GUILTY GEAR

Guilty Gear Jumpchain by u/Picklenious_Richard and then adopted and finished by u/Mefre.

+1000 CP

Set in the 22nd Century, mankind succeeded in developing a natural, limitless energy supply, and brought about the Age of Magic. Science and industry, sources of environmental pollution and weapons of mass destruction, were thus outlawed. However, the abolition of technology did little to soothe mankind's suffering. A war erupted, fueled by rapidly developing magical theory, that saw the birth of Gears—powerful biological weapons produced by fusing human and animal DNA with magic. The powerful military state that produced the Gears as little more than slaves monopolized the manufacturing process, bringing countless other lands under its control.
Yet among their ranks, a rebel appeared and announced herself to be self-aware—Justice. She gathered an army of fellow Gears and declared war on all mankind. Despite heavy initial casualties, humans put their differences aside and formed the Sacred Order of Holy Knights to combat the Gear menace. After one hundred years of brutal war, the Crusades came to an end when the Order sealed Justice inside an impenetrable dimensional prison, and the masterless Gears were rounded up and destroyed. Afterwards, the Holy Order was then dissolved.

Depending in which story you decide to participate in the events may differ
Now go ahead and LET'S ROCK!

LET'S ROCK

-SPECIES-

Honestly, age has little to say in this world, so feel free to choose whatever you feel like. Same thing with gender. If not specified, it will just default to whatever you were last jump.

Human - Free
Just an ordinary human with a bit of magical aptitude for this world's magic system, you can choose in which part of the world you were born or will appear in.

Nightwalker - 300 CP
The mysterious Nightwalkers who bear a striking resemblance in customs and powers to that of a vampire, you are stronger, faster and quite possibly smarter than the average human by quite a lot, it is theorized that Nightwalkers grow stronger with age as seen with Slayer and Nagoriyuki.

Valentine - 400 CP
Created in the Backyard as a genetic copy of Aria Hale by the Universal Will in order to achieve the goal of bringing about what the Universal Will believes to be true humans, by erasing all the current lifeforms on Earth, they are also all exclusively female, if you were male before taking this option then you are now female, take the Emotionless Drawback for no extra points.

Half-Gear - 600 CP
Much like Sin Kiske and Testament you are a mix between a gear and a human, whether that resulted from a forbidden relationship like Sin, experimentation in the case of Testament or if you were made by another gear like Dizzy was made by Justice, is up to you. You must take the Blamed the Beasts drawback for no extra points.

Gear - 800 CP
Gears were created from Gear Cells in the Gear Project, originally meant to serve as the next step for humanity, it went wrong when the funders of the project cornered the scientists working for it to use it for military purposes and an incident occurred where the Command-type Gear known as Justice lost her mind.
All Gears mature rapidly from birth, reaching maturity in 3 years due to their ability to absorb information quickly, do not age beyond their prime, are immune to disease, have enhanced regenerative abilities and are generally much stronger and tougher than most humans.
Whether you're a humanoid gear like Sol Badguy, or a more beastly gear like the ones who were the main targets of the Crusades is up to you, however, you must take the Blamed the Beasts drawback for no extra points.
Note: Refer to the Gear Form Customization section to decide your form.

Magical Foci - 200/1200 CP [1200 CP option must take the Split drawback for no extra points]
A Magical Foci is a random object, whether human or inanimate, that has become conscious due to a soul (i.e. a person's memories) being bound to them, or because strong collective thoughts and memories encounter them. Considered pseudo-lifeforms, these mysterious beings originate in the Backyard, now the pricing of depends on if you desire to be a weapon/object type of Foci, like A.B.A's weapon Paracelsus (200 CP), or a human type like I-No (1200 CP), being made of humanity's wish for a bright and peaceful future which in turn made her into what's basically a god.

-ORIGINS-

Drop-In - Free
No past in this world nor memories of having lived here. The standard jumpchain option.

Bounty Hunter - Free
Just another person trying to make a living by hunting down anyone with a high enough price, with the right connections you can make it big in this gig.

Assassin's Guild - 200 CP
Founded by Slayer it is a group composed of assassins. It's been around for a hundred or more years, they work in secret and have huge networks across different countries. Many of its members have battle prowess similar to that of Gears, and it is suggested that the practice of Forbidden Magic has taken place at The Guild as seen with Zato-1 and Millia Rage possessing Forbidden Magic.

Independent Airborne State of Zepp - 200 CP
Zepp is a floating continent composed of several islands which can be accessed through the use of airships and elevators. It is a tremendous ultra-dreadnought-class airship the size of a small country. Though it has the capacity to travel anywhere in the world, it generally remains above the Indian Ocean to prevent diplomatic disputes. Its cruising speed is approximately 32 knots. Zepp is heavily urbanized and mechanized.

Holy Knight of the Sacred Order - 200 CP
Formed after the awakening of the command gear Justice, which used her ability to control gears to order gears around the world into a war against mankind, the Sacred Order of Holy Knights were created, with humans setting aside their differences for the sake of survival and to combat the gears. While they ultimately disbanded after the defeat of Justice, many of its members are still working in militaries and enforcement jobs even now as they had nowhere else to go, while others eventually got help from the Post-War Administration Bureau to help settle into normal lives.

-LOCATION-

You can choose your starting location for free, though feel free to roll for it if you wish to do so.

1. **Illyria**
   You enter somewhere in Illyria of your choice, if you don't have a place in mind specifically, you'll be sent to the capitol, which is currently located in the place once known as rome.

2. **United States of America**
   You enter somewhere in the United States of your choice, the default location here is Neo New York, more specifically in Original Times Square.

3. **Villa Vampir**
   You start off in Slayer's manor in his homeland of Transylvania, the manor contains all manner of traps and devices meant to hinder and kill intruders who chose to risk their life breaking into it. Be careful.

4. **Japanese Colony**
   There are several Japanese colonies around the world of Guilty Gear, you start off in one of them. The default location is the one Kum and Baiken is located in during the Xrd story mode. Alternatively, you can use this to start off by the now massive crater where Japan originally was.

5. **Zepp**
   Zepp is an ultra-dreadnought-class airship the size of a small country, being the only place that still utilizes black tech, it is quite different from the other nations of the world. Generally it stays afloat over the Indian ocean, you start off somewhere aboard this ship.

6. **The Moon**
   How did you even get there?! You start off on the moon of all places, while there was a space colony built there that can sustain up to 500 people for a long time, that wasn't built before sometime during the crusades, so if you start out here before that time, you're on your own, at least until Asuka goes there.

7. **Jeon Ryok Residence**
   Family home of the Kums and the current head, Kum Haehyun. It is located in Korea and is a pretty massive building that sometimes acts as a hospital. Whether you start inside it or just outside it is up to you.

8. **The Backyard**
   As if the moon wasn't ridiculous enough. You find yourself starting off in the Backyard of all places. Most people who enter here die nearly instantly due to being crushed by immense restricted data pressure. But even if you are capable of surviving there, lurking around the Backyard isn't the best of ideas given the kind of beings that can come from there, so you better know what you're doing if you pick this.

-Time-

Here you decide what time you start out when you enter the jump.

1. **Crusades**
   You begin your Journey in 2074, when Justice's first awakens and plunges humanity into a war with all the Gears across the globe with her power as a command-type Gear.

2. **Guilty Gear**
   You start during the events of the first Guilty Gear Game, where Justice's prison is eroding and a fighting tournament is being held, with the promise of a single wish to the victor. Or at least that's what the public information says.

3. **Guilty Gear X**
   You start at the beginning of GG X, less than a year after the incidents of the first game, where the discovery of a certain Gear to still be active after the defeat of Justice causes the public to be uneasy. A bounty is put out by the world leaders for slaying the gear of 500,000 World Dollars.

4. **Guilty Gear XX**
   Taking place two weeks after the events of Guilty Gear X, where a whole bunch of things are happening at once really, most prominently would be the Robo-Ky army and I-No, a woman who works with That Man/ The Gear Maker, causing trouble by manipulating both people and events.

5. **Guilty Gear 2 -Overture-**
   Overture takes place in 2185, 5 years after the first GG game. The First King, Ky Kiske receives a strange report that inactive gears around the world are disappearing and that the capital of Illyria is under attack by an unknown force.

6. **Guilty Gear Xrd -SIGN-**
   The year is 2187, where a figure known as Ramlethal Valentine declares war against humanity and the world. After the events of GG2O, in universe known as the Baptisma 13 incident, this threat is taken seriously and sends out Sol and co to capture her.

7. **Guilty Gear Xrd Revelator**
   Taking place a single week after the event of -SIGN-, after the successful capture of Ramlethal Valentine by Sol's group, Elphelt Valentine was kidnapped by a figure referred to as "Mother" by Ramlethal and Elphelt.

8. **Guilty Gear -STRIVE-**
   Yet another short time frame, being only 3 weeks after the incident with Ariels, AKA the Universal Will. I-No invades Illyria Castle and visits Ariels in her holding cell, having seemingly made off with something, despite nothing physically missing from Ariel's cell.

-PERKS-

All Species get their 100 CP perks for free and a discount to the rest of the perks within their respective perk branches.

General

OST - Free for all
Did you really think I was gonna make a Guilty Gear jump without an OST perk? This gives you access to all of the Guilty Gear OST all the way from the first game to Strive and any other future games, you even get your own theme free of charge!

Trademark Feature - Free for all
I-No's CD Rainbow eyes, Happy Chaos and Jack-O's Haloes, Faust's uh… everything. Many characters have strange unusual features here and there, this allows you to get something like that for yourself. It's purely a visual feature however.

Compatibility - Free for all
Humans and Gears, despite their history of conflict, ended up understanding one another, some learning to love another and even starting a family together. However that last part works, it now also applies to you, no matter how much genetics and logic says you should not be able to procreate, so long as you can engage in sexual intercourse, you can now have children with sapient species other than your own just as easily as within your own species. When this happens, much like how a human and a gear having a child results in a half gear, half breeds will be the result. As an added bonus, your kids are guaranteed to be born safe and healthy, with no risk of birth defects nor any chance of inheriting diseases, negative conditions or ailments from you or your partner.

Weird Style - 100 CP - Free for all on first buy
You now have your own fighting style that best suits out. Want to use magic tricks? All right. Be a living cartoon character or just be a heavy brawler? Go right ahead. Can be purchased multiple times.

Unreal Standards - Free/200 CP
There is no denying Guilty Gear has quite the roster of beautiful/ handsome characters, now you don't have to worry about being left behind. For free you'll become an ideal version of yourself in terms of looks, attractive enough that the vast majority of people who see you would consider you at worst an 8/10 on a scale of attractiveness, all while putting no effort into maintaining these looks at all.
But if you're willing to pay 200 CP, you reach the inhuman levels of beauty you'd hear about in myths and story books. You'll have most people subconsciously turn their heads as they walk upon first noticing you, unable to stop looking at you in wonder of your beauty. Situations like scouts for modeling agencies approaching you on the street to recruit you or people falling in love with you at first sight will both be common occurrences for you. Even people who normally wouldn't be into you at all might end up second guessing themselves just due how attractive you are. It's not just your face either, every last part of your body and demeanor carries a level of beauty and attractiveness that the very concept of unappealing features might as well not exist when it's about you. Even if you end up dirty or receive wounds or scars they will never detract

from your beauty. And all of this is while not detracting from your personal aesthetics and sense of style in the process.

Fight time? Fun time - 100 CP - Free for all on first buy -
Pick a weapon or object of your choosing, you are now able to wield that weapon or object as if it was part of your body, even something weird or non-standard like a yo-yo, pool cue or a sword two times your size.

Elemental Aptitude - 100/300 CP
You are now extremely skilled at magic pertaining to one of the elements of the world, even the more esoteric ones like Darkness, Light or Blood, can be taken multiple times. For 300 you may take space magic, letting you manipulate space on the same level as Faust.

Magic Switch Up - 200/250 CP
Maybe you don't want to use magic but something like Ki instead? Well now you can! and if you pay an extra 50 CP you can now switch between the two of them, though it takes a bit of concentration.

Survivor - 600 CP
Maybe due to sheer luck or some sort of genetic anomaly you are now able to survive in the Backyard, this has also granted you infinite potential, being able to peel back the curtain of reality and see the universe for what it truly is did quite a bit to enlighten you, your power is now unbound and now you can get the -CAPSTONE BOOSTER- of the corresponding perks.

