Trigun (Anime) Jump

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Planet Gunsmoke. A dry, dusty ball of sand that no human was ever meant to live on. But live here they do thanks to an event that occurred 150 years ago that robbed humanity of its bright and happy future. On this planet small settlements and communities have taken shape gathered around “Plants”. These large reactors were originally intended to work as an energy source now jury-rigged to act as stopgap terraforming devices to provide food, water and minor protection from the elements to humanity. Barring a few exceptions, the people of this planet have essentially reverted to a state very much resembling a Wild West steampunk society.

You arrive a short time before the events of the show, will you help this world to survive, or perhaps even thrive? Or will you prey upon the weak and helpless, adding your name to the ever growing list of outlaws who feed their greed upon the suffering of others? You will spend 10 years on this planet, but take care Jumper for even if you survive the elements; vicious outlaws, assassins and more await you. To help you survive you will be granted **1000cp** to spend.

Location: Roll 1d6 to determine your starting location, or pay 50cp to choose

1. Missing July: You wake up in the middle of a ruined crater that was once July, the third of seven great cities on this planet. Now called the “Missing” city of July this once prosperous place was wiped from the face of the earth one night by none other than the infamous outlaw Vash the Stampede, better known as the Humanoid Typhoon. Better get walking; it’s a long way back to civilization.

2. Inepril: You awaken in an already paid for inn room that has clearly seen better days. This was once a prosperous town whose plant has recently malfunctioned causing loss of power, encroaching sand, and mass disrepair. To make matters worse the town’s main source of income, travelers, has dried up due to the disrepair. Not even doctors will make the trip anymore. The townsfolk are kind enough (and exceptionally well-armed) but if things continue on the way they are they’ll start getting desperate soon. Who knows what lengths they might be willing to go too just to survive? Will you stay and help them, or move on to greener pastures?

3. Sandsteamer: You awaken in a small 2nd class room on board a massive sandsteamer bound for May City. These massive behemoths of a vehicle are the standard form of public and private transportation in the long stretches of desert between towns and cities; many are trailed by traveling caravans that peddle their goods to travellers. However due to the dependence on these vehicles to cross the wastelands of the planet many become targets for desert bandits and highwaymen looking to poach goods from the merchants and wealthy 1st class travelers. Hopefully you aren’t waylaid on your journey. But really what are the odds of that? …Right?

4. Augusta: You find yourself in the middle of a grand and bustling city, one of the largest on the planet. This city, like so many others is soon to meet with the disaster that is The Humanoid Typhoon. If you value your life you should seek out greener pastures.

5. Tonim: A quaint little town far out in the wastes. To all appearances there is nothing different about this settlement from the dozens of others littering the planet but for reasons inexplicable this place is soon to be subject to a mass disappearance. Everyone soon will simply vanish without a trace, with only the word "KNIVES" painted in red on the town's monument. It might be in your best interest to get out of town at the nearest opportunity, you wouldn't want to join their likely grisly fate would you?

6. Free Choice: Lady Luck smiles on you. You can choose to start anywhere you wish! Good Luck.

Origins: Roll 2d8+20 (if you choose Independent Plant roll 2d8+100) to determine your age. Keep your gender or pay 50cp to change it.

Drop-In (Free): You find yourself in a heap in a narrow alley, corridor or ruin in whichever location you received above. You have no friends, no family, and no connections. You find any items you purchased in a beat-up rucksack next to you or just on the outskirts of town waiting for you.

Insurance Agent (Free): You work for one of the major insurance agencies located on the planet, Bernadelli perhaps? Your job involves following up on claims usually pertaining to property damage and the like, determining the cause and whether your company or client is liable. Altogether fairly boring. Though rumor around the water cooler is your company may be sending out an insurance agent or two to handle the "Humanoid Typhoon" case. An opportunity for excitement perhaps?

Outlaw (Free): You grew up on this planet, and you've seen the way it chews people up and spits them back out. But not you. You won't allow that, you'll take your fate into your own hands and take what's rightfully yours from both the planet and its people, lawmen and bounty hunters be damned!

