

This large armored semi truck has the durability to stand up to anything weaker than an RPG. Inside the trailer of this truck, is a minimalist, but cutting-edge laboratory, that you can install any scientific equipment of your own, if those present don't suit your fancy. This lab seems to never run out of power or gas, and has its own untraceable internet connection. As an added bonus, various panels can open up from the sides of the trailer, letting you launch out any heavy weaponry or devices to nearby allies, via remote controlled thrusters.

[PERKS] : [ITEMS] : [ALLIES]

**- DISCOUNT LOYALIST -**

## Graveyard Finish - 100GP

🗡 Pre - Timeskip: Remorse

When you perform an especially flashy finishing move on someone, the two of you will be pulled into an illusionary graveyard, or an environment of your choosing. This disorients your target, and improves your own focus.

## Unforgettable Style - 200GP

🗡 Pre - Timeskip: Saved

You gain a sci-fi cowboy outfit, similar to the one worn by Grave himself. Every part of this outfit is 100% bulletproof. You wouldn't even feel an entire clip being unloaded on you. Nobody seems to think this look silly, but just in case you do, you also receive a trenchcoat with the same properties.

## Back Together After Such A Long Time - 400GP

🗡 Pre - Timeskip: Hiding Place

🗡 Overdose: Waking him Again

You don't have any deed for it, but you have a small two-floor diner to call your own. When multiple people enter of their own volition, they likely won't leave until they've come to terms with each other, and themselves. They'll mentally cycle through different points in their life, dredging up any long-buried sentiments. These conversations can seem schizophrenic, but two men set on killing each other could sort through a lifetime of unspoken regrets in minutes, and end the meeting as best friends. Even the most estranged relationships can be mended, the most tragic mistakes can be rectified, and the most complex feelings can be understood and accepted.

[PERKS] : [ITEMS] : [ALLIES]

**- DISCOUNT USURPER -**

## The Original / The New Original - 100GP

- Pre - Timeskip: Crispy

You may receive one of these two, but may not buy both. The Original: a replenishing supply of whisky, that bolsters and restores one's integrity and willpower. The New Original: A replenishing supply of Brandy, that bolsters creativity and charisma. Both taste delicious.

## He Who Fights Monsters - 200GP

- Pre - Timeskip: Bunji

You receive a small remote detonator. When triggered, a large explosion is set off nearby, as if you planted bombs beforehand. Your supply of "bombs" is limited, but replenishes monthly. Comes with an explosion-resistant coat.

## Eyes, Ears, And Mouth Of The City - 400GP

- Pre - Timeskip: Friends
- Overdose: I'm Just a Middleman

Within any city you find yourself in, you possess a seemingly omniscient information network. As long as at least two people know something, it's almost certain to be accessible somewhere on this network, sometimes not even that's necessary. You can even use this network to control what info gets spread around in the city, and how much of that info stays unchanged. You can distort the news, publicize a company's secrets, or even control what rumors get around. As long as it stays within the confines of the city, you know it, and you can control it. This information network cannot be hacked or accessed by anyone other than yourself, for better or worse.

[PERKS] : [ITEMS] : [ALLIES]

**- DISCOUNT HUMAN -**

## ✞ Where's Mika? - 100GP

You possess a fashionable red outfit. Despite how eye-catching that should be, wearing this actually increases your stealth, to the point where you can walk around in broad daylight, even while the whole city's looking for you.

## ✞ A Road Leading Far Away - 200GP

In any city you go, you will stumble upon a special route. As long as you don't alert your enemies to this route's existence, you can follow it to escape from any conflict, leaving those responsibilities, and the city, behind. You'll never end up anywhere of note, and your enemies may find you, in time.

## Small Daughter - 400GP

✞ Overdose: The Man's a Legend

You are another secret child of Big Daddy, former boss of the Syndicate. If this is impossible biologically, you were an adopted child. Either way, many in the underworld owe their lives to Big Daddy, and love him like family. Many influential business owners and mobsters, both in and outside of the Syndicate. They will gladly show you the same love, and assist you in times of need, within reason. In future worlds, you have similar ties to an equally feared and respected figure in the underworld. Though, they may be retired or dead at the time. Nobody will discover this connection unless you tell them, but nobody will doubt you, if you do.