High Level Processing - 800 CP
In this world there is a pair of siblings known as Delilah and Romeo, though Romeo is more widely known as "Bedman", they were both born with a condition that grants vastly superhuman processing speeds and intelligence, making even reading minds through deduction alone trivial, however, due to the stress on the brain of this processing ability, waking up would result in their death… But you're different. Whether you're a relative of the two or not, you are now also in possession of this immense intelligence and processing power, unlike them however, you're special and suffer no consequences from being an ultra genius. Who knows, maybe your body could hold the key to helping them out with their predicament.

The Undying Disease - 1000 CP
While the average human in guilty gear can become a hell of a lot more powerful than in your original world, at the end of the day, they're still human, if you cut off a limb, it's gone. If you cut off their head, they're dead… Or at least, that's how it's supposed to be.
Much like Raven and Sharon, you have gained immortality on par with theirs and will find yourself able to regenerate near instantly from an infinite amount of damage and punishment, only complete and utter erasure of your physical body and soul at the same time can kill you, if even the smallest trace of either remain on the planck level, you will regenerate back to normal. You do not age beyond your prime. You do not require any sustenance like food, water, rest or air at all to live (but you can still indulge in them if you want). Any physical flaws or undesired genetic conditions such you might have had are gone or set to a healthy state. And just like Sharon, nothing sticks to you, not just things like diseases, poisons or toxins, but everything harmful or undesired just removes itself from your being, curses and any form of possession causes a violent backlash against whoever tried to use them against you. Parasites or hive mind entities that try to live inside you or assimilate you into themselves will simply die and be completely unable to assimilate, comprehend or adapt to you. Even weapons, techniques, rituals,

powers and abilities that would normally remove or nullify immortality or regeneration, cause irreversible damage or kill anything by inducing death will just have you temporarily regenerate a bit slower at most.
However, be warned, immortality and invincibility are not the same thing, you can still feel pain normally and are not any more durable than before, your immortality prevents complete brain death, but that is all, so living forever or great suffering can still take a severe toll on your sanity and mental state. You can also still be removed in other ways, so even if someone cannot kill you, they may just make you give up by attacking you in extremely torturous ways until you give up to stop the pain or choose to seal or otherwise lock you away and throw away the key, so make sure you don't end up suffering a fate far worse than death.

Human

Charisma - 100 CP - Free for Humans
Being able to lead and command an army is not something everyone can do, but with this perk your allies will feel as if every word that comes out of your mouth is the highest truth, boosting morale after giving a heartfelt speech or recruiting people to your cause is now almost as easy as breathing, especially in times of turmoil or war.

Ideals - 100 CP - Free for Humans
So long as you stick to your ideals and believe you're doing the right thing, your will shall hold strong, no matter what awaits in the path ahead, this is essentially a boost to your willpower, so long as you believe what you're doing is just or the right thing to do.

Righteousness - 200 CP
Whenever you fight against someone that embodies or servers/takes the characteristics of something you heavily dislike, be that those who disturb the peace, or people who've killed innocents for no reason, you seem to have an effect that weakens them to a certain extent, so if you fight against a robber while disliking thieves maybe it will be harder for them to run away, or land a hit on you.

Purification Process - 200 CP
If you find yourself within the ranks of an organization or government, and realize some of if not all of its members are corrupt you can now easily rid yourself of them, whether by force or by gathering evidence of their shady dealings and presenting them to the proper authorities or the public, no matter what lies they come up with or how many people they pay the truth can't hide forever.

Suffering no more - 400 CP
Being just a simple human in this world means enduring and living through tragedy after tragedy as seen in the Crusades, now no matter how many bodies you see, how much gore you endure or how many screams you hear in the battlefield, none of them can affect you, so if your best friend gets vaporized in front of you, you won't suffer from things like survivor's guilt or PTSD, all while keeping your emotions and sense of empathy.

Just a Hunch - 400 CP
Chipp Zanuff, the president of the Eastern Chipp Kingdom, often acts what he would call "hunches". While this might seem ridiculous and foolish to most, anyone who knows him knows that what he calls a "hunch" is often scarily accurate.

You too now have levels of intuition comparable to Chipp. In combat, your ability to instinctively respond to ambushes, attacks and abilities of others are increased immensely, to the point where some might suspect you have some form of precognition, while in daily life, it gives you a flawless sense of direction and a great ability to sense people's motives and intentions, making you practically impossible to lie to.

Magic Researcher - 600 CP
Congrats! you're now in the frontlines when it comes to magic R&D! That means you'll be more experienced when it comes to using and performing feats that involve magic, as well as being able to study, and perhaps even replicate or upgrade some magic devices and artifacts of this world, also comes with a free license to create new spells.
-CAPSTONE BOOSTED-
Now you're a certified master of all things that involve the backyard and magic on the same level as The Original and That Man with enough time and effort you might be able to make your own Gear Cells, maybe even from your own genetic material, I suggest you don't let the governments of the world find out about it though.
Note: Gears made from your own genetic material will be absolutely obedient to you, unless of course you insert a soul into them, this will make them self-aware and able to think for themselves.

Time-Walker - 600 CP
Through sheer luck be it good or bad, you got caught in a time slip and much like Axl Low and I-No were given the same ability as they have to teleport anywhere you know where is instantaneously no matter the distance, as well as control time in a certain radius around yourself, it will grow larger as you grow stronger, but your power is still unstable and you'll be hopping through past, present and future, and just as a warning, if you played a part in the history of the current timeline you're in and leave it, it will become just another possibility and you'll be essentially destroying this timeline. You'll learn to control the ability with experience, but until you do, better be careful.
-CAPSTONE BOOSTED-
After a lucky stroke in non-consensual time travel, you had a run-in with a future version of yourself who taught you how to properly use this power, now you don't have to worry about your power being unstable anymore, or the destruction of the timeline you're in if you want to leave, and even your starting radius for using your powers has increased several times over. Now you can also teleport between dimensions, realms and pocket universes of whatever larger universe you're in, in the case of Guilty Gear this would mean you could teleport in and out of places in the Backyard like the underworld. Of course, this still won't let you teleport between entirely different realities the same way as when you jump until you get your spark.

Nightwalker

Dandyism - 100 CP - Free for Nightwalkers
Whether it's your sense of style and grace, or the way you speak and act, you are able to perfectly embody what it means to be a true dandy. Now go forth and show the world how stylish you can be!

Honor and Salvation - 100 CP - Free for Nightwalkers

Let’s say you pissed someone off and they start fighting you, now, so long as you don’t kill them and provide words of advice/praise if you win, they won’t be as pissed as before, maybe they’ll even join you or change their ways.

Blood Rage - 200 CP
After ingesting a certain amount of blood you’ll be able to enter the Blood Rage state, where your attacks hit harder, faster and have better reach with a cool red effect, though that is not without cost, as your life force is slowly drained by continuous usage of the Blood Rage, though considering you’re a Nightwalker now you may be able to replenish it by consuming more blood.

Limb Control - 200 CP
Had your arm cut off and it ended up somewhere far away? No big deal, just make it come back to you, you can also use this to take advantage of opponents with cutting weapons, to use whatever limbs they cut off as weapons against them.

What Do You Fight For - 400 CP
Being put under someone’s control is pretty much never a favorable thing, especially if they’re forcing you to do horrible things that go against your own values. Lucky for you however, taking complete control of you through supernatural means is nearly impossible, even the most powerful beings out there could at most they could control your movement, but your mind and ability to speak will never be able to be taken away from you nor is it possible to change your appearance in ways against your will. And given strong enough willpower, you could break free from even the most potent of control abilities.

Ups and Downs - 400 CP
Nightwalkers, Nightless, Vampires, whatever you want to call them, they’re basically immortal, only really requiring blood to keep themselves alive. But even if their bodies don't age, if their mind isn’t strong as well, one could one day find themselves going mad from living through centuries, millenia and so forth over time, you will not be so easily broken.
Much like Slayer, you’re very good at find ways to enjoy the world and present for what it is and don’t let the burden of immortality affect you that much, so even if you one day find yourself alive after several millions of years, you will be able to live with as much vigor and energy as in your early thirties, all without losing out on the benefit of maturity and experience that such old age grants. On top of this, you gain a strong ability to tell even the most mundane things about someone through fighting them, a guy who punched you ate yogurt this morning? You can tell. Someone who shot you does textile work in her free time? The way that bullet hit you told you everything about it.

Weakness Detector - 600 CP
Ever wanted to fight someone or something, but maybe they just seem invincible? well not anymore i say! Now you just have this second type of vision you can toggle into, that makes it so that you will be able to see anyone’s (or anything’s) weak spot, whether it's the palm of their right hand or a hidden organ in their body. Your eyesight is also improved to the point that an eagle would be envious of you, you are not overwhelmed at all by this new superhuman eyesight at all and you don’t need any time to get used to it.
-CAPSTONE BOOSTED-
Now everything you fight against *will* have a weak spot, whether it's a god made from mankind’s collective desire to live or a building you have to break into/break apart. You can also see auras and life energy through walls and objects, making hiding from you extremely difficult and giving a good general idea of how powerful someone is by just looking at them.

Reflecting on Yourself - 600 CP
Much like Nagoryuki did, you can enter into a meditative state where every 10 years your powers double, so long as you remain uninterrupted during your meditation, you will also have to completely seal off your powers and allow them to grow as you do, you may or may not become a stone statue stashed under a hotel while this happens.
-CAPSTONE BOOSTED-
No longer do you have to worry about being mistaken for an antique, now you don't need to enter the meditative state to allow your powers to grow, you can simply weaken them, though you will have much greater progress if you seal them off and meditate, like four times the power in 10 years and double the power in 5, only if you only weaken them and not seal them off.

Valentine

Freedom - 100 CP
Sometimes you may wonder if what you're doing is "right" or if it's "wrong", they must be "right", they were orders from "Mother" after all, but now you feel like thinking for yourself, the figure that has a hold over the Valentines a.k.a "Mother" has no control over you anymore, this applies to anyone trying to issue orders to you via some sort of mental conditioning, though if its genetic like a Control type gear issuing orders to other gears it won't work.

Break in to break out - 100 CP
Whenever you are being controlled/forced to do something by someone who has given you power, such as a contract with a demon or a mental conditioning done by an evil A.I that lives in another dimension, and you are able to break the contract and keep your life, you will retain your power, it may even grow stronger with enough time and training.

Imprisonment - 200 CP
Control is a powerful concept, being able to command whoever, whenever is quite an ability, and now you can do it too, so long as however you want to control is not human or at least not fully human, but beware, if you try to take over too many people at once or if a single person has a will stronger than your own they will be able to break out of it.

Walking Radar - 200 CP
Most of this world's strongest characters have something to do with or are gears, so being able to sniff them out and teleport to them wherever they may be is quite handy, especially if you can even locate beings who possess even the purest form of gear cells like Sol and Justice, at the start of every jump you can set this to something else in that world, so long as it's a group of beings or people like Time Lords from Doctor Who or Dragons from D&D. Also in a more literal sense, it comes with a bonus of giving you a literal radar sense that allows you to sense and send out literal radio waves of any frequency, you can limit which frequencies you hear by mentally tuning into the one you want, can be used to listen into radio transmission without a radio in your head if you want, this sense is toggleable and comes with free a adblocker for when you want to listen to public radio stations.

Servants - 400 CP
You are able to conjure a set of servants, the appearance of which is left up to you, that you can command on the battlefield. They are quite durable and are much stronger than they look, easily being several times stronger than your average human. The amount of servants you can conjure

up to any given time depends on your personal strength, increasing as you grow stronger, though you can sacrifice quantity for quality and have 1 strong servant instead of many weaker ones. You can customize certain things about them, such as the weapons they wield (if any), if they can talk, if they can fly, if they possess specific properties (like exploding on impact). Who knows, with enough power, maybe you can one day conjure up an army's worth of servants with great strength at a moment's notice.

Built to Last - 400 CP
Valentines are much stronger than your average human and as such holds a much higher chance of surviving whatever it is you throw at them because of it. Once every jump or every 10 years (whichever comes first) when faced with something that should have undeniably killed you will instead simply have you get sent far away out of the conflict zone and end up with some minor scratches and heavy exhaustion instead that you'll fully recover from in a day. This will be done in a way that makes sure that no one around when it activates will know that you survived, giving you an edge should you come back for round 2 or simply want to escape.

Gear Sublimation - 600 CP
Allows you to absorb entities like Gears and gain their powers as your own, though if they have a mind of their own like Justice, for example that will create conflicts within your soul and or mind.
-CAPSTONE BOOSTED-
Allows you to absorb anything and anyone, so long as they are weaker than yourself in some way, shape, or form, if you absorb enough entities you will be able to grow into a giant monstrous form, that is an amalgam of all the different things you absorbed in both appearance and powers, all your different amalgams can be used as alt-forms, and you can now tame the previously mentioned out of control sentient powers.