Lawman/Bounty Hunter (Free): Whether you're in it for the money or just to keep your home safe, it's a dangerous job going up against the scum of this world. This planet has hardened many a criminal into dangerous bands of Outlaws, but something similar can be said for you. You've dedicated your life to bringing these lowlifes to justice, and day in and day out you've done just that. The arm of the law is long, and it'll be a cold day on Gunsmoke before a criminal gets past you.

Gung-Ho-Gun (100cp): An assassin under the direct orders of Legato Bluesummers and Millions Knives, your only purpose in life is to do what you're told. In exchange for your obedience and arguably your humanity you've been bestowed with great power by a superior being to bring misery and suffering upon one Vash the Stampede. Do not fail your new masters or else your new life may be very short. (Must take the "**Pawn of Knives**" drawback for no CP)

Independent Plant (600cp): You're a very rare and special being in this world; in fact at this point in time you're only the third to exist on the planet. Biologically engineered by humans to be a source of energy,

plants are typically unable to leave their containers or interact with others in any meaningful capacity. You on the other hand are free of such restraints and to all scrutiny appear human. Capable of living far longer than humans and possessed of greatly increased strength, agility and IQ it won't take long for you to make a name for yourself. (Must take the "**Killing Spiders to Save Butterflies**" drawback for no CP)

Perks:

All Origins

Never Ending Song (Free for All): You have been granted a soundtrack for your journey through this world and those beyond composed by Tsuneo Imahori. You may freely with but a thought toggle this perk on or off and selectively choose whether others can hear this music as well. No one will question where this music comes from. The music can be pre-existing tracks from this world or new and original ones designed just for you. This soundtrack will always suit the mood or theme of whatever events are occurring around you.

Basic Firearms Training (Free for All): In this world almost everyone around is armed to the teeth and ready to clear leather at the drop of a hat. This should help you defend yourself should the worst occur and you find yourself in a showdown at high noon. This won't make you an expert but at the very least you'll know basic gun safety, proper posture, technique and a small measure of comfort with pulling the trigger.

Drop-In

Paradise (100cp Free Drop-In): When humanity first landed upon this planet, things were dire, bleak. But against all odds humanity endured and adapted. You've inherited this mentality. This world won't beat you down; you can survive in the hellish desert of this world. You know where to look to find food and water; you also know how to avoid quicksand and sandworms. Show this world and any other that you won't break.

Unthreatening (200cp Discount Drop-In): People seem to misjudge you based on first impressions always believing you're much less of a threat than you really are, right up until the moment you prove otherwise and then the 180° comes. Once you've proven a credible threat those around you, even those who wouldn't normally, will be sufficiently cowed unless exceptionally stupid or of sufficient caliber of strength.

Under the Sky so Blue (400cp Discount Drop-In): You may not truly be from this planet but your otherworldly nature draws you to places of great interest. You know with an almost uncanny sense where Lost Technology is buried among the sands. Long ago great ships fell from the sky laden with advanced devices, tools, and most importantly weapons. These ships are lost treasures originally designed to carry humanity across the stars and prepare them for the worlds they might find. The artifacts you might uncover could change the face of the planet. Or at the very least fetch a pretty sum of money. This perk will lead to long forgotten and long buried treasures in others worlds as well. Just remember, you'll still need to find a way to dig these treasures up, and no one said that they would be unguarded.

SEEDS Technician (600cp Discount Drop-In): You are a master of Lost Technology. Almost as if you had been on and trained in the SEEDS ships themselves before The Great Fall. You can repair and with the proper tools and materials even build some of this wondrous technology. Cryochambers, advanced hydroponics facilities, maybe even with enough study the FTL drives, or even the Plants which powered these colossal ships themselves. All this will be within your grasp, who knows with a decade or two and the proper resources maybe you could get one of the lost ships out in the wastes back up in the air, just like a certain colony near New Oregon.

Insurance Agent

Work Hard Play Hard (100cp Free Agent): You put your all into your job and no one can say otherwise but after a long day's work especially if you've been trekking through the desert, whether on foot or on the back of a Thomas, nothing's better than a good hard drink. You can put away more alcohol than is anyone's business whether you're 4'6" or well over 6" no one can out drink you. Even better however is your ability to sober up on a dime, whether because of trouble or getting called back into the office. Unfortunately this doesn't save you from the hangover you're going to have once you do finally have some downtime. Be sure to brew lots of coffee. And try not to vomit on company time.

