

By TheStranger12

The year is 1711, and you are the thirty-first person aboard the Advena Avis on its journey from Lotto Valentino, Italy to North America. Your time here starts just before Maiza recites the summoning ritual:

"I summon thee here to this place. Thou art my Heaven's Earth, the night of day. Thou art the darkness of light, the goodness of the wicked. Thou art the one who sees, and the one who is seen. Thou art the creator of all destruction, the lover of all men who thou dost despise."

You will stay here until Firo Prochainezo "eats" Szilard Quates in November of 1930.

It is up to you whether you partake of the Grand Panacea, the potion of true immortality--though given that all of your powers, perks, and warehouse access (minus body mod) are locked during this jump, and you'll be staying here for 219 years, you are going to need to drink it if you want to survive.

A Meal of Fate (Mandatory Drawback): Szilard Quates will survive until November of 1930, where he will be eaten by the immortal Firo Prochainezo. Until then, you will have to survive Szilard Quates hunting yourself and the other immortals (though the other immortals will survive as in canon). Beware not to inform Szilard of your origins, however, as he will become very interested in eating you if he discovers your peculiar nature.

Truth of an Immortal (Mandatory Drawback): During this jump, you cannot put a false name on any document, and you cannot lie about your name in front of another immortal.

You may choose your gender freely. Your age is 18+2d8, unless you take the relevant drawback.

You receive 0CP and must get all of your CP through Drawbacks.

Background Perks

True Immortal (Granted by Grand Panacea) - Free- You are a true immortal. You won't age, and you can regenerate from any injury. The only way to kill your body is either for an (Baccanoverse/Naritaverse) immortal to use their right hand to touch the top of your head while thinking "I want to eat," or complete atomic destruction. Certain other measures taken against you (such as the destruction of your soul) may still spell your death.

While your regeneration starts out with injuries taking a few seconds to minutes to be healed (depending on severity), it can still be trained to become even faster.The more times you've taken damage to a single area of your body, the faster that area will regenerate. Live a long life full of battle, and you may yet see the flesh of an exploded arm reappear in an instant.

Post-Chain, your regeneration is buffed to the extent that you become truly indestructible. You will regenerate back together regardless of the level of your destruction.

Eating (Granted by Grand Panacea) - Free, Mandatory with True Immortal - You can eat another immortal by placing your hand upon their head. In future jumps, this will work on anyone who obtained immortality via alchemy. You gain the memories of people you eat, but they won't interfere with your personality.

Trustworthy - 200CP - You're naturally trustworthy - a useful thing for immortals, who are not often trusted by others of their kind unless they have a good reputation.

Skilled Fighter - 200CP - You are a highly skilled fighter, on par with the Immortal Nile. Armed with just a farming hoe, you could easily fight off a decently sized armed mob.

Alchemy Perks - (Variable CP cost) - Although you could eventually learn all of these things by yourself, it might take you spending a great deal of time and money to do so, even with help--so why not make it easier for yourself? And no, you are not allowed to simply eat Maiza or Szilard.

Playing with Homunculi - 100CP - You know how to create Homunculi, and the techniques necessary to keep them alive, though you don't yet have nearly enough knowledge to create homunculi on the level of Ronny Schiato or Rosetta.

Lesser Immortality - 200CP - You can create a lesser version of the elixir of immortality. People who drink this elixir will still regenerate from any injury - but they will still age, and are eventually going to die of old age.

Knowledge of the Grand Panacea - 400CP (requires Lesser Immortality) - You now know, along with Maiza Avaro, the secret to creating the Grand Panacea, the elixir of true immortality. Just... try to avoid granting immortality to someone that would eat you.

A Demon's Gift - (Variable CP Cost) - (Can Only Take One) - Looks like someone is interested in you. Shortly after your jump begins, the Demon who granted the Grand Panacea to you and the other immortals will grant you another gift:
http://baccano.wikia.com/wiki/Ronny_Schiatto
http://baccano.wikia.com/wiki/Rosetta

Scrying - 200CP - You can see things far away! When you concentrate on something (a person, place, or thing) with your mind's eye, you can find it. This takes longer depending on whether or not you know where that something is, and how far it is from you. This ability would take a second for you to "scry" someone you knew was in the same house as you.

Telepathy - 300CP - Read minds! You can now read the minds of anyone within a few feet of you, or anyone you make eye contact with. Only surface thoughts, though.

Geas - 400CP - You can now give people commands by making eye contact with them.