Rebirth - 600 CP
Through trial and error you managed to find a way to be *kind of* immortal, by accessing the backyard and generating a being that will be a genetic copy of yourself, a part of your consciousness will live inside that being, waiting until they day you die, so that you may occupy the body and awaken the dormant piece of yourself lying within them, though that is not to say this doesn't have a cost, as the piece of your consciousness must be a precious memory of yours, but don't worry you will regain it once you occupy the body, unless of course the puppet grows sentient , this can only be done once every 10 years and only one being may exist at a time.
-CAPSTONE BOOSTED-
No more need to sacrifice precious memories, or worry about the puppet becoming sentient (unless you want it to of course), and the time limit has been decreased to 5 years, only 4 puppets allowed, now you can make your own Super Sentai team composed only of *technically* Yourself!

Half-Gear

Appetite Calorie Gauge - 100 CP
Ever wanted a powered-up state but without it having a big blowback like a Kaioken, or losing yourself to your inner darkness or something? Well, now you can have one! Now every time you feel like you're in a pinch, you can conjure up the strength you got from eating a bunch of food! works both in and outside battle, though be wary if you tap into your hungry self too much you'll

actually start to starve and become malnourished, how strong you become depends on how much food you ate.

Shapeshifter - 100 CP - EXCLUSIVE TO HALF-GEARS
Due to the highly mutable nature of your gears cells you are now able to shapeshift! And not just to become this person or thing shapeshift, I'm talkin' extending your nails to have a bigger reach and/or turning parts of yourself into mouths, eyes, et cetera, time to show your enemies the true meaning of "body horror".

Wings to Fly - 200 CP
Much like Dizzy, your powers manifested in the form of two wings/familiars (whichever you prefer), that each hold one respective power, their powers must be opposites like say creation and destruction, or fire and ice, they grow stronger as you do and their appearance and sentience is up to you.

Nightmare - 200
Be careful of who ends up in the radius of this ability, as they'll enter a dreamlike state where they witness terrifying visions, through this you also gain a massive power boost but your emotions will be unstable and you'll experience a few glimpses of those visions, normally you'd have them too but since this is a perk and not a drawback you (sometimes) won't have to, hope you have something to seal away your power since its prone to activating on its own, through enough training (and enough mental fortitude perks) the vision should diminish or maybe even disappear with time.

Metaphysically Sensitive - 400 CP
Gears in general have a very high ability to absorb and process information, but even among them you are something else. Your ability to read information spaces like the backyard or other dimensions is higher than most and as such when you're in metaphysical, conceptual or abstract spaces of any kind, you're capable of navigating them perfectly to go where you want and even know what they correspond to in the real world. Who needs ancient guides from before time itself to show you around or a tool to analyze what you're looking at when you're around.

Radiant Dawn - 400 CP
When two different groups, be it of species, race, philosophy, religion or otherwise have a long bloody history with one another, making the steps towards an era of co-existence and peace isn't going to be the easiest thing to achieve, this is where you come in.
When dealing with two different groups, you are really good at acting as a bridge for both to start getting along and letting go of old hatred, this effect is enhanced many times over in situations when you're a part of both groups in some way, like in the case of being a half-gear half-human would make the rate at which gears and humans accept each other much faster so long as you work to make them understand one another. Attempts by individuals to sabotage your efforts to bring the two groups closer together will also often end backfiring greatly down the line.
Neither side will necessarily forget the past, but they will be much more willing to not be chained down by it and those of the younger generations are especially more likely to get along with one another.

Partial Install - 600 CP - EXCLUSIVE TO HALF-GEARS
After you discovered how to use your gear cells to the fullest, you were able to unlock a partial version of the Dragon Install, granting you bigger and better magic, attack power and defense, alongside a cool looking transformation that affects whatever body part you focus your gear cells

on, be it your left arm and face or your left leg up to your torso, always taking up at least 1/4th of your body, the appearance and power of the install also depends on your gear “parent” for example, if it’s Justice then you’ll have the Scales of Juno install, it’ll serve nearly the same purpose as (and look like) Ky’s Dragon Install, something similar would happen if you possessed the Seed of Adam gear cells in regards to Sol’s Install, though it’ll only be half of what he has.
(Note: since this is only a partial transformation it’ll only be 1/4th as good as the actual dragon install, unless you have the capstone version)
-CAPSTONE BOOSTED-
Through rigorous training and sheer force of will you managed to unlock the next stage in half-gear Dragon Installs, now it covers half of you body, and it’s also half as good as a normal Dragon Install, though considering you’re a half gear that’s about as good as it gets, unless all of your limits have been broken beforehand (or afterwards).

Potential - 600 CP
Ever had a parental figure fuck you over but realize you can't do anything do them because you're too weak or at least they're stronger than you? Well not anymore! From now on every time you go into a new jump and choose an option that isn't Drop-In, and are reborn into the world, you'll be guaranteed to be better than your parents in one way or another, maybe your mother is a powerful witch? Well you may not be good at magic (unless you already were) but you'll be stronger physically, or maybe you'll be more creative with it?, but if you don't want it to be a parent you can make it be a rival of yours instead, do note that the attribute is randomized.
-CAPSTONE BOOSTED-
Well would you look at that, now you're guaranteed to be better than your parents in every single way! Let's use the witch example again, except now if she learned how to summon powerful demons in 20 years you'll do it in 2 months, you'll also be able to toggle the rival option and make it so that they get stronger too, so now you'll be in a perpetual cycle of getting stronger until one of you dies! isn't that nice?.

Gear

Gear Physiology - 100 CP - EXCLUSIVE TO GEARS -
This option depends on which kind of Gear you decide to be, such as:
Flying Type: Will have either bird or dragon like characteristics, maybe a little bit of both? will be capable of flight.
Beast Type: Armored Skin, claws, fangs and tails, will not be capable of flight.
Human Type: Something more akin to Sol’s Dragon Install since that is his true form, kept at bay only by the gear cell suppressing device he has, or you could be more like Dizzy and have your Gear powers manifest outside of your body like she did with Necro and Undine.
The one characteristic all gears have in common is a mark somewhere in their body and red eyes, alongside a powerful healing factor and stronger magic. As gear cells were originally developed to end illness, you naturally have a constitution immune to any and all diseases.

Classification - 100 CP
During the times of the Crusades most Gears were classified using a system created by the Sacred Order to determine how dangerous or powerful they would be, now that system is applied to you as well, your power will grow stronger the more people think of you as a genuine threat, though it’ll only go up to Megadeath level, so you’ll only be as strong as the Hydra, but even that is no easy feat.

Conversion - 200 CP
With this perk you now have a stinger somewhere on your body (the appearance is up to you and it can be retractable), that contains gears cells that constantly replenish themselves which you are able to inject into other living beings to turn them into gears, their strength is relative to how strong they were before the "gearification", you'll also not be able to control them without being a command type gear yourself, I wonder how you'd do that?

Kin Creation - 200 CP
From your body you'll be able to grow miniature gears (though how "miniature" they are depends on your size when you make them) which by themselves can give quite a bit a trouble even for an experienced warrior if they come in large enough sizes or quantities, they'll also have a reflection of your own abilities, like for example of you were to use a lot of (or exclusively use) lightning magic they'll also have access to it, they won't be able to be human type gears.

Gamma Ray - 400 CP
Maybe you're a secret second descendant of Justice and Dizzy's long lost sibling, or perhaps you just figured out how to do it yourself. Much like Justice and Dizzy, you are able to fire off a powerful laser beam of gamma radiation and magic energy that results in a massive explosion on impact that annihilates pretty much anything it hits. The damage of the Gamma Ray depends on your own strength, but even at your weakest, your Gamma Ray would be comparable to Dizzy's, but if you grow strong enough, one day you might be able to fire one comparable to Justice, who managed to destroy all of Japan with a single blast, if not even stronger.

Unanalyzable - 400 CP
You would not believe how hard it is narrow down just what it is that makes you tick for those who work against you, even if someone found a whole vault stocked full of your dna samples, analyzing it to figure out stuff about what you look like, what your body is made up off, who you are, where you're from, what your abilities are and how they work and so on is all but impossible. It isn't limited to blood either, any part of you is pretty much impossible for anyone to analyze or assimilate. This naturally means those who would try to use things from your body like your cells to try and make their own clone versions of you or obtain your powers for themselves either through means like trying to integrate it into themselves or replicating them will always be guaranteed to fail, as their research and analysis will never yield any meaningful results or allow for any kind of clues towards what is the cause for your abilities.

Dragon Install - 600 CP
Some experimentation and playing around with your gear powers lent you the ability to use a Dragon Install, a transformation that vastly increases your power, speed and healing factor, though nothing comes for free, as you'll also enter a state where your emotions run rampant, be careful not to get pissed off too much seeing as you're as strong as a gear while being as small as a human, or if you took on a more feral approach to your gear form this will give out the same boosts but encase them in a semi-human form (like Sol's install) if it has wings or a tail or whatever is up to you.
-CAPSTONE BOOSTED-
Now you won't even have to worry about being a moody teenager with the power to level entire cities, seeing as now you have full control over your emotions, not only that but your gear cells mutated into a purer form, essentially becoming the same kind of gear cells Sol has, though they won't have the effects from the Flame of Corruption, unless of course you somehow come into possession of the Adam Seed of Information or the Flame of Corruption itself and manage to fuse it to yourself without any lasting effects.

Type-01 - 600 CP
Justice, the first official Gear to be made, with the power to control other Gears she stands alone atop an invisible throne… Or does she? Now, Justice won't be so alone anymore seeing as you're now the one other Gear to have the ability to control other Gears, though this only affects all gears made after you, hope you're not too late to the party.
-CAPSTONE BOOSTED-
Say bye-bye to that rule of only controlling Gears made after you, as you can now control all Gears whether they were made before or after you, this even allows you to control other control-type gears, maybe even Justice herself? (And yes this does allow you to control Sol and Dizzy, though I'm not too sure on Sin and Ky.). In future jumps, you can use this to control other lifeforms like yourself given it is an engineered one.

Magical Foci

Object Form - FREE, REQUIRED AND EXCLUSIVE TO 200 CP OPTION OF M. FOCI -
Well that sucks...i guess? your form is now that of an object, whether it's some weird axe/key looking thing with a sewn up mouth and eyes, or if you just look like some sort of yōkai or just a regular old sword is up to you, though this does suck it does provide a few benefits, like how you'll be completely indestructible! *sort of,* it would take something on the same scale as the Saint Oratorio to damage you *but*, only if you have a wielder, oh and don't worry about that either since you'll be able to choose who gets to wield you.

Creation - 100 CP - EXCLUSIVE TO 1200 VERSION OF M. FOCI -
Say you're in the middle of a gun fight but oh no! You have run out of bullets! Whatever will you do? Make more guns, that is, you'll now be able to generate objects out of thin air so long as you have a vague general understanding of how you want it to work, look and have the energy for it, and yes the energy can be ki, mana and the likes. This can truly be anything, even fully functioning vehicles, weapons, buildings, food and drinks are all possible.

Symbiotic Relationship - 200 CP - EXCLUSIVE TO 200 OPTION OF M. FOCI -
Maybe you want to have the weakest person in the setting wield you so that they may become strong, to fight and overcome threats they weren't able to before, without this it ain't happening, now as your wielder fights with you, you'll be able to grant them strength and speed they didn't have before, maybe make them smarter? It's up to you, but they'll have to feed you with some sort of energy to make that happen, anything goes, even blood or bio-energy, you can also do the same, feed them energy and be able to use their abilities, how many or how strong they are depends on the amount of energy given.

Backyard Awareness - 200 CP
As someone who comes from the Backyard, you have a sort of sixth sense for when reality, concepts, space or time, is not what it's supposed to be or is being forcefully altered and what has been messed with in a vague sense, especially when they happen in metaphysical or information realms like the Backyard.
For example, if I-No changed the timeline by traveling into the past, you could tell that time specifically was manipulated and that something in the past was changed, but not what she did specifically to cause that change. Or if someone hid the entrance to a pocket dimension nearby or is manipulating space to cause a hallway to loop forever, you could tell what general area of

space is being manipulated. Metaphysical Phenomena like Information Flares from the Backyard would be something you could sense will happen before they do as well.
The range and accuracy of this sense varies on the power behind the thing you are sensing. A pocket dimension the size of a closet would require you to be within a few dozen meters to sense it. If someone stopped a whole city in time, you could tell over a thousand kilometers away that time isn't moving correctly. And if something absurd like teleporting the moon closer to earth, you could tell even if you were standing on the wrong side of the planet.
The sense has a passive and active state, when you're not looking for anything in particular, the sense is about as strong as described and doesn't warn you unless you're in danger, but when you are actively looking for something, you can filter things out that don't fit the criteria of what you're searching for in exchange for greatly increasing your range and precision.