Second Job (200cp Discount Agent): No matter where you go or who you actually know you'll always be assured that you can find work, whether it's to pay for the next leg of the journey, barter travel across country, or even make up for the damages you caused on that bender you went on last night. People will always be receptive to trading goods or services for a little quid pro quo even if you wouldn't normally be suited or considered right for whatever job is on offer. Who knows with a little creativity you might even be able to convince a prospective boss you're someone you're not. Employer looking for a bodyguard? Well of course you're perfect for the job; you are Vash the Stampede after all. Even if you DON'T match the description at all.

Inconspicuous Carry (400cp Discount Agent): You are a master at carrying weapons on your person without being even the least bit conspicuous. You could fit a gigantic "Stun-Gun" under your jacket or a dozen or two derringers in your cloak and no one would bat an eye. You make no sound and weight simply isn't an issue so long as your weapon(s) remain out of sight. If one was crazy they might almost say this was like some kind of cartoony hammerspace sort of a deal.

Resources (600cp Discount Agent): Sometimes it definitely pays to work for a global society with ties to the government. With this perk you can call in favors unimpeded from your job regardless of rank or status within the company, and even if what you ask for IS only tangentially related to what your workplace offers. What do you mean an insurance agency isn't made of money; they make payouts to customers all the time! Of course that tank is a necessary business expenditure, besides isn't the son of one of our investors in Defense Contracting? He can take care of it. Get creative, and remember to leave the tab on the Bernadelli Insurance Society.

Outlaw

Truth of Mistake (100cp Free Outlaw): It's funny how rumors work. How minor additions and changes to minute details can quickly warp our whole perception of the truth. Like a game of telephone for some reason details about you are hazy and unreliable at best. Even those who get a good long look at you can only recall details about you in the most vaguely infuriating manner. This helps tremendously for staying incognito when dodging the heat after a big score. Don't rely on this to keep you hidden forever though, truly dogged pursuits of you will eventually out the truth.

The Lowdown (200cp Discount Outlaw): Your reputation precedes you, often in ways you don't expect. Get in a gun fight with another man? Well, word on the street is you were actually outnumbered three to one. Your reputation grows by leaps and bounds with only the most minor of accomplishments. Just take care your reputation doesn't grow bigger than you're capable of backing up, one wrong move and the fickle rumor mill will reset your reputation back to nil to be built back up again.

Fealty of the Wicked (400cp Discount Outlaw): You are naturally a professional of your chosen vocation, but there are of course times when even the greatest of individuals need a helping hand with their endeavors. For you this can take many different forms, simply put, you will always find assistance from whatever criminal element you need that exist in each world you visit. Whether these are mercenaries or assassins on the cheap, other outlaw gangs wishing to unite under your sterling leadership or even corrupt officials willing to look the other way regarding your dealings and offer their "services" to you. Dirty cops or sheriffs especially will almost beg to be dropped into your pocket. For whatever reason if these elements don't naturally exist within the world you find yourself in you can rest assured that they will now. Being bad has never before felt so good.

Ultimate Splendor (600cp Discount Outlaw): All the bright and shiny things in this world- no, all worlds, belong to you! When it comes to acquiring ill-gotten goods you are the man with the plan. Gold, jewels, currency of all kinds all find their way into your possession with the slightest of efforts. Trifles. For someone like you these are mundane. No, you seek to acquire TRUE wealth. At the start of every jump you may determine one broad "good" which you seek to acquire and you will find yourself almost supernaturally talented at finding and obtaining them. Resources like water or oil? Luxuries like rare and exotic specimens? Illegal substances or products? Priceless works of art? Weaponry of a more classified or artifact-like nature? All these are within your grasp if you so choose. Take what is rightfully yours.

Lawman/Bounty Hunter

Shoot to Maim (100cp Free Lawman/Bounty Hunter): Your aim is impeccable, and as easy as it would be to just execute criminals on the spot, you need them alive to face justice. Or to collect your bounty. With this perk you'll never make the mistake of accidently shooting someone in a vital area and killing them. Why shoot to kill when you can shoot to maim?