[PERKS] : **[ITEMS]** : [ALLIES]

**- DISCOUNT ORGMAN -**

## ✞ Abomination Dress Code - 100GP

Despite being monsters, Orgmen do tend to dress up a bit. Unfortunately, these tend to get torn up whenever you get serious. Conveniently, you can summon a black suit and sunglasses onto your body on a moments notice.

## ✞ A Fancy Set Of Wheels - 200GP

You're in possession of three luxury cars, one white, and the others black. As long as the white and black cars are in close proximity, attackers will always direct their attacks at the black ones first. Ideal for protecting VIPS.

## Where Babies Come From - 400GP

✞ Overdose: I'll Prepare one of the Newest Orgmen

This giant biomechanical organ seems to float in midair, settling wherever you direct it. When an enemy approaches, this organ will spawn a primitive kind of Orgmen every couple minutes. These Orgmen are far less humanoid than the standard fair, possesing several extra limbs, or having shotguns sprouting from their body. Some of them are closer to enormous bugs, with pistols instead of stingers.  With time, you may even learn to mass produce these. Just know, these spawned Orgmen are not companions, and can not be taken between worlds. The organ isn't too durable, but will regenerate over the course of a week if rendered inoperable.

## ✞ Bleeding Throne - 100GP

This metal chair, or some equivalent, is a must for Necrolyzers to stay active for more than a few days. Plugging into this chair will replace the entirety of the sitter's blood supply. The chair's own supply will replenish daily.

## ✞ On The Highway Back To Hell - 200GP

This motorcycle and sidecar combo is sturdy enough to survive at least one hit with an RPG, and fast enough to drive on walls for a time. The aesthetics of these two are designed to your specifications. Gas tank never runs out.

## Death Hauler - 400GP

✞ Overdose: How's That new Coffin Working out for You?

A small gothic coffin, loaded to the brim with an impossible amount of weaponry. At least five missile launchers, two machine guns, and even a compartment for holstering two handguns. If this selection isn't to your liking, you may instead gain 1000GP (Gun Points) to redesign your coffin's components in the Guns section. If that wasn't enough, this coffin contains its own ammo manufacturing mechanisms. It's uncertain what it's making all this out of, but over time it gradually restocks its own ammo supply with seemingly no intake. The coffin even contains its own artificial human brain, that keeps all the mechanisms running smoothly, and allowing you to operate this coffin through intent, without the need for physical input. This brain can only operate weapons you could conceivably wield without it.

[PERKS] : [ITEMS] : [ALLIES]

**- DISCOUNT SUPERIOR -**

## ✞ The Way Of The Samurai - 100GP

A special Japanese katana. You seem to be wholly incapable of breaking it with your own strength, no matter how absurd. The strength of your own swing is always translated fully through this blade.

## ✞ Fine Dining, Finer Flying - 200GP

This enormous blimp is completely bullet-proof and missile-proof from the outside. The interior of this blimp resembles an ornate dining room. This blimp can be destroyed from the inside, but only if done intentionally.

## On Top Of The World - 400GP

✞ Overdose: I Never Thought You'd Make it This Far

This bizarre structure resembles a strange blue sphere, partially enveloped in an enormous mass of alien flesh. This structure seems to warp gravity in its proximity, allowing for the creation of physics-defying architecture, or simply traversing the surroundings without any regard for up and down. When in contact with the sphere, you can control it like liquid to protect yourself, or to pull people into the hollow sphere itself. If you can't dispose of them before they leave this space, they can easily find their way back out. The structure is suspended mid-air, but cannot be moved. You can choose where it's located at the start of each jump, attach it to a property already following you between worlds, or you could just leave it in your warehouse.