Lawless - 400 CP
Y'know the laws of physics and gravity and whatever? Well say bye bye to them, as you were made in The Backyard you're not affected by this (or any other) world's natural "laws", they'll only work on you if you wish them to work on you, but be cautious as there may be beings watching over those "laws" and enforcing them, so make sure to not get caught. Overtime you'll learn how to use this ability with more precision, allowing you to only break the parts of the laws that prevents your from doing what you are trying to do or simply bend the laws instead of outright breaking them, this will make it much harder for beings that uphold these laws to find you or notice that something is wrong. For laws that prevent you from dying they are automatically kept on and you'll know instinctively when breaking those laws would result in your death or great damage, like say, breaking gravity and being flung away from the planet and deep into space if you don't have the ability to survive in a vacuum.

Crimson Minstrel - 400 CP
To say you have a talent for insulting and hurting people with words is a monumental understatement. Your ability for cruelty and wicked comments through a sharp tongue and actions surpasses even I-No, you know at a mere glance what insecurities people have and what you can say or do that would hurt them the most. A few words and you could drive even drive battle-hardened soldiers into a deep depression, extend it to a few sentences and even driving them to suicide wouldn't be particularly difficult for you.
You're also extremely good at manipulating others into doing what you want, especially those who have some form of romantic or sexual interest in you, something of which you can tell instantly. Causing a massive violent city spanning riot wouldn't take much longer than a few hours of talking to some people here and there and directing their anger and sorrow in the place you want. A country? Give it a week or so.
People with exceptionally strong willpower can resist your wicked tongue, but even so it will leave them strongly demoralized and far more hesitant towards dealing with you, giving you a big advantage should a fight occur. As someone so familiar with getting in people's heads, you're also naturally able to tell when someone's trying to get in yours or manipulate you, even indirectly through other people.

Awakening - 600 CP
If enough energy finds its way to you, you'll be able to access an "awakened form" it's sort of like a power-up but not really, as you'll need someone else with you to reach this point, where you'll fuse together body, mind and soul for a short amount of time all of your powers will be amplified and will stack upon each other, but they'll only be half as strong as they normally are, say you have super-strength and your partner has a energy storage power, now you'll be able to combine both of those powers to make something akin to the One For All from My Hero Academia, the

form only lasts for as long as you keep providing each other energy and the longer you stay in it the worse the fatigue both mental and physical will get worse, quite Xtreme if i do say so myself. (the aesthetics of the form will be up to you and maybe your partner if you so let them).
-CAPSTONE BOOSTED-
No need to worry about dying in this state anymore after a long fight is over, and the form will be maintained so long and the both of you are in sync and working towards a mutual goal so no more need for leeching, the power boost will also be significantly larger and your powers will be at 100%.

Creator of the World - 600 CP - EXCLUSIVE TO 1200 OPTION OF M. FOCI -
It is what it says on the tin, gives you the power to manipulate reality, to an extent, that is to say that you won't be pulling elephants out of someone's ass or anything absurd like that, only minor changes like, basic and usual control of the cause and effect. you have limited range on the fields of causality, though you can manipulate the causal rules of physics, science and up to warping reality with this power. You will have your own limitations due to lack of knowledge and skills with this power. You can very well control events & destiny while also redefining the cause and effect rules of reality.
-CAPSTONE BOOSTED-
Hoo boy, with this you'll now be able to pull elephants out of people's asses now! But beyond just that you might as well be a reality bender seeing as all forms of existence and phenomena rely on causality. Because of this, the power gives you a massive advantage against the abilities of others, often letting you override and grants you immunity to the power of those weaker than you entirely. This will make you equal to I-No when she got her powers back at the climax of STRIVE’s story.

Origin Perks

All origins get their 100 CP perks for free and discounts to the remaining perks within their respective origin.

General Perks

A Little Switch Up - 50 CP
Literally just a color palette/costume switch that affects you and any weapons you have on you, you can make your own or copy it from existing characters, yes this does include the various mods out there like RGB Jack-O or… Neco-arc Potemkin?

Badguy - Free
People here have a tendency to obtain a title (or sometimes several) that describes them in some way and ends up being attached to them, now you get something like this too. How well known this title will be depends on how proactive you are in garnering attention towards yourself (accidental or otherwise), but even if you don't end up world famous or wanted across the globe, the few people that do know you will end up giving you one anyway. If you want an example of what kind of nicknames people receive in guilty gear, you can use the ones existing characters have gotten assigned to them as a general idea of what you'll get.

Anywhere, Anytime - Free/100 CP
I mean this IS a fighting game jump, and what good would it be if you couldn't just request to fight people wherever, whenever? Be it a friendly spar or a battle to the death if everyone involved agrees to it the battle begins and will not be interrupted, works on fighting game logic with there being 2 rounds, 3 if you tie, the penalty for the loser will be decided by the winner. You get for free for this jump, but must pay 100 CP to keep it in future jumps. Comes with an announcer like the one in the game which you can toggle on and off at will.

Instant Kill - 100 CP per purchase [Anywhere, Anytime required]
This is a staple of the Guilty Gear franchise. When you use the Anywhere, Anytime perk to fight you gain access to an instant kill move that wins you the round if it hits and works through the abilities you already are in possession of and can only be used when you've fought enough to fill up a bar to at least 3/4ths, which will fill faster the better you do in a fight. Because of this, pulling off this move against opponents vastly more powerful or better fighters than you may prove difficult.

Roman Cancel - 100 CP
Roman Cancels, a signature of Guilty Gear, you already have this when you pick Anywhere, Anytime, but this perk allows it to be used outside that perk. Depending on when it is used, it will give you a window of some sort, if used when you're being cornered it will slow down your opponent briefly and give you a brief moment to escape the beatdown. If used when you miss an attack or about to lose your balance, it will let you recover quickly to make up for it. If used when you're on the offensive against someone, you can use it to cancel your momentum from an attack and to more easily execute a chain of attacks that would normally prove too difficult. And if used normally, it very briefly speeds up your perception of time to get a good look at what your opponent is doing.

Here comes a Daredevil- Free

Once again, this is a fighting game jump, assuming you're not just planning on just waiting it out, you're most likely going to get in a fight or two down the line, so being tough enough to push through more pain than your average person is likely going to be necessary here. This doesn't remove or lower your sense of pain, just significantly increases your tolerance towards it to the point that you don't pass out because you got hit with some heavy punches, kicks and cuts.

Musician - 100 CP per purchase
Guilty Gear takes a lot of inspiration from music, this has always been true, so not including a perk that gives you musical talent would be criminal. With this perk, pick any instrument, you can play that instrument with a skill equal to a musical genius who dedicated their entire lifetime to just learning and playing that one instrument. You may also pick singing if you want, giving you an awe inspiring singing voice with perfect pitch, never failing to hit any tone, no matter how high or low. Naturally, this comes with perfect knowledge of music theory, mixing and reading the audience when performing.

Stage Break - 100 CP
Want to beat someone up so bad they fly into another part of the space you're currently in? Well now you can! now every time you start fighting someone a barrier will be formed around you, you won't be able to get out but others can get in if you let them, if you manage to push your opponent back into the edge of the barrier they'll get stuck there for a couple of seconds, allowing you to get a few extra hits in that may or may not cause the barrier to shatter and them to go flying to another part of wherever you're at, they'll also take a little bit of extra damage in case they get launched, the barrier can either be an actual wall or a magic forcefield it just depends on where you're at. (Note: The enemy can also do the barrier break to you so watch out)

Mix and Match - 200 CP + varies
Choose a second Species option to add it to your first, whatever it is you pick you'll need to add the original price + 200 CP, and you'll only be able to use discounts for 2 perks and 2 items of both species, at least now you can be the first ever nightwalker valentine.

Drop In

Off the Grid - 100 CP
Ended up pissing off a major faction or an extremely powerful person have you? Or maybe you're just an introvert? Either way don't worry, seeing as now it'll be at least 10 times as hard to find you, you always seem to be able to slither away from encounters unnoticed too, if whoever's chasing you finds you in the first place.

Stand Proud - 100 CP
No more running, now every time you face an opponent who outnumbers or outclasses you, you will be fearless, able to stand your ground in the most dire situations, though your survival's not guaranteed, you do have a higher chance than you did before, though that won't work if you're just a normal human going up against someone like The One Above All, you'll at least make a lasting impression on whoever it is you're up against.

Analyze - 200 CP
Copy fighting styles from watching people fight, starts out pretty basic though if you want to improve it, you'll have to fight your "teacher" themselves, they have to hit you at least once, and any powers they have cannot be copied, so you won't be using a Dragon Install as a normal human anytime soon.

Fighting Instincts - 200 CP
If you are wielding a weapon and it gets knocked off your hand, you can just pick up anything and use it as a weapon efficiently, even stuff like shampoo bottles or an ashtray become dangerous in your hand, though it's only a spur of the moment thing and you'll only be able to use it if the conditions are met.

Tuning - 400 CP
Much like Kum Haehyun you have experience in the art of tuning, though admittedly, you don't start off quite as skilled as Haehyun herself, but your tuning will improve with experience. Tuning is a way of "tuning" people like strings on a guitar, this can achieve a variety of things, including preventing people from becoming ill, safeguarding people from attempts at altering their body or helping people reach their true potential. In terms of offense you can paralyze people, send out tuning balls made of ki, alter your opponents senses and toughness.

Just Lean - 400 CP
Willpower, strength, intelligence and skill are great and all, but sometimes, what makes the difference is just plain old luck and you're a pretty lucky one yourself. You won't necessarily be defeating planet-eating gods through sheer luck, but it's still good enough for you to get banned from most casinos just from playing at a slot machine for a couple hours due to winning too much for the casino to be able to cash out.

Strike Back - 600 CP
Ever felt like fighting the sun and winning? well now you *maybe* can! An area is set up in a circle spreading out from wherever you're currently standing, in that area both you and your opponent quite literally get on the same level, the area becomes as flat as possible and you can choose to make the enemy as weak as you or make yourself as strong as they are.

Rooting for the Underdog - 600 CP
Uh oh, you're one step away from losing with no way of escaping? Well, so long as you have ~~the power of god and anime on your side~~ people cheering you on, you get boosts to various attributes depending on how many people cheer for you and how much they believe in you, even something like a bet works.

Bounty Hunter

Master Tracker - 100 CP
Now every time you take a contract/bounty you will be led to clues to your target's whereabouts, the farther they are from you the more tracks you'll find, hope you like a good chase.

Master Haggler - 100 CP
You'll now receive extra money from bounties depending on how much trouble you went through to actually kill/capture whatever it is the one who posted the bounty wanted, you'll also be able to

convince The PWAB at giving you even more if you spent some of your own money looking for it, also works for getting discounts at shops and the like.

Give me a break - 200 CP
Sol ends up dealing with world-ending conspiracies, multi-dimensional beings, bio-engineered magic superweapons quite a lot, despite often just wanting to be left alone to do his own thing. Unlike Sol however, even if you're dealing with things that can outright spell the end of the entire planet you're living on, you're guaranteed to get a decent amount of down time to kick back and relax, giving yourself some much needed time to let your guard down and have some fun. You can toggle this perk on and off at will in case you just want to get things over with as soon as possible.

No More Stealing - 200 CP
Ever had someone with a laser sword drop out of the sky and steal your mark? No? Alright then it seems you're luckier than I thought, anyway what this perk does is essentially, whenever someone steals your bounty/kill/capture/whatever you will still get the credit for it even though you didn't actually do anything! How nice.

Friends in the Right Places - 400 CP
Bounty Hunting may come with the freedom to go after whatever bounty work that is available to make ends meet, but it might be difficult at times to do your job when the area a target is hiding in some pocket dimension you can't enter or possess some form of diplomatic immunity preventing you from doing your job. Fortunately for you, you're quite good at finding, meeting and befriending the right people that know how to solve or at least make your current problem a lot easier to help you out when needed. Naturally, depending on what and how much you're asking them to help out with, it might require a bit more than just saying pretty please.

Adaptability - 400 CP
It doesn't matter how good of a fighter you are if you can't hit your targets, so if you fight a super-fast opponent that you normally wouldn't be able to hit, you'll slowly but surely get used to their speed the longer you fight them, or maybe your body cracks under the strength from someone's punches? Again, slowly but surely you'll develop a better defense against their attacks, though it only works on whoever it is you're fighting at the moment, so don't expect to be able to tank a hit from Saitama because you fought Goku.
(Note: Regeneration not included.)