Big Bluff (200cp Discount Lawman/Bounty Hunter): You have a gift for keeping your cool in a tense situation, but more so than that you can lie with the best of them. Your poker face is unreadable, and your bluffs impetuous but effective. Your enemies may spend the rest of their days wondering whether you truly had a gun on them in your pocket or just your finger.

Angel on Your Shoulder (400cp Discount Lawman/Bounty Hunter): The loss of a loved one is a tragic thing, but it doesn't have to be all tears and sadness. After all, they're never really truly gone, right? For you this takes on a whole new meaning. Anyone that you have lost whether friend, lover, companion or any combination of the three can still interact with you even when by all rights they should have moved on. This usually manifests in the form of dreams where you're visited by those you lost. They tend to be incredibly insightful into problems plaguing you and are more than capable of giving good, helpful advice even on matters they have no real business knowing. Thankfully for you they can also, in times of utmost danger, provide backup by alerting you to hidden dangers like the sniper on the roof lining up a shot, or the fact that the weapon you were recently disarmed of is lying right at your feet buried under the sand. I wouldn't want to be your enemy; you've got angels watching over you.

Blank Ticket (600cp Discount Lawman/Bounty Hunter): Life excites you. Why? Because you were born with a blank ticket. The future is undecided and free for you to determine which path to take. With this perk you are clear of mind and purpose and it shows in everything you do. So much so that others can't help but take notice. Whatever philosophies or beliefs you may hold about life or specific actions that should be taken are slowly reflected upon and integrated into all those around you. As an authority figure your creed and way of life is so infectious others can't help but take it as holy gospel. The more time you spend around others, especially those who look up to and depend upon you will devotedly find themselves not only emulating your teachings to the letter but also proselytizing the virtues of your words and deeds to the uninitiated. It wouldn't be an exaggeration to say it's now almost easy for you to gain a cult of personality. Even years after having only relatively briefly been interacted with, individuals will still vividly recall your lessons and fear disappointing you.

Gung-Ho-Guns

Let's Begin the Killing Time! (100cp Free Gung-Ho-Guns): You are one scary dude. No, really. You could sing a little song and have your enemies pissing themselves in fright. And let's not discount your appearance for that matter either. One look at you and all but the hardest of foes will turn tail and flee. And what good assassin doesn't like a good back to stab? As an added bonus you also get a cool nickname as the new 13th Gung-Ho-Guns (or was it 14th?), this puts you among such "comrades" as Zazie the Beast, Dominique the Cyclops, Midvalley the Hornfreak, and E.G. Mine just to name a few. Why? You know, just for that extra intimidation factor.

Until I Find "Him"! (200cp Discounted Gung-Ho-Guns): Your willpower is a marvel to behold. You have the determination to keep moving forward no matter the obstacle or the adversity. Even the death of a cherished loved one won't keep you down so long as you have a goal to strive towards. Your enormous will might even allow you some measure of resistance to Legato's manipulations and the sheer presence of Knives. Use this wisely, there is a thin line between strong willed subordinate and expendable renegade.

Gunpowder Tea (400cp Free Gung-Ho-Guns): Already you can feel that you've made the right choice joining league with a superior being like Knives, and for your loyalty you have been awarded a small measure of power. Your reflexes are such that you could knock a bullet out of the air or off course with a casually tossed pebble. No longer do you need to fret over the common and inferior rabble who would attempt to meet you as equal on the battlefield. So long as you concentrate you could shoot other bullets, or perhaps even deflect them with a melee weapon were you to be so bold as to bring one to a gunfight. Do keep in mind however that even your now superior reflexes won't help you if you can't see where a bullet is coming from, so stay sharp.

Eternal Suffering (600cp Discount Gung-Ho-Guns): You know just what it takes to drive someone to the very edge of their limits. Whether it's toying with someone's psyche or manipulating them into doing something they thought they never would, you have an all access pass to what makes a person tick. With time and effort the very core of others is laid bare for you to dismantle brick by brick. The likelihood of you being able to directly kill someone with this perk is slim but if you want to turn your worst enemy into a hollow shell of their former selves this is the way to do it. Opponents with exceptionally high willpower may well be able to resist your efforts but if you're willing to put your very life on the line and it's at all possible you'll eventually find just the right leverage to send someone spiraling into a catatonia they may never recover from.