Teleportation - 500CP - You can teleport! You can only teleport to a place you can see, or a place you've seen before (pictures work, if they are recent). You may only teleport though, twenty four times a day, once for every hour. You are always aware of how many times you have left.

Precognition - 600CP - You can see how the future will play out, but only for the next few hours, and only from your perspective. If you use that knowledge to act in way that changes the future you see, your knowledge is updated automatically to reflect the changed future.

Time Stop - 700CP - You can stop time! However, you can only do this for a maximum of one hour per day. You are always aware of how many times you have left.

Immunity - 1200CP - The big one. You no longer need to fear other immortals, as there is nothing they can do to you. Your greatest weakness, other immortals, is now gone; they can touch your head and think "I want to eat!" for as long as they want, but it won't do a thing to you.

This also prevents other absorption-based powers from working on you. Majin Buu or the Blacklight Virus will have to deal with you the traditional way.

Items

Pouch of Coins - 100CP - Worth about $1,000 in modern currency. Respawns weekly, and you can always find the pouch in your pocket.

Companions

Import - 200CP - Import a trusted companion as an immortal. They cannot take drawbacks, though they still need to take the mandatory ones, but will suffer from any memory related drawbacks you take.

Homunculus - 100CP - A loyal homunculus. You can impart knowledge you possess to them by touching them with your left hand. They are truly immortal, but you have them ability to kill them at any time if you wish. Of course, I'm quite unsure as to why you'd kill someone who will always be loyal to you.

Drawbacks

Regardless of the drawbacks you may take, the plot important Original Immortals that appear in Baccano will still be alive in 1930.

Don't Actually Know Alchemy - +100CP - You don't actually know any alchemy. Although you aren't the only one, considering alchemy is pretty useful in this world, this is kind of a big deal. This will also make you forget any knowledge of Alchemy you get from Perks - until the end of this Gauntlet at least.

Smile Junkie - +100CP - Just like Elmer C. Albatross, you're obsessed with making people smile. As many have learned, though, that doesn't make you a good person - not at all. You're perfectly fine with whatever awful things people do, as long as they smile genuinely. You'd even be hesitant to kill a power hungry murder, just because you believe everyone deserves the chance to smile. In other words, you have a smile based morality.

Sociopath - +100CP - You've caught a quite severe case of sociopathy, I'm afraid. You'll find yourself unable to truly sympathize or care about other people fortunately, this doesn't make you evil, just amoral. You'll still be able to comprehend other people's emotions and be able to respond appropriately.

62 Immortals - +100CP - There were now twice as many people aboard the boat - people you don't know, and at least three of them will, like Szilard, eventually turn evil and start trying to eat other immortals.

124 Immortals - +100CP (must have taken 62 immortals) - Double the immortals, double the sociopaths - you know the drill!

Just a Kid - +200CP - You're just a kid, about 11-12 years old. This might not sound too bad… but as you're an immortal, you're gonna wanna keep that secret and well… managing to get by as a kid for over two hundred years won't be easy.

Drug Junkie - +300CP - You are a drug addict. Expect to find much of your time spent either looking for drugs, making them, or consuming them.

A Meeting With Death - +300CP - Immortality will affect you in a rather unfortunate way. Shortly after your acquisition of immortality, you will decide that learning what death looks like is important, to keep you human. So you'll look for war. Expect to fight in lots of major wars between in 1711 and 1930 - the wars against the Native Americans, the wars between the French and English, the American Revolutionary War, the Crimean War, the Civil War, all the way to World War I - expect to participate in many of these, always looking for conflict, to remind you that although you do not die, others do.

No Memories of Baccano - +300CP - You no longer have any memories of the Baccano canon. Hope you can figure out who to trust. Obviously, if you didn't know how the story went in the first place, you won't get any points for this.

No Memories of Past Jumps - +300CP - (Requires No Memories of Baccano) - You no longer have any memories of past jumps you did or your original life - you only remember your life in this world.

Szilard Thinks You Look Tasty - +300CP - Szilard will hunt you down as much as he can, and you won't be able to kill him. If he can't kill you due to the Immune perk, he'll try to capture and torture you.

Framed - +300CP - (Requires Szilard Thinks You Look Tasty) - Szilard has framed you, and the other Immortals now think you took part in his crimes of eating others, thinking you responsible for no less than half his murders. All of them are out to get you now, Jumper.

Notes: This is Version 1.00