Determination - 600 CP
A mark of yours got away? No matter, simply don't give up and you'll be able to find them once again, so long as you persevere most things will eventually go your way, but it might require a few sacrifices every now and again.

It's a Hobby- 600 CP
Basically, the ability to create super weapons from whatever the hell you find lying on the ground, though the better the materials, the better the end result, so yes, you can make guns that one-shot gods out of a sprite can so long as it has a dark matter reactor with the soul of a elder god or something of the like inside of it.

Assassin’s Guild

Assassination Basics - 100 CP
Y'know the usual stealth and hiding in the shadows stuff, sneaking through compounds, moving without making noise, killing people while going unnoticed, the only difference being that you can wear the most out of place clothes and no one would bat an eye.

Do it in Style - 100 CP
Oh gods what the hell is this? This is no assassination this is just a mauling, is something you'll never be hearing, nothing will be out of place, it’ll almost look like a piece of modern art. Maybe you can get a few fans like this? Who knows?

Shadow/Hair Manipulation -200 CP
Much like Zato and Millia you'll be able to control your shadows/hair, though this particular process doesn't involve you giving something of yours away to a Forbidden Beast and or Magic, so no need to worry about the shadow demon thing killing you and taking over your body.

Disguise Expert - 200 CP
You are a master of disguise and can blend in with any crowd. You can alter your appearance to look like anyone, and can even mimic their voice and mannerisms.

Give and Take - 400 CP
While Zato and Milia gave up something to gain the abilities of the Forbidden Beasts, you’re capable of doing something similar but in a more general sense. You have the ability to sacrifice something of yours to obtain something equivalent to what you sacrificed, and unlike Zato or Milia, what you sacrifice is up to you. The exchange rate based on your perception, meaning giving up a million dollars wouldn’t give you much if money is meaningless to you, but if you were someone who loves listening to music and feel like you couldn’t live without your hearing, sacrificing that could yield something truly incredible in exchange. The things you sacrifice cannot be regained through any power you or your companions possess, except using this ability to sacrifice something equally valuable to gain it back, assuming you even have something like that, of course.

Ninja Arts - 400 CP
Chipp is known to be an… eccentric person, having an obsession with Japan, proclaiming himself as Japanese and calling himself a ninja, all this despite not really knowing all that much about Japanese culture. However, behind all that eccentricity, there is genuine competence and actual fighting skill using ninja arts, including but not limited too: high-speed movement, illusions, the usage of kunai and shuriken, duplication, binding techniques and expelling poisons and toxins from one’s body. All of these were taught to Chipp by Tsuyoshi and then Chipp taught them to Answer, now whether you were taught by someone or you simply figured it out yourself, you are now adept at these Ninja techniques.

Forbidden Beast Creation - 600 CP
Forbidden Beasts were pretty much made to be a Anti-Gear bio-weapon, though they require a host to survive, they don't have a specific shape or form, all that is known of them is that they're not to be messed with since they are extremely unpredictable, but somehow you can influence how they are born and how long they live, though their obedience to you is not guaranteed, also beware of making Forbidden Beasts if you or anyone in your vicinity have Gear Cells in them, it won't end well.

Love The Subhuman Self - 600 CP
Letting the past go isn't something a lot of people can do, fortunately you can, think of this perk as a one off chance to be absolved of everything bad you've ever done, though you may forgive, you may not forget, use whatever you did as a chance for growth instead of loathing it and yourself forever, that would be all the perk does but since you're paying points for it I'll throw in a little bonus of having the people you have wronged forget about your misdeeds, this does not include yourself.

Independent Airborne State of Zepp

Military Training - 100 CP
This perk grants you extensive military training, making you an expert in a variety of combat styles and weapons commonly used in Zepp's armed forces, especially if it involves grappling your opponents.

Airship Pilot - 100 CP
With this perk, you gain the ability to pilot and operate airships that use “Blacktech”, a notable skill considering the worldwide ban of technology.

Elite Trooper - 200 CP
This perk grants you enhanced physical abilities (and a mental boost to your reflexes), making you a formidable combatant and giving you an edge in battles.

Combat Engineer - 200 CP
This perk grants you expertise in engineering and demolitions, allowing you to build and repair structures, set up traps, and destroy enemy fortifications. This perk also includes advanced training in using explosives and heavy machinery.

Armor-Clad Faith - 400 CP
So long as you’re fighting for something bigger than yourself, like a country or faction, you’ll find yourself getting stronger, faster and tougher the more dedicated you are to it. You cannot fake this dedication, nor does dedicating yourself to something solely because you want to use this perk to personally increase your own strength activate the perk. It has to be out of a genuine desire to fight for something to make this perk work.

Cyborg Enhancement - 400 CP
This perk allows you to undergo extensive cybernetic enhancements, giving you enhanced physical abilities and granting you immunity to certain types of attacks, comes with free elbow thrusters. As well as the necessary knowledge on how to perform maintenance and how new materials found in future jumps could be used to improve them.

Military Intelligence - 600 CP
With this perk, you gain expertise in military intelligence and espionage, allowing you to gather information about enemy forces and carry out covert operations. This perk also includes advanced training in stealth and infiltration, as well as leading and properly maintaining an army in and out of combat.

Black Tech Specialist - 600 CP

The science this world once had has long since been banned and kept secret by most of the world, but that doesn't mean it doesn't exist or that there aren't places that do make use of it, and you happen to be an expert at all things related to it. Whether it's simply fixing an old TV or making a full on nuclear weapon, so long as it's not driven by magic or some other supernatural energy, you'll have at least a good general idea of what you're looking at, how it works and how to make, use, repair and modify it to your liking. In future jumps, this perk will count so long as the tech you're using it not supernatural in that world, for example: Figuring out how to make your own mass relay if you ever visit a Mass Effect jump or a Blue Falcon if you find yourself in an F-Zero jump are all very possible for you.

Holy Knight of the Sacred Order

Passed On - 100 CP
While those who were not born yet during the crusades might not know, anyone who lived through it can remember just how horrible the times of the crusades were and how learning to survive was a vital part of making it through the day. Now whether you were there or not, you've learned how to take care of yourself enough to survive on your own out in the most hostile parts of the wilderness and make sure you're at least in good enough condition to fight at your best while doing so and how to pass these skills on to those around you.

In Uniform - 100 CP
The Sacred Order, while it was backed by the UN, was more of a group formed out of necessity and desperation with most of its members being volunteers. Despite this however, it was still an incredibly structured and efficient order, with its own commanders, captains, strategists and foot soldiers. When you're either planning to join or a part of any sort of organization or group, you have an idea of what will be considered acceptable for their members to do and what your position (if you have one) will let you get away with, making it easier for you to fit in and stay out of trouble.

Too Useful to Die - 200 CP
So you were defeated and now your life is at the mercy of someone you don't know or worse yet, are in opposition of. But killing you right then and there would be such a waste given… whatever it is that you can do. Those who have your life in their hands, for better or worse, will often find reasons to at least keep you alive. This can be anything from planning to make use of your and/or your power, being curious about what makes you work, wanting to interrogate you, wanting to use you as bait for your allies or maybe they just like you. Mind you, just because they keep you alive, that doesn't mean they won't lock you up or keep you under their control somehow. This does of course have a threshold, if you keep proving you're far more trouble than you're worth, the person might just decide it's better to kill you off.

Parental Outsourcing - 200 CP
Ky, being a king of Illyria, naturally couldn't let it get out that not only is he married to a gear, but even had a child with one due to the outrage that would likely follow if people learned of it, as well as the safety of his wife and child if anti-gear factions heard of them, because of this, Ky and Dizzy agreed to let Sol take care of Sin. Now, if you end up having children of your own and have some sort of reason you or your partner cannot raise them yourself (or because you're just a deadbeat), you'll find it easy to find someone who will be able to take care of your kid for you and raise them, the person won't necessarily be the best role model for you kid, but they won't treat them poorly and will be guaranteed to make an effort in making sure your kid knows what they

need to know to live on their own one day. As a bonus, even if your child might hold it against you at first, so long as you had at least a somewhat decent reason for having someone else raise them, they'll quickly come around and understand why you did it.

HOPE & FREE - 400 CP
The Knights have a certain trend within where they would carve words into their belt buckles as a motto and motivation of sorts, you have a world like this yourself. If you ever find yourself overwhelmed you can focus on this word of your choice to snap yourself back when you otherwise would be seconds away from falling unconscious, giving up and giving into pain and despair or outright death. Moreover, if you're in such a bad state your mind is too broken to focus, merely hearing or seeing the word is enough to bring you back on your feet. This also has a one time per fight side effect of giving you back enough stamina to make one last ditch effort with all your strength for up to 10 full minutes, even if you should have been completely drained from your last attempt, you'll likely collapse from exhaustion soon after however, as you were basically forcing yourself to move beyond your mind and body's limits and if you lost there is nothing stopping the enemy from killing you while you lie there defenseless.

Deceit and Unfairness - 400 CP
While fighting a war for survival against a species that are in general several times more physically powerful than yourself and possess enhanced regenerative abilities, pride and willpower alone won't always be enough to guarantee you'll see tomorrow and you know this well. You're an expert at fighting dirty and exploiting weaknesses in your opponent's combat habits, fighting style and baiting them into doing what you want them to do, this increases proportionally against creatures with beast-like intelligence that are stronger than you, giving you a far higher chance to win, even if what you're fighting could very well kill you with a single well placed hit. Be vary that on some opponents, fighting dirty won't always be enough.

Roar of the Spark - 600 CP
While there are many who are skilled at fighting in this world, even amongst them, you're an anomaly with how absurdly skilled you are. Your skill in battle is now comparable to the likes of Ky Kiske or Gabriel. You don't necessarily have the same fighting style as them, but whatever it is, you could keep up with them blow for blow.

King of Groundwork - 600 CP
Being strong or skilled enough to cut the head off a powerful foe and single handedly defeat an army of enemies are all well and good, but after a war of battle is over, the war of administration, legislation and supplies begin. You possess an ability to administrate, govern and manage comparable if not superior to Daryl, one of the three kings of Illyria. You also gain a significant boost in intelligence, letting you trivially come up with plans and strategies on the fly in tense situations and respond to even the most well thought out plans and conspiracies with an extremely high chance of success.

-Gear Form Customization-

You gain 1000 Gear Points to use in this section to customize your gear form.
In future jumps, this form becomes an alt form you can switch into at will.
You can convert Choice Points into Gear Points at a rate of 1:2. (I.E, 100 CP turns into 200 GP)

Form - 0 GP
You can choose your form as a Gear for free, though the general ones are these two:
Beastly Gears, walk on 4 legs for the most part, can take form that are almost no different from normal animals to more mythical beings, like a hydra or a dragon.
Humanoid Gears, basically ones like Sol, Dr.Paradigm and Justice. But, ultimately you are still very clearly a Gear and nobody would mistake you for a human.

Size - 0/100/200/400 GP
Gears are in general bigger than humans, though what size varies between each one.
For free, you're somewhere between half the size of an average human to about twice as big as one.
For 100 CP, you're between the size of a car to a large house.
For 200 CP, your size increases to the point where your size is comparable to a sizable building.
And for 400 CP, your size can now be comparable to a fully unsealed Justice if not larger, you can be anything from the size of the empire state building or so big you could carry an entire city on your back.

Toughness - 0/200/400/600 GP
Gears are known for being quite tough, not just due to their regeneration, but also due to their more resilient bodies.
For free you're tough enough that most small arms fire is about as useful against you as paintballs, though an explosive or an anti-material rifle would deal some serious damage if you get hit in the wrong spot.
For 200 CP, nothing short of a rocket launcher meant to take down military aircraft would be able to damage you in any meaningful way.
For 400 CP, your toughness is now high enough that HE missiles have difficulty harming you and even low yield nuclear weapons become survivable given you're not too close to the center of the explosion.
For 600 CP, only weapons made specifically to target extremely powerful gears like the Magic Anti-Gear Missile Albatross, Sacred Treasures and the like are capable of effectively disposing of you. Though, keep in mind, as tough as you are, powerful individuals like Justice or Slayer exist and are more than powerful enough to kill you without relying on weapons.

Biological Element - 200 GP
While Gears mainly use magic like anyone else to perform elemental attacks, Gears at the end of the day have animal Cells in there too, so things like having a biological function that lets you coat yourself in electricity like an electric eel or breathe fire like a dragon is by no means impossible.

Enhanced Senses - 100 GP
Pick any sense you like, that sense is now enhanced comparable to the best one found in nature (I.e, Eyesight comparable to an Eagle).