[ITEMS] : **[ALLIES]** : [DRAWBACKS]

You know as well as anyone how eager humans are to betray one another. Knowing that, you're still willing to trust again? With the exception of the last three in this section, any of these may be bought multiple times.

## Visitors From The Other Side - 50GP

✞ Pre - Timeskip: Old Faces

Import a companion you already had into this world, or make a new one entirely. These gain 600GP (Grave Points), and 200GP (Gun Points) each.

## Residents Of The Land Of The Living - 100GP

✞ Pre - Timeskip: New Faces

Take a character from cannon as a potential companion. You start on good terms with them, and may take them on your chain, with their consent. You cannot take Dr. T or Dr. Laguna Glock as companions through this option.

## Expendable Mooks - 200GP

✞ Pre - Timeskip: Lackeys

A group companion of 12 competent, but ultimately average humans. They take up a single companion slot, and purchases are divided among them. If linked with the pre-timeskip jump, you can either keep the two groups in two different companion slots, or merge all 24 into a single slot.

## ✞ Hired Monster Muscle - 400GP

A loyal pack of 12 Orgmen, programed to follow your orders at all costs. They share one companion slot, and purchases are divided between them. Discounted 50% off with Dr. Glock.

## Dr. T - 400GP

✞ Pre - Timeskip: Tokioka

A brilliant scientist behind the initial Necrolyzation project. He loathes the suffering he has caused, in repentance, he is now supporting the revived Brandon Heat, in his efforts to destroy every trace of this technology. You receive a discount on Necrolyzer, among other things, by taking this. This option is discounted 50% off for Loyalists.

## Dr. Laguna Glock - 600GP

✞ Pre - Timeskip: Glock

A former understudy to Dr. T, and the Syndicate's head of development, for their infamous Orgmen and Superiorization technology. His inferiority complex towards his former mentor leaves him willing to cross every ethical line possible for scientific progress. You get a discount on Superior, among other things, for taking this. This option is discounted 50% off for Usurpers.

## ✞ Who? - 100GP

A mysterious girl with pink hair, and a pink outfit resembling a magical girl, or a stage idol. You're likely to find posters advertising this girl, simply known as *Who?*, but none of them actually explain what she's famous for. To make things more confusing, she doesn't seem to know either. She has no memories of her past, assuming she had one to begin with. In any case, she's decided that she trusts you, and would like to stay by your side. She gains no Grave Points or Gun Points, but she receives *What?*, *Where?*, and *Why?* for free, and has to take *When?*, and *Do Not Use* for no points.

[ALLIES] : [DRAWBACKS] : [END]

The path to great power always comes at great sacrifice, but you already knew that, didn't you? You may take any number of these drawbacks to gain up to 1000 Grave Points, or 400, for imported companions.

## Destroyer In The Dusk + 0GP

- ✞ Pre - Timeskip: Dusk of the Destroyers
- ✞ Overdose: I Thought it was all Over

The continuity of this jump has been linked with one or more of the other Gungrave jumps. Regardless of your choices here or there, regardless of your actions here or there, events will transpire so that all linked jumps start off in a state roughly the same way as canon.

Purchases shared under different names between the linked jumps will act as the same purchase. Making those purchases in one jump is the same as doing so in the other. You won't get the version from that jump until you visit it yourself, but at least you don't have to pay for it. Purchasing the equivalent of a purchase from a linked jump you've already visited will give you both versions of that purchase at once.

## Call Him Grave + 50GP

- ✞ Pre - Timeskip: Signature
- ✞ Overdose: The Name's Billy.

Whether it was given by birth, or just a nickname, everyone insists on calling you some ridiculous name. Usually something incredibly unsubtle, relating to your most apparent character traits of archetypes, or maybe it's just a bunch of vaguely impressive english word strung together. This is mandatory, If you linked this jump to the first Gungrave jump and bought the same drawback there, but you still get GP for it.

## ✞ Pound For Poundmax + 100GP

A lifetime of reckless eating has left you so obese that it's a miracle you can even stand on your own two feet. This doesn't mean you can't have muscles under all that fat, but your arteries are going to give out if you keep this up.