Many Eyes - 50 GP per eye
Add an additional eye somewhere on your body, these eyes are as good as the ones on your head. You do not feel overwhelmed no matter how many eyes you put on your body and don't need time to get used to the different vision.

Additional Limbs - 100 GP per pair of limbs
Add an additional pair of limbs on your body, whether it is giving yourself 2 new legs on top of your already existing 4 for beastly Gears or giving yourself 2 more arms as a humanoid gear, you know how to move and use them effectively in combat.

Wings - 200 GP
Not to be confused with the Wings to Fly perk. These wings only grant you the ability to fly, though how you fly can vary, whether you can flap them to fly or if they're more a point where magic focuses into to allow you to levitate is up to you.

Fatal Scratch - 200 GP
Whether it is your claws, your teeth or a stinger of some sort, you have a natural poison/ toxin that paralyzes those who get hit by this part containing it. It is fast acting and could completely paralyze even a blue whale in 10 seconds with only 10 milligrams of it.

Multiple Heads - 200 GP per head.
You have an extra head, however this takes form is up to you, but you'll be just fine so long as even one of them remains. Controlling them independently comes naturally and requires no extra focus on your side. If combined with Biological Element, you could use this to have each head breathe a different element. So long as you don't die, the heads you've lost will slowly regenerate back to normal.

Tentacles - 200 GP
A set of tentacles of which size and length is up to you. Whether you want them instead of your limbs or have them come out of some other part of your body is up to you. These tentacles are generally tougher than the rest of your body, making them great to use as shields against attacks.

-Items-

You get a 50% discount on items from the same origin as you and the 100 CP item for free.
Non-matching origins are the same price as listed.

General Items:

Brand New Threads - Free
If you ever feel like dressing up as any of the Guilty Gear cast, comes as either a wardrobe stored in your warehouse (can be imported into other ‘gives you in universe clothing items'.) or as a mental switch that can change your clothes in a puff of smoke (or a flash of light, or any other of your preferred visual effects.).

Weapon Copy - Varies
Since there are many weapons in the series you can have this as an option, the prices are up to how strong the weapon is so please use this responsibly.

Obligatory Franchise Merchandise Item - Free
Grants you ownership to various kinds of GG merch of any kind: Plushies, figures, shirts, you name it, if it's official you have it. As an added bonus, all the versions of the games you receive you may choose to add yourself as a selectable character to play in game.

Stacks of Cash - 50 CP per purchase
1 million World Dollars, plain and simple, legally owned by you. Every purchase adds another million to the pile.

Hardware Sequencer/Instroment - 100 CP
A device able to record spells that you cast and play them back by using a pod to save that particular spell, can be as simple as a fire spell to be used in a toaster or a world destroying flame, so long as you have that in your own arsenal, comes in various shapes and sizes and the pods refill whenever your run out.

Stage - 100 CP
Many characters here have a stage linked to them that acts as their default stage when you chose them, you have one of your own now, custom made for you. Whenever you use Anywhere, Anytime, you can choose the stage as a sort of backdrop for when you fight, when the fight is over you’ll be back where you originally were. When not used for combat, it serves as an attachment to your warehouse.

Reinforced High-Density Bed Frame - 600 CP
This takes the expression “I could beat you in my sleep” perhaps a tad bit too literally, luckily for you that isn’t necessarily inaccurate anymore. This bedframe is very similar to the once used by Bedman, with the benefit of it being custom designed for you instead. It is quite a dangerous bed, with it being able to give a fight to someone like Slayer for some time, though admittedly it isn’t as intimidating without someone powerful like Bedman behind it. Comes with a buckwheat pillow that will prove extremely comfortable and make it far easier to fall asleep.

Tome of Origin - 1500CP
How the hell did you get your hands on this?! This is a copy of the Tome of Origin with all the same functions. Either way, the Tome was made by the original to seal the essence of the Backyard in its totality. What can it do? Pretty much anything that's what, introducing the Magic of Guilty Gear to another setting or connecting it to and creating entrances to the Backyard is just a small fraction of it. Or at least, if you know how to use it, that is, which is much harder than it sounds like, to the point where the only ones who know how to use and read it is The Original, who was the guy who discovered magic, and his best student, Asuka, who is the Gear Maker. Learning it will take a lot of time, but given what you're paying, you're guaranteed to learn how to even without someone to teach you and when you do, ho boy, given what you'll learn from it, even without the Tome in your possession, Asuka and The Original will have another competitor for the title of "World's greatest mage". Hope you know what you're doing with this. If you lose it, it will teleport itself to your warehouse within 24 earth hours.

Species Items:

Human:

Guide to Magic - 100 CP
A collection of books that can teach you how to use this world's magic system, from the most basic things to some of the more advanced stuff, though nothing really awe inspiring.

Training Room - 200 CP
A device capable of opening a portal to a training room full of facilities for every kind of training, if the device is lost or destroyed you will get a new one, only you can use it, other people can enter the portal if you invite them.

Spiritas Type 48 Supply - 400 CP
Described by Sol as a "Stupidly big battery with poor energy conversion efficiency", you gain a supply of these magical batteries that can be used to power the various magic devices in the world of Guilty Gear. With the limiter, they explode as strongly as small explosives, with the limiter removed however, even a single one can blow up the whole White House, they also sell for a lot if you're even in need of some cash. You get a box of 10 of them that automatically restock in your warehouse every month.

Airship - 600 CP
A massive airship of your own comparable in size to Tir na Nog, legally owned by you with all the papers necessary to prove it without a reasonable doubt. It has automatic interception systems for defense, autopilot, a medbay, a landing zone for aircraft, escape pods, enough weapons and equipment to arm 500 soldiers and generators that can keep the ship in the air indefinitely. Comes with free power, plumbing, a fridge that restocks on cool drinks and fresh high quality ingredients every day and the most comfortable couch you'll ever sit on.

Nightwalker:

Tranquillity Mask - 100 CP

A mask similar to the one Nagoriyuki wears, unlike his however, this mask has special function of greatly suppressing the bloodlust of whoever wears it, it won't completely remove it and even this mask has a limit for how much it can suppress before the wearer overgoes the limit, but it will help containing that bloodlust for much longer and for the situations when you need it instead of whenever it calls on you.

Vampire's Delights - 200 CP
A cookbook written by a nightwalker who looked for ways to mitigate the psychological need for blood in order to live a more normal life. It contains a lot of recipes which will help any nightwalker go longer periods of time without needing to feed, the recipes are easy to follow and the ingredients are surprisingly easy to find too. For a nightwalker, these recipes are basically like having water but not food, you can survive way longer than if you had nothing, but you will still need food after a while. The food is great for nightwalkers looking to lead more human lives, but is also very delicious and can be eaten by anyone.

Dandy Villa - 400 CP
A replica of Slayer's Villa Vampir, with all the traps and defenses included, will appear in a location of your choosing with all the papers necessary. Will be added as a warehouse attachment if you don't insert it anywhere.

Immortal Killer - 600 CP
What this will do is grant you a new weapon or modify one you already have to gain anti-regeneration abilities. Allowing you kill most beings that would normally be impossible to kill thanks to their regeneration healing them too fast to finish them off. This will let you kill most immortal beings short of those who possess immortality on the level of Raven and Sharon or greater, but it will let you slow down their regeneration for a short while before they go back to normal. If this is put on a projectile weapon, the projectiles fired will gain the effect. If you research it enough, you will eventually be able to figure out how to put this effect on more weapons.

Valentine:

Magepet - 100 CP
Ramlethal got her magehound, now you can have your own too. It doesn't have to be a dog and generally be any normal animal you could think of. (So no using this to get a pet megadeath class gear or something of that nature.)

Danny Missiles VIP Membership Card - 200 CP
A membership card that allows you to get 4 free full combo meals + drink of your choice a day in any Danny Missiles joint. In future jumps you will find a door leading to a Danny Missiles joint that has added itself to your warehouse as an attachment. Its meals are surprisingly good and filling to be a fast food joint. If you want, you can alternatively insert it into a jump as a pre-existing and very common fast food chain.

Backyard Base - 400 CP
Your own little base in the backyard that you can enter and exit through touching the handle of any door and thinking you want to go there. The normally too high data pressure that causes most to die upon entering the Backyard is much lower here, allowing even normal humans to stay in there without dying. The Base looks like a featureless white void until you decorate it, with

the walls being an invisible Absolute Defense: Felion level force field and is protected by a spell that prevents outside forces from scrying through clairvoyance or other methods. It has about 300 cubic meters (or 10,584 cubic feet) of space.

Mini Antimatter Gears - 600 CP
Ariels used the Japanese and turned them into Antimatter gears to cause massive explosions to aid her goals in Xrd, however turning living people into bombs probably isn't exactly what most would consider particularly fun. That is why you get these small ball shaped antimatter gears instead that are neither sapient or sentient, they're basically small explosive biocomputers with certain features. One of those features is the ability to tell them to go to someplace or someone, causing them to grow wings and fly over to the location, where they will turn their wings into sticky tendrils that they will use to firmly attach themselves to the location and wait until you need them to explode, a command you can send out remotely from your mind.
They can do a lot of things beyond just exploding too, as they are biocomputers, they can locate and hack most forms of simple security should a locked entrance be in their way, as well as disable security cameras and comms by sending out jamming signals in a small radius around themselves.
Finally the explosion can be tweaked to your liking, meaning you don't have to have them cause massive, city-block wiping explosions, but can also make them do small and completely silent anti-personnel explosions instead or have shape the explosion for breaching purposes.
Moreover, when they explode, they don't actually die, they just teleport back to you in pieces and need 12 hours to regenerate. You start out with 5 of them, but if you can figure out how, you could always try and make more if you feel the need.
The antimatter Gear Cells they are made out of are yours, so they stay loyal to you and will not accept commands from anyone else.

Half Gear:

Auto-Styler - 100 CP
A machine where you can sit down and have it flawlessly cut, color, wash, treat and style your hair for you, not just your head hair, but all the hair on your body. If you're a Gear or Half-Gear, this will prove very useful given how quickly your hair grows. And if not… Well, it's still pretty damn handy. Can magically restore cut hair and cure baldness. Can be used on pets too.

Feast for Kings - 200 CP
A storage room filled with just about every kind of food, snack, dessert, drink and ingredient you could think of, restocked every single day, while everything unused will be perfectly preserved and never decline in quality. Serves as an attachment to your warehouse. The amount of food in there each day is so great, you could feed well over 1000 people every day without needing to ration it.

Forest of Demons - 400 CP
Also called "The Grove", this a copy of the forest Dizzy lived in that you can choose to import into the worlds of future jumps, when added you can choose whether this will be added in a retroactive way, making people of the world aware of it or whether you just want it to poof into existence, either way any who know of it or comes close to it will believe something dangerous is living there and will be very averse to entering without a good reason. The forest has an old cobblestone ruin in it, with cracked pillars and bandstand with angel statues on top of it as well as a massive tree with no leaves on it. The water that flows through there is clean and can be safely

ingested. At day, you will find various peaceful animals wandering around, while at night, fireflies can be seen flying around the area.

Magic Drainer Gun - 600 CP
A gun that is custom made to drain all magic and ki and nullify all magic effects currently placed on the target it hits, the bullet otherwise does very little damage, comparable to being shot with a tranquilizer dart. Ammo for this gun is very scarce and you only get 1 per month, which materializes in a custom ammo box in your warehouse. Great for taking out those who rely on magic, but if they are attached to some source that constantly replenishes them or they don't use magic to fight, then this gun is mostly useless.

Gear:

Gear Cell Suppressor - 100 CP
Just like Sol's headband, you now have something that you can wear to suppress your gear cells and limit your magic power, this will make you gain a mostly human appearance short of a few minor things like the sigil and red eyes all gears have, which you will need to wear something to cover over and hide if you're in a place hostile to gears. This will allow you to walk around in most places like towns and cities without too much problem given you aren't found out, you might want to avoid security checkpoints if you can though. You can choose the design of this suppressor yourself, so it doesn't have to be a headband and can be anything that can be worn as an accessory.

Heaven - 200 CP
A replica of Justice's stage that can be inserted in a jump of your choice or serve as a warehouse attachment for your convenience. It features a large staircase draped in a red and gold carpet with pillars and archways on both sides, on tops of these archways strong inactive gears stuck in dimensional prisons can be seen. If someone you consider an intruder approaches these stairs, the dimension prison will open and the gears inside will attack the intruder, should they get killed, new ones will appear after you manage to drive out the intruder. The gears will not chase after someone should they escape Heaven and will focus on acting as guards.