## ✞ Bushi-No! + 100GP

You've sworn yourself to Bushido, the way of the samurai. The problem is that you've already broken every tenant of this code. Your own self loathing leads you to continue following this code of honor to self-destructive ends.

## ✞ Mr. Brick Wall + 100GP

You're completely mute. Not only can you not speak, you don't even emote, and you won't bother trying physical gestures until someone reminds you. This forces you to bottle up all your feelings inside, until you finally burst.

## ✞ Where did This Even Come From? + 100GP

You're an unrepentant sadist. You gain an almost sexual rush when you inflict physical and emotional agony on someone. You can suppress this, but this will cause your own insecurities to swell up and smother you, taking a toll on your energy, confidence, and eventually your sanity.

## ✞ When? + 200GP

Something has managed to fragment your memories. At first, it'll be total amnesia, but over time, bits and pieces will come back to you, along with all the emotions within. Sometimes this will let you experience happier days of the past, others, you'll be forced to relive the worst tragedies of your life.

## ✞ Ratta Tat Splat + 200GP

It appears that anyone who qualifies as your enemy in this world has infinite ammo, and never needs to reload. Inconveniently, you, and all of your allies are forced to use guns in the way that they actually work.

## ✞ This Is Your Brain On Seed + 200GP

You're a hopeless Seed addict. Not only does this put you in the Syndicate's pocket, overindulgence will cause you to lose your mind, or worse. Though, some argue that dealing with the withdrawal symptoms is just as bad.

## ✞ Do Not Use + 200GP

The world refuses to let you make meaningful changes to anyone or anything important. Every time you run the risk of changing the plot, even indirectly or unknowingly, the changes will backfire, making everything worse, and leaving you to suffer for it, in one way or another.

## ✞ Bloody Harry + 300GP

You have genuine difficulty devising solutions to your problems that don't involve killing, no matter how small or mundane the problem is. Violent solutions come so naturally to you that you barely even notice this trend.

## ✞ You Only Have Yourself To Blame + 300GP

For some reason, you've been falsely accused of treachery by the Syndicate, who has decided to pull out all the stops to see you buried you. Absolutely nobody, aside from your close friends, will believe your pleas of innocence.

## ✞ I'm Sorry + 300GP

By taking this drawback, you've ensured that every non-companion from this or previously linked jumps that you've gotten close with will certainly die before your ten years are up. Regardless of your disposition, you'll feel the weight of each loss, but you'll have to endure. You can take deliberate action to spare at least one of these people, but you will have to die in their place, ending your chain.

## ✞ Beyond Forgiveness + 300GP

Beyond the Grave has set his sights on you, along with Harry McDowell. You can't persuade him to stop by any means, and he's armed with special made bullets that can do as much damage to you as they do to Orgmen. If Brandon, and Harry are alive when the Syndicate turns on the latter, then the three of you will meet up in their old hangout, and finally make amends.

[DRAWBACKS] : [END] : [OVERDOSE]

So, it's finally over, is it? Or perhaps, there's still quite a bit more of this story to tell, making this is nothing more than an intermission. Whatever the case may be, where will you go now?

## "Harry McDowell"

✞ Go Home ✞

So… that's really it, you're really done? You've decided to end your chain, and return to your home world, with all that you've acquired thus far. Is it presumptuous to assume that your time here has shown you the folly of unchecked ambition? I'd like to hope that was a lesson learned.

## "Brandon Heat"

✞ Stay Here ✞

They mean that much to you, the people here, your family. You will surely protect them, and never think to betray those dear to you in this world. You'd be the one who suffers in the end otherwise, as you are deciding to spend the rest of your days in this world.

## "Welcome Home"

✞ Move On ✞

Nothing too surprising. I'd go as far as calling it an inevitability. Still, even a predictable step forward is progress all the same. As you may have done many times in the past, you will move to yet another world to prolong your journey. Who knows, you may be back here sooner than you expect.


GUNGRAVE




# Part 3: OVERDOSE

# Briefing

+1000 Grave Points

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

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

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

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

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

The man known as *Beyond the Grave*.