Armor of Justice - 400 CP
Justice, despite being an already very powerful Command-type Gear, wore a battlesuit-like armor over her body, you gain something similar. An armor in the form of a battle suit that will shape itself according to your form, allowing you to wear it no matter how ridiculously large or inhuman your body and offers pretty significant defense against attacks, especially magic ones, enough so that even as a normal person, you could survive a few serious hits from Justice. But that is not all, as it was based on the Outrage, while wearing this armor, it boosts the power of any magic or ki you use by 5 times its original output. When damaged or broken, the armor mends itself over time, taking a full 24 hours to repair from complete disintergration.

Gear Research Laboratory - 600 CP
A big laboratory with all the equipment necessary to engineer and produce Gears, as well as a ton of research material on the subject and instructions on how to use this laboratory to make your own gears with a variety of abilities or even how to safely turn people, including yourself, into a gear should you want too. It has some bonus facilities for relaxation and entertainment like a lounge, a baseball court, a bar, a cafeteria and a movie theater. Should something inside

become damaged, be it the lab itself or the equipment within it, it will repair itself automatically in 24 hours. If you don't insert it into a jump, it will serve as an attachment to your warehouse.

Magical Foci

Indestructible Instrument - 100 CP
I-No's guitar Marlene can withstand a hell of a lot considering how she uses it for combat purposes. Now whether or not you're planning to swing one around like a weapon or not, you can pick an instrument of your choice and design that cannot be damaged and will never suffer wear and tear. If you pick an instrument like an electric guitar, you somehow get the sound from playing it despite not having an amplifier to make it for you.

Cool Glasses - 200 CP
I-No and Chaos got some pretty nice glasses, you get a pair too, but these are a bit more special than theirs. While wearing them you're immune to any and all illusions, hypnosis and other visual stimuli meant to deceive. The Design is up to you and can be changed whenever you want. Whenever they break, you can pull out a pair of brand new ones from any place that is even slightly obscured from the sight of others, be it from your pockets or even somewhere on your body as many times as you want.

Jumper Times - 400 CP
A newspaper that magically delivered to you every day, of course, it is no normal newspaper. This newspaper will, in any jump you're in, display perfect weather predictions and more importantly, points of interest for you, not just ones that would already happen as part of that world's story, but also ones that are either currently happening, have happened or will happen soon that you would normally have no idea off, moreover, the newspaper is never wrong nor hyperbolic in its statements. Comes with a coupon section at the back that has coupons that lets you stay at any hotel or take any public transport for free, with the remaining coupons always being of shops, amusements parks and restaurants you are guaranteed to find something you like, with the discounts being a minimum 80% off.

The Maiden - 600 CP
A room made for sealing incredibly powerful beings. It has a device in the middle of the room with an iron maiden like slot for someone to be put in, when they are inserted into this device, they will be unable to muster any superhuman abilities, be it physical, magical, psychic or otherwise. Normally this room is made for human sized and shaped beings, but since you pay 600 CP for it, it can shape itself around the being in question.. This room will attach itself to your warehouse, with a heavily reinforced door being added that is immune to magic or other supernatural energies as well as can nullify any amount of physical force put against no problem.

-Companions-

An important thing to note here before getting into it, all custom companions bought here are given: **OST**, **Trademark Feature**, **Compatibility**, **Weird Style**, **Fight Time? Fun time**, **A little switch up**, **Badguy**, **Anywhere, Anytime**, **Instant Kill**, **Stage Break**, **Here comes a Daredevil** and **Brand new threads** for free even if it is not mentioned.

Canon character - [Varies]
There are a lot of different characters in Guilty Gear with lots of different powers and lots of differences in strength, because of this the cost varies by who you pick. This will guarantee a meeting and positive first impression with the character of your choice, making it easier to convince them to come along. This is an honor system, try not abuse it too much by looking at the prices for the custom companions further down.
If you manage to convince a character to come with you on your own, they can come along for free.

Import - 50/300 CP
Import one of your companions from other jumps, 50 CP per import or 300 CP for 8 imports. All imported companions get to pick an origin and race and are given the same discounts as well 600 CP each to spend. Companions may pick up to 200 CP in drawbacks.

Dandyism Practitioner - 400 CP
A man once human turned into a nightwalker by Slayer, and like most of Slayer's students is a follower and adheres strictly to the rules of dandyism. If you're interested in knowing more about it, feel free to ask him, he'd gladly tell you in great detail about it. He used to work for the assassin's guild in its early days, but quickly quit and sought out something else to do with his life, eventually deciding to walk the path of a martial artist specializing in bare-handed fighting, he doesn't specialize in any one given school of martial arts however, instead opting to learn as much as he can about every martial art humanity has developed to improve his skill. He can seem a bit absent minded at times due to spending so much time thinking about how to improve himself, but he generally means well. He has a certain level of admiration for people who remain human yet can fight at his level, and to a lesser degree somewhat of an overly humble attitude towards them, as well as anyone else who is a master of their craft. On a more casual level, he is quite fond of wines and pastries and has a fascination with all things that have to do with the ocean. He has: **Just a Hunch**, **Dandyism**, **Honor and Salvation**, **Limb Control**, **What Do You Fight For**, **Ups and Downs**, **Reflecting on Yourself**, **Assassination Basics**, **Do It In Style**.

A Vagabond - 600 CP [Discount if you have the Time-Walker perk]
A human time traveler who seems to have slipped from the late 20th century into the future of whom you encountered who seems to have a liking for causing trouble for the heck of it. Despite how strongly she comes off as with her rough and crude words and attitude, it's mostly just an act to distract herself from how jaded and inert her emotions have become, equivalent to having the 100 CP version **Vanish into Dark** drawback. She seems to think you're interesting and believes she can gain something by coming with you on your travels, despite not being sure of what that something is herself. Even if she may tease you and joke otherwise, she is extremely loyal to you and greatly appreciates your company, even if she would never actually say it to your

face. Strangely enough you feel like you know her from somewhere, but you can't seem to remember where. Her origin is the 1200CP version of Magical Foci and she has: The 200 CP version of **Unreal Standards**, **Survivor**, **Suffering no more**, **Backyard Awareness**, **Unanalyzable**, **Creation**, **Lawless**, **Crimson Minstrel**, **Awakening**, **Time-Walker**, **Musician**, **Off the Grid**, **Indestructible Instrument** and **Cool Glasses**.

Your Valentine - 300 CP
Valentine was the first, then came Jack-O', and finally Elphelt and Ramlethal. But as it turns out, there is another Valentine that had not awakened, at least up until you stumbled upon her. Created by the Universal Will, she has now awoken and as the person who awakened her, decided to follow you around. She will start out mostly emotionless and ignorant of the world and its ways beyond what little information she was given prior to awakening, as such, she will most likely be very curious about the world and wish to learn more about it. You can expect her to direct most of this curiosity through you, being the first person she asks about most things that catches her eye and will value your input. Over time as she learns, she will develop into her own person with her preferences, likes, dislikes, ideals, will and habits. She has: **Unreal Standards**, **Freedom**, **Break in to break out**, **Built to Last**, **Walking Radar**, **Gear Sublimation**, and **Fighting Instincts**, **Magepet**, **Danny Missiles VIP Membership Card.**

-Drawbacks-

There is no limit on the amount of CP you can get from drawbacks, so go crazy, but if you pick off more than you can chew, that's on you.

Paradox World - +0 CP
Instead of entering into the main world of Guilty Gear, you enter one of the many possibilities it could have taken instead. Perhaps in this world, Frederick and Aria changed places, maybe a country other than Japan was obliterated, or perhaps the Universal Will never decided to stand against humanity. Basically, this is a fanfiction toggle. However, no matter how different the events, it cannot go completely away from Guilty Gear, so no using this to change the whole setting into one where everyone relinquishes all their power and belongings to you or one where the backyard doesn't exist.

Extended stay - +100 CP [Max 1000 CP]
Each time you take this drawback, the duration of the jump is extended by ten years. You can take this drawback as many times as you want and stay here for over a thousand years if you want, but you will only gain CP the first 10 times you take it.

Vanish into Dark - +200/100 CP
Earth can be a beautiful place, mountain ranges with awe-inspiring views, lakes shimmering as the water reflects the stunning sun-set or great cities and wonders built by humanity to show the progress and passion of humankind… too bad none of it matters what-so-ever to you. Whether you're someone like I-No who feels like the world around might as well not be real due to her powers or Raven who's emotions grew stale from living too long or someone like Zato-ONE who lost the ability to feel altogether after dying and resurrecting, most of the time you'll be feeling apathetic and/ or empty towards pretty much everything, you can still have preferences and can still occasionally experience very short bursts of emotion, but these bursts will fade almost immediately and you'll never feel like anything you see or experience truly matters. However, if you sacrifice half of the points gained, you can select 1 person or thing that still allows you to feel towards them/ it normally.

Emotionless - +100 CP
Your emotions are completely undeveloped, upon taking this, all your emotions will effectively reset to zero, requiring you to re-learn and re-experiencing them over time. This differs from Vanish into Dark in that this drawback only resets all your emotions back to zero, whereas the Vanish into Dark drawback forces you to remain apathetic your entire time here.

Scarred - +100 CP [Max 600 CP]
You've been hurt, and badly at that. Similar to Baiken, you've lost some major part of your body, these can include: An arm, an eye or a leg. No matter what, even if you're species that possess

natural regenerative abilities or know the best healer around, nothing will be able to restore what you've lost. Even if you wanted to get a cybernetic or magical prosthetic, due to the sheer damage done to your body in the area, it won't attach or function properly. Better hope you can learn to make up for the difference somehow.

Bootlegs - +200 CP
Hard to say why, but you sometimes run into doppelgangers of yourself and others, or maybe just imposters? It's hard to tell what their true nature is considering they seem to have clearly different color schemes than the people they're trying to come off as, but are otherwise extremely similar, same voice, same personality, same powers, same fighting style, etc. Though always somewhat weaker and less skilled than the real deal. Whatever their true nature is, you'll find them around the world occasionally, if you encounter one, you'll likely have to fight them. You don't have to worry about getting a bad reputation from one of your bootlegs deciding to fight someone as this is apparently a relatively common phenomena for powerful people in this world, and as such people as well as yourself can tell when someone is a doppelganger and when someone is the real deal. Somehow, even if you change your get up to some custom made outfit, they will all change accordingly, even if they should have no way of knowing or obtaining it.

Did I somehow just forget…? - +300 CP
Upon arriving in this world, you will lose all your memories of the past, both prior and after jumping. Your functional memory is still there, so you still know how to walk, breathe, speak, write, use your powers and so on. But all your memories of who you are, where you're from, what you were doing prior to arriving in this world is gone and the memories will not return until your time in this jump is over. You may catch very brief glimpses of your old memories at times, but a glimpse is all you will get, and it will be guaranteed to not help you piece together anything complete or decisive about yourself. Even if you run into someone who can read minds and memories, they'll be unable to read into your past for you, as if the inside of your head was covered in a thick fog.

Blamed the Beasts - +300 CP [Gain nothing if you're a Gear or Half Gear]
Maybe it's your eye color or shape, maybe it's your hair color or some other peculiar trait about you, but there is a sizable percentage of the population of any species other than your own (at least 40%) that doesn't trust you due to associating some easily recognizable part of you with bad memories, experiences or rumors. Species that you are not a part of yourself will be more likely to compare you to ill acting individuals of your kind and negative things you do will be held against others of your kind, creating negative stereotypes, so if you chose to be a human and walked into a place where mainly gears live, many would hold the negative experiences they've had with other humans against you and will be much harsher towards you. You can prove yourself to not be as bad as thought or even become liked given enough time and effort, but it won't be easy.

No evil should touch this place - +300 CP
While here, any perks, items and powers not purchased in this jump or part of your body mod will be sealed away until the end of your time here.

Treat me roughly… no, MORE! - +300 CP
Looks like Raven isn't the only extreme masochist around these parts. You have an immensely strong desire for pain and the worse pain you sustain, the more pleasure you feel alongside it, something you aren't afraid to let others know as you shamelessly cry out in pleasure upon being hurt. This isn't just something in the back of your head either, if you see someone that can hurt or

even kill you, trying to resist the urge of throwing yourself at them or asking them to hurt you badly and finish you off will be extremely difficult. This drawback could easily end up killing you if you don't have either an extremely durable body like a Gear or Valentine or happen to be an immortal Raven.