# Stages

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




## Gargoyle Hotel — Rolled 1

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

## Rolled 2 — Seed Hunt

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

## The Dark City — Rolled 3

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

## Rolled 4 — Metaslica Imperial University

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

## The Mansion — Rolled 5

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

## Rolled 6 — The Laboratory

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

## Forgotten Graveyard — Rolled 7

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

## Rolled 8 — Your Call

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

# Biology

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



## Human

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

No Cost

## Clone

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

No Cost





## Orgmen

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

+/- 100GP

## Prototype

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

**200GP**





## Deadman

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

**200GP**

## Ghost

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

**500GP**



## Seed-Treated



**200+ GP / Per**

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

# Faction

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

## Independant

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





## Loyalist

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

## Usurper

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





# Skills & Abilities

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

## Endless Roller Coaster

Free for everyone

Slightly more Free with Family / Scooby Do

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

## Awesome

Free for everyone

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

## Shut Your Cakehole Kid!

50GP for everyone

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




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




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




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



# Skills & Abilities

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

## All Grown Up

Base price: 100GP

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

## Puppet Collection

Base price: 200GP

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

## The Life I've Been Given

Base price: 400GP

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

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

Base price: 600GP

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



# Skills & Abilities

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

## My Stupid, Failure of a Son

Base price: 100GP

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

## They Meant Nothing to Me...

Base price: 200GP

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

## My Little Copy

Base price: 400GP

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

## Intelligent Slave

Base price: 600GP

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



# Skills & Abilities

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

## Connected to a Higher Plane of Existence

Base price: 100GP

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

## Sold Your Soul to Seed

Base price: 200GP

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

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

Base price: 400GP

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

## Another Victim of Seed

Base price: 600GP

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



# Skills & Abilities

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

## The Strongest of us All

Base price: 100GP

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

## Guarding the Gates of Hell

Base price: 200GP

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

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

Base price: 400GP

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

## An Impressive Trail of Destruction

Base price: 600GP

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



# Skills & Abilities

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

## The Nightmare is Starting Again

Base price: 100GP

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

## A Blind, Dead Soldier

Base price: 200GP

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

## I Don't Need This Piece of Junk

Base price: 400GP

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

## Kutaba Ryu Meditation

Base price: 600GP

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



# Skills & Abilities

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

## Come on, Casanova

Base price: 100GP

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

## Everything Passes Right Through

Base price: 200GP

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

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

Base price: 400GP

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

## On my Last Guitar String

Base price: 600GP

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



# Skills & Abilities

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

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

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

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

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

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

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

### No Place for You to Run

*Free, Seed Treated

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

### Top Class Designated Hitter

*Free, Seed Treated

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

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

*Free, Seed Treated

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



# Skills & Abilities

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

## No Need to get Violent

Base price: 100GP

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

## We Did Quite Well, Considering Our Opponent

Base price: 200GP

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

## We Were Hired For this Job For a Reason

Base price: 400GP

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

## They Were Laying For us, Man

Base price: 600GP

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



# Skills & Abilities

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

## Where to Next?

Base price: 100GP

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

## No Choice but to Attack

Base price: 200GP

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

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

Base price: 400GP

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

## Let's Put'em on the Team

Base price: 600GP

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



# Skills & Abilities

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

## When you Have Everything

Base price: 100GP

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

## I Have Acquired so Much

Base price: 200GP

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

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

Base price: 400GP

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

## I Was Practically a God

Base price: 600GP

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

# Special Perks

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





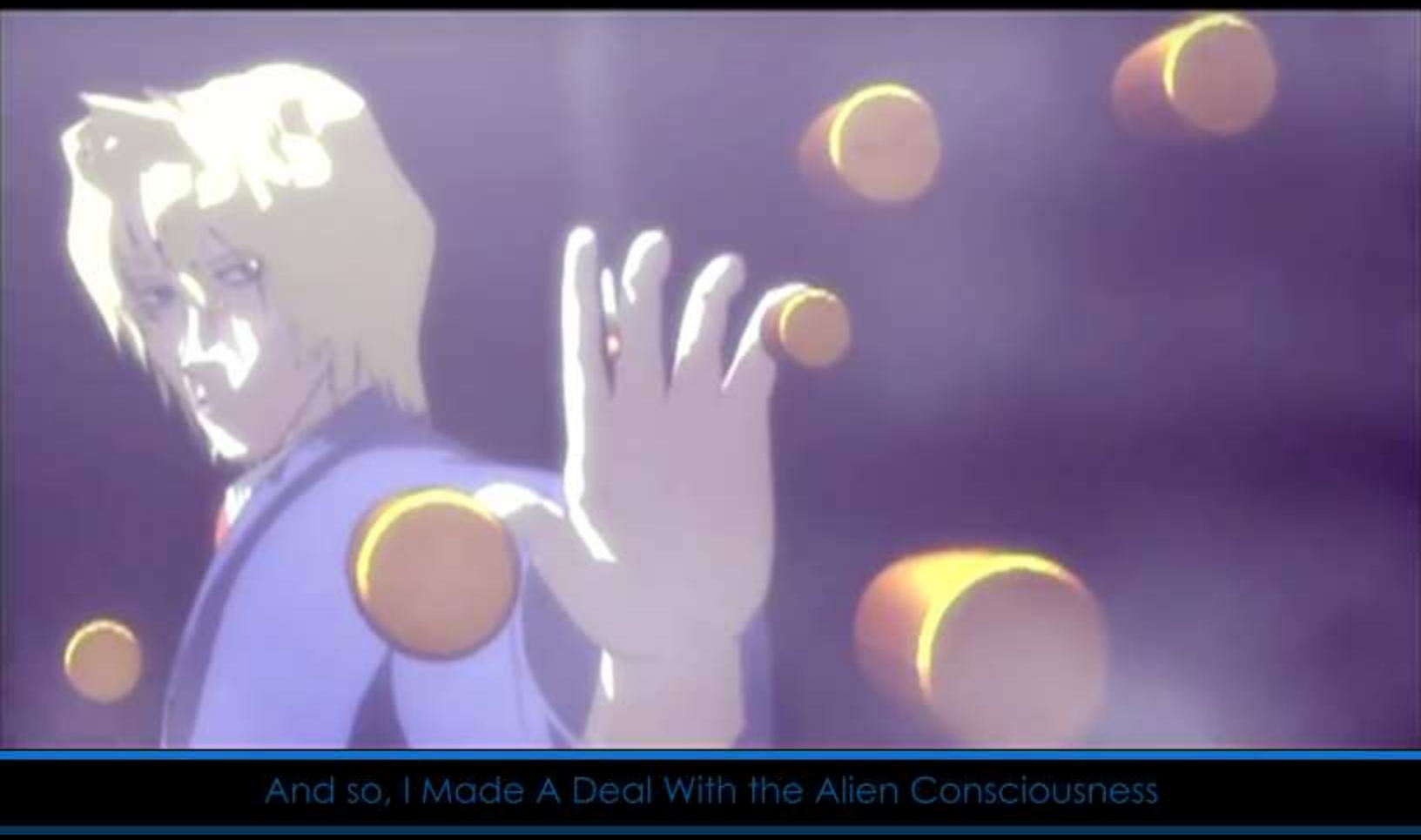

Cost deducted for *Independent* purchases.

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




Cost deducted for *Loyalist* purchases.

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




Cost deducted for *Usurper* purchases.