Are you my protagonist? - +400 CP
A lot of things happen in the world of Guilty Gear from wars to rampaging powerful beings to world engine conspiracies, now this is your problem as well. While before you might have been able to cruise through things and just mind your own business as everything that would happen throughout the story happens and is resolved without your interference, now you're guaranteed to be dragged into a majority of the big events that happen in the main story of Guilty Gear and forced to play at least a semi-big role in it should you want things to turn out well.
How this will happen is unknown to you and can be anything from the main antagonist(s) figuring out about you and incorporating you into their plans or finding you too much of a risk to leave alone due to your power or because you simply find yourself coincidently being in the wrong place and the wrong time. At times, it will also be completely new happenings you wouldn't know of no matter how familiar you are with the story of the franchise, forcing you to adapt to new situations and figure out how to resolve them. As a side effect, should *you* ever decide to do something big yourself that puts the world at risk, you're guaranteed to have someone capable enough to pose a risk to those plans, learn of it and act to stop you. At least nothing says you can't team up with someone no matter which side of the conflict you stand on, just make sure they're not planning on betraying you down the line.

Obstruction of Justice - +600CP
Somehow, Justice has become aware of your presence and nature as a jumper and views you as a threat to her plans, because of this, she will spend most of her time sending powerful Gears after you and prepare to fight against you with all her might. She is aware of all your powers, perks and items and will do anything she can to kill you, and if you're too immortal for her to finish off, she'll find some other way to seal, lock away or otherwise render you incapable of stopping or getting in her way and if she manages to do this, you will fail this jump. If Justice is already dead by the time you enter, someone will manage to successfully resurrect her back to full power to fight you.
If your out-of-jump munchkin powers is too much for anything in Guilty Gear to hold a sliver of chance to get rid of you, Justice will be given a set of benefits to have a chance at sealing you, these are as following:
1. An item that is powerful enough to seal you regardless of how strong your sealing resistance or immunity is, she would need to set up a big ritual to charge it that would take about a month, but if it activates, you will be sealed instantly.
2. Immunity to all your scrying, scanning, detection, deduction or omniscience perks or anything superhuman that would let you figure out where this ritual is or detect the energy from it. This extends to abilities held by your companions, summons, pets and familiars as well.

Wanted - +100/200/400/600 CP
Seems like you've gotten yourself in some trouble, whether it was due to something you did, something you were framed for doing, a misunderstanding or because you're simply considered too dangerous to roam free, you've gotten a bounty on your head. The consequences of such a bounty depends on what level of the drawback you picked.
For the 100 CP one you've gotten a minor bounty equivalent to dodging a parking ticket for 2 years or so in a specific location, say a singular city, and the bounty itself is really nothing that notable and doesn't ask for your life, just that you'll be taken in. Occasional no-name hobby

bounty hunters desperate for money with absolutely nothing else to do might come after you and ask you to come with them down to the local police station, but that's about it. The jail time or fine will still be just enough to be somewhat of an inconvenience to you.
For 200 CP, you've gotten a bounty for something more notable, equivalent to robbing a general store, your bounty announcement likely made the news of local radio stations in a sizeable area of the country the bounty originates, the people after you most likely will be guards who spotted and recognized you or beginners trying to get into bounty hunting won't come for your life unless you go out of your way to escalate an encounter to such a degree yourself, but they will be much more willing to use violence to force you to come with them.
For 400 CP, your bounty is now starting to significant enough to draw attention on a country wide scale and a few neighboring countries on top of it, enough so that notable bounty hunters like Bridget or money hungry people like Jam might come after you if they hear about you and happen to be close by your presumed location, though still not enough for truly monstrous bounty hunters like Sol to chase you down unless they come across you or you go out of your way to antagonize them or someone they care about. Still if spotted by officials or someone snitches on your location, expect a small platoon of soldiers to at least scout the area of your assumed location for a while. At this level, your bounty is dead or alive, you shouldn't be surprised if bounty hunters who come after you decide that trying to convince you would be a waste of time and decide to shoot first and ask questions later, if at all.
For 600 CP, your bounty has a truly incredible reward and is known on a worldwide scale, an in-story equivalent would be the bounty given to people like That Man or Justice. Pretty much all bets are off at this point, the people who come after you are likely to be strong and more likely to not even bother to ask you to surrender before trying to kill you unless they're someone very averse to conflict like Dizzy or posses a level of perception, insight or intelligence allowing them to see the good in you (assuming there is any). From bounty hunters like Sol or Baiken or officials like Ky, any spotting and recognizing of you by regular people will basically be guaranteed to lead to at least a few dozen or so elite guards chasing after you. It's not impossible for you to get rid of this bounty, but you would need to do something truly heroic equivalent of saving the world for people to even be willing to give you that chance to prove you're not as bad as you're said to be.

Split - +600 CP
While making your way into this world, something seems to have gone wrong. Someone who was in the The Backyard was watching as you were manifesting into this world and recognized you as an anomaly, a threat or otherwise something that caused that person to decide to split your power in half in the same manner I-No had her desire, alongside half of her power, taken from her.
Where the person that split your power put it is unknown, be it simply having sealed it away or took it for themselves. Regaining the power you lost won't be as simple as finding it either as you're not going to be aware that you lost your power initially, but you're guaranteed to learn of it 1 year before your time here is up if you didn't find out some other way by then. You're going to need to find and obtain your other half in order to re-acquire the power you lost and then need the help of someone who can use the Tome of Origin or a source of a similar level of power to grant your power back.

-Scenarios-

The Guilty Gear

Fredrick Bulsara also known as Sol Badguy is the protagonist of the Guilty Gear franchise and had to go through quite a lot in order to get to where he is now, or at least, he was supposed to. In this scenario instead of Fredrick, you're the one who's going to have to live through all he did and overcome all the same hurdles he did. All your out of jump perks, items, companions are now sealed away and any knowledge of the main plot of the series is completely gone. Your chosen perks and companions will also be locked away until after this scenario is complete, instead you will be given all the same power Sol himself obtained, this includes such things as: Being the Prototype gear, a great talent for magic engineering and perhaps most notably, the Flames of Corruption.

As you might have guessed, the Flames of Corruption is your reward for completing this scenario, and you gain the additional benefit of obtaining full control over it, meaning you won't need to wear a gear cell suppressor anymore to control your appearance or risk losing control of yourself in using it. The Flames of Corruption makes you almost completely immortal, comparable to The Undying Disease perk, moreover, even trying to kill you by erasing you in the past or other retcon type powers will fail. Attempting any form of control over you, through any power, no matter how great will simply not work, it doesn't matter if it's psychic, magic, superpowers or even more esoteric things like reality warping or narrative manipulation. All your statistics in relation to physicals and magic is increased by drastic amounts, to the point that if this was your first jump and you were normal human before, you could unleash power so great you could do the same as what Justice did to Japan, with a massive hole in the earth being all that's left.

Mirror of the World

By taking this scenario, a few things will happen, you will first forget not only that you took this scenario, but also all your memories of who you are and where you're from. You'll lose access to your warehouse and all out of jump perks (as well as temporarily the ones you picked here, but more on that further down), except your body mod and you may not bring any companions with you from other jumps for the duration of this jump.

You will be inserted a little prior to choice in the jump as a sort of prologue, where you will meet either a group people or a single person of which you will grow to care about more than anything or anyone else, after a short while an incident will happen where these people (or person) is killed and you'll be left greatly scarred, not only mentally, but also physically, you can choose the nature and area of the scars yourself to some degree, but the scars must be at least present enough for it to be unavoidable for you to notice them when looking at yourself in reflective surfaces like mirrors or still ponds of water.

You'll be filled with an extreme sorrow and grief towards the loss of your loved one(s) and a gnawing guilt towards your own powerlessness to stop it. But most of all, you will have an immense and nearly endless hatred and desire for revenge directed towards the person behind it, whom you only catched a mere glimpse of, that was burned into your mind, for what they have done to you and the people you cared about. And every time you see the damaged form you've been left in will refresh your anger and desire for revenge towards this person.

After this tragedy has happened, instead of gaining all perks and items from this jump instantly, you'll be guaranteed them gain over the course of your jump as a result of seeking strength for

the sake of getting revenge on the person who wronged you. Your scars will constantly ache to remind you of the pain and will show you and flashback the eyes of the person who did this to you to push you back into anger and hatred. Should you try to overwhelm or drown your anger with other emotions or distractions, the aching of your scars will grow stronger, making sure you never truly get a rest from it all. You will be prone to develop bad habits that make you feel worse at the end of the day, like drinking alcohol to the point of becoming pass out drunk or smoking, which will allow you temporarily feel relieved, but only so it can go down all at once after you wake up the next day, making you more miserable. In addition to this, you will have an angry and irritable disposition and instinctively lash out and push away anyone who pity or try to get too close to you and will find yourself spending your time wandering around the world alone searching for clues to track your hated enemy down.

Over time you will find that a few powerful and strong minded individuals stick around and try to reach out to you despite your attitude (If you chose to gain the opportunity to meet someone through the canon character choice of this Jumpchain, this will be one or multiple of them) who will try to calm and lead you away from the path of lonely and self-destructive bloodshed. However, similarly, your hatred and anger will keep increasing your bloodlust and irritability over time and will tell you to push them away in order to focus on revenge. This is where the possible outcomes for this scenario comes into play.

This scenario is not really a test of your power, but more a test of your true nature and character. As such, your rewards for clearing this scenario will depend on not whether or not the person you hate is dead by the end of it, but rather what your conclusion ends up being for you and your mental state.

Break off all Vexations: If you manage to accept the world and people around you to help you overcome your self-destructive behavior and help you stray away from the path of a bloodlusted killer consumed by hatred towards the world and yourself, you will gain the **Mirror of the World** perk added to your body mod. **Mirror of the World** makes you attain a state some members of this world would call “awakened”, meaning you will be able to see through any and all falsehoods, not only ones from illusions, hallucinogens, psychics, toxins, reality warping, mind control and magic, but also ones people tell themselves or diversions from people who try to pull wool over the eyes of the public. You also gain a sort of sixth sense for reading people’s intentions, nature and most of all struggles, especially ones rooted in pain from loss of something or someone and even the know how to convince people to not follow the same mistakes you have made yourself at some point, leading them away from self-destructive mindsets or actions that will just make them more miserable or hateful down the line and how to make them give up on revenge, as well the ability to not let any amount of pain you yourself experience, be it physical or mental, break you or cloud your judgement. The people around you which helped you move away from your self-destructive path may be taken as companions for free. Finally it gives you a somewhat similar ability to the Weakness Detector perk, but without the need for relying on your eyes, you can tell just from instinct alone, meaning if someone somehow turned off every last one of your senses, you would still be able to tell where they, tell friend from foe and where their weaknesses are.

Ghost of Vengeance: If you are incapable of coming to accept the people around you and choose to reject the world around you and to embrace your bloodlust and role a lone killer, you will gain the **No voice can be heard by the damned** perk added to your body mod. **No voice can be heard by the damned** gives you as someone who has embraced the act of ending lives and persisting for the sake of hatred alone the ability to tell the best way to kill them and with

ruthless efficiency, as well as the ability to easily know how to provoke others to come at you with murderous intent. Your ferocity increases in combat and sharpens your instincts greatly, making it hard for even the most experienced of combatants to predict what you will do next and keep with sheer savagery and murderous intent behind your attacks. You do not block out pain and instead use it as fuel for your desire to pay back the pain tenfold, the more hurt you become the stronger and faster your attacks become. Finally it gives you a somewhat similar ability to the Weakness Detector perk, but without the need for relying on your eyes, you can tell just from instinct alone, however, unlike the Mirror of the World version, you cannot tell friend from foe, only sensing the flow of blood (or whatever equivalent) in the bodies those around you.

-Ending-

Your journey designated time in this world has now come to an end, so what will you do jumper?

Vagabond
Your time here is up and you have new places to go, experiences to be had and new people to meet, you continue on your chain, for however far it will take you.

Let's Rock
Maybe it was the people, the scenery, the magic or maybe it was something you found that you just can't put your finger on, but you are satisfied living in this world and decide to stay, ending your chain and choosing to live on in the world of guilty gear with everything you've collected so far on your travels.

Home
Your travels so far have let you experience some truly incredible things, but maybe you've had your fill or maybe you're just homesick, either way, you decide to end your chain and go to your world, your original home with everything you've gotten along the way, powers, items and friends alike.

-Notes-

Some time ago I asked if u/Picklenious_Richard was still going to complete this jump, a couple years later after sending DMs and checking if they ever used their account for anything led to no answer or sign of activity, so I decided to adopt this CYOA myself as it felt like a waste to not finish it. Naturally, I have to thank u/Picklenious_Richard for starting this as without doing so I would have never completed it and I hope if they ever see this that they'll like it. If you have any questions or suggestions you can DM me at u/Mefre and I'll get around to answering (eventually). This is my first time making a Jumpchain CYOA, but I feel it turned out OK, even if it definitely has room for improvement.