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



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

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

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

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

# Equipment & Items



### A New Organization — Free* for everyone

100% off* with Millennion / The Syndicate

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

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

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

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

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

100% off with Answers / Life On The Road

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




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




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




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




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




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




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

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

# Equipment & Items



### Worth a Thousand Times its Weight in Gold

Base price: 100GP

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

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

Base price: 200GP

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

### You're not Leaving Alive!

Base price: 400GP

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

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

# Equipment & Items



## Seed Senses Seed

Base price: 100GP

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

## Art, Beats, Go, Jackpot

Base price: 200GP

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

## Unwelcome Competition

Base price: 400GP

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

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

# Equipment & Items



## More Money Then I Could Ever Use

Base price: 100GP / Per

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

## Do You... Believe Me?

Base price: 200GP

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

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

Base price: 400GP

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

# Character Selection

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

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

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

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

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

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

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

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

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



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

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

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

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

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

# Handicaps

+0GP

## I Thought it Was All Over…

Destroyers in the Dusk / Dusk of the Destroyers

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

+50GP

## The Name's Billy

Mandatory with *Signature* / *Call Him Grave*

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



+100GP **Mr. Popularity**

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

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

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

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

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

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

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

+200GP

## You May Think the Dead Feel no Pain

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

+200GP

## Anyone Have Experience Fighting Soldiers?

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

+200GP

## You Threw Away Everything When you Died

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

+200GP / Per

## Hell Awaits you Just the Same

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

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

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

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

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

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

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

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

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

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

# Save & Quit

**Rest Your Weary Legs**

Go Home.

**In Memory of Those Left Behind**

Stay Here.

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

Move On.








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

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

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

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

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

### Psycho Assassin "Yensen the Boostmaster"

A sadistic killer in the style of a modern samurai, sans the honor code..

### The Alluring Melody "Big Wushin"

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

### Hoarder of Delusions "Turonty"

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

### King of Scumland "Ganpo"

An overweight musclehead with a powerful prosthetic arm that can burn most enemies to ash with a single blast.

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

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

# Faction

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

## Mercenary

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

## El-Al Canal

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

## Raven Clan

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

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

# Specialty

Choose one.

## Hammer [Researcher]

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

## Barrel [Commander]

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

## Trigger [Enforcer]

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

# Species

Choose one. Decide age & gender freely.

## Human

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

## Deadman

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

## Superior

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

## Mathusalem

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

## Seed Treated

This may be taken alongside another species option. Each purchase grants you greater strength, but also deforms your mind and body to become more feral and violent. This can be taken a maximum of 5 times.

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

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

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

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

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

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

# Location

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

## Scumland

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

## Hong Kong

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

## Vietnam

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

## Malaysia

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

## Singapore

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

## Free Choice

Choose any location outside of those listed above. Roll 6

# Perks: Tutorials

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

## Tutorial: Results

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

## Tutorial: Shield & HP

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

You also receive an invisible energy Shield that blocks all damage up to a certain threshold. Any damage the shield sustains will quickly recover, as long as you don't receive any attacks for a few seconds. You can instantly restore some of your shield's charge by executing [AKA Raging Immortal Punisher] an incapacitated opponent. -o Game Points

## Tutorial: Boss Battles

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

## Tutorial: Dodge & Jump

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

## Tutorial: Camera Controls

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

## Tutorial: Melee

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

## Tutorial: Firearms

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

## Auto Target & Lock On

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

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

## Tutorial: Finisher

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

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

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

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

# Perks: General

### Bring the GORE

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

### Virtual Reality

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

### Kick Their Ass

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

### Down, But Not Out

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

## Reaper Time

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

## Bullet Heaven

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

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

# Perks: Hammer

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

### Point A -> Point G

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

### Power Nap

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

### Chaos Theory

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

### Stylish Smithing

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

## Mixology

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

## Reverse Reverse Engineering

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

## Jack of All Blades

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

# Perks: Barrel

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

## The Boss

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

## Smuggler

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

## Windfall

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

## Pity Nerf

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

## Friendliest Fire

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

## Soul Buyer

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

## Superior DNA

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

# Perks: Trigger

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

## Bloodhound

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

## Hong Kong Action

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

## More Than One Man

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

## Bringing Swords to a Gunfight

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

## Frequent Dier Miles

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

## Bring the Heat

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

## The Simplest Solutions

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

# Seed Abilities

Requires Gene Points to spend here.

## Projectiles

With each purchase, you may receive a different type of projectile you can create with its own strengths and weaknesses. You might be able to fire off tiny crystal shards like a machine gun at short range, or glowing balls of energy that move at a crawl, but hit like a point-blank RPG when they do hit, or a laser beam with both range and power, but can only be fired once every few seconds. -١٥٥ Gene Points Per / Free First Purchase

## Shockwave

The Seed grants you the ability to unleash a shockwave-based attack. Perhaps you can use it to add some range to your melee attacks, or to push away anyone who gets too close. -١٥٥ Gene Points Per

## Fuming

You are able to emit some kind of gaseous hazard. This could be smoke to disorientate, toxic fumes [comes with immunity], or even something similar to gasoline you can then ignite. -١٥٥ Gene Points Per

## Stunning

You can infuse your attacks with a special property that allows you to briefly stun or slow-down your opponent, such as ice, tar, or electricity. You can even fuse this into any Projectiles. -١٥٥ Gene Points Per

### Piercing

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

### Under Rocks

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

### Levitation

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

### Boostmaster

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

### Warping

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

### Spirit Animal

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

## Folding Space

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

## Necromancy

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

## Resonance

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

## Siren Call

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

# Companions

## Recruits

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

## Allies

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

## Soldiers

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

## Digging Up Memories

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

## Monstrosities

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

## Fodder

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

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

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

# Items: General

### Despair Junkie

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

### Transfusion Chair

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

### Basic Protection

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

### Vanity Upgrades

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

# Items: Mercenary

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

## Coffin Nails

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

## Flying For Dummies

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

## Cloak of Invisibility

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

## Digging Machine

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

## Jumpland

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

## R[ampage] & D[estruction]

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

## Death Factory

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

# Items: El-Al Canal

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

## Companion Logs

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

## Rathole

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

## Hope Junkie

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

## Communicators

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

## Airborne Science

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

## Death Hauler

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

## The Lab

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

# Items: Raven Clan

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

## Adaptive Weapon

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

## Boss Arena

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

## Tricky Cane

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

## Seedy Fights

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

## Scum Empire

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

## Touch of Death

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

## Seed Core

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

# Drawbacks

No drawback cap.

### The Sequel Nobody Expected

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

### Poorly Localized

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

### Spot the Difference

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

## Second Fiddle

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

## Scumlander

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

## Debt Collector

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

## Grim Creeper

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

### Perfectionist

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

### Strawman

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

### This Again?

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

### Off-Screen Stomp

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

## Pre-Patch

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

## Beyond the Graves

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

## Sleeping Beauty

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

## You-Know-Who

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

# Ending

## It's Finally Over

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

## It's Never Over

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

## It's Just the Beginning

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


GUNGRAVE
GORE
©RED

**[Notes]**
Jumps by Gene

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

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

**Part 1:**
For Back, 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.

Part 2:
Gungrave has a habit of introducing new terminology, for things that we've already seen and acting like they always called it that. Most notably, the name Millennion didn't show up until Overdose and the anime came out.

The alien plotpoint of the game was scrapped entirely from the anime. However, other than that, the events of the two are close enough that a healthy dosage of fanwank could conflate the two. I'm letting you choose how much of the two sources contribute to the events of the Jump. That said, Overdose is rooted firmly in the game continuity. If you want to link this jump to that, you need to have at least the minimum level of game content, mainly the whole alien thing. Still, you can just have that stuff in the background, and have the events of the anime play out mostly unchanged. How convenient that reanimation is such a prominent element in this franchise.

**Part 3:**
Certain terms are changed around between the first and second games. Most notably the Syndicate is now called Mellenion, as it was in the anime. In the same vein, Necrolyzers are mostly called Deadmen in Overdose. OD was released after the anime, but the anime clearly references content from OD, so I can't be sure which one is responsible for the changes. Probably a bit of both.

**Part 4:**
I'd be amazed if we got another Gungrave game after GORE's mediocre reception. This is probably going to be the last Gungrave Jump.

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

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

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

# Synchronicity

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



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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


Gun
grave