Independent Plant

Love & Peace! (100cp Free Independent Plant): You are the Hunter of Peace who continues to pursue that ephemeral thing called "Love"! What does that mean? Hell if I know but you'll find that with this perk you're far more likely to bring out the goodness in others, even with corny lines and exaggerated gestures. Or maybe it's because of those things that this works? Anyway should you find yourself in a bind or facing down an adversary you just don't want to fight, talking them down from whatever action they're about to take is far more likely to succeed now. This might just be the thing that pulls them back from the edge.

Hard Puncher (200cp Free Independent Plant): With this perk you're afforded a great number of benefits over the rest of the population of this planet. To start with your strength and IQ are higher than the average human's, easily pushing into the top percentiles of that race just by nature. The true benefit of this perk however is in your speed and agility. You'll easily be the fastest quick draw around and capable of pulling off trick shots and similar feats like ricochets. Your speed combined with your new intellect will also make you capable of counting bullets even in the middle of an intense fire fight. Get out there and see what you can do.

Technical Pacifism (400cp Discount Independent Plant): You made a vow and you'll be damned before you break it! This perk provides you with a safety net should the unthinkable happen. Granted this doesn't HAVE to be a vow to never kill but the more limiting the vow the stronger the net. Vow to never kill? Playing with explosives near the ridge above town? Accidently cause a landslide? No sweat, miraculously no one was harmed! Vow never to harm a child? Wow, what do you know? On the day of your big showdown the local orphanage has a field trip. Lucky you! Vow never to drink Pepsi? Amazing! Every restaurant you visit has Coca-Cola! Divine Intervention. Be warned, this perk isn't foolproof. The more you rely on this ability the

worse it will be almost to the point of non-existence in-fact. This ability operates on those uncontrollable and unforeseeable events that can occur in everyday life. It's a "just-in-case" safety net for when things go south. Don't abuse it. And God help you should you break your vow. Not only will you lose this ability for the remainder of whatever time you spend in the current jump but the effects will reverse themselves causing whatever you wished to avoid to occur with more frequency. Choose your vows carefully. You may change your vow once at the start of every new jump.

Angel Arm (800cp Free Independent Plant): You've acquired a very dangerous and very deadly weapon. The Angel Arm is a weapon built right into a Plant's physiology manifesting as one of their arms once the proper catalysts are brought together. This weapon is so devastating it is capable of wiping an entire city off the face of the planet, just like Missing July, or even putting a massive crater on the moon visible from planet side. The attack takes the form of a massive cannon which fires a projectile not unlike a black hole. Take caution however, for this takes a massive toll on its wielder. At the time of acquiring this power you'll only be able to use it once with herculean exertion and the right key. Even then this will leave you drained and unconscious for days and cause your memories to become hazy or even missing for the events surrounding the usage of this weapon. With time and effort, but mostly time you might be able to use this ability two to three times this jump and minimize some of the aforementioned weaknesses. Take heed that you are using your very life to power this ability and even for a Plant who lives for a not inconsiderable amount of time this is a heavy toll. The catalyst you need was also created by your sociopathic brother. He and his lackey Legato with his macabre powers likely hold some measure of control over your Angel Arm. Be every vigilant for even a moments lapse could cause untold devastation and loss of life. (**Outside of this Jump with time, effort and maybe a few supplemental perks you can increase the number of times you can fire this weapon, draining yourself too far will still be a very real threat but if you take it slow you'll definitely be able to minimize the effects**. **This perk also requires Plant physiology and/or DNA. If you want to use this you'll have to acquire some for yourself and whatever object you wish to use as an interface.**)

Items

Donuts (50cp Free Independent Plant): Always hot and fresh out of the oven taste. These confectionary treats are melt in your mouth delicious. And lucky you, you've got a whole baker's dozen of them ready and waiting to be devoured whenever you open the box. Will you be a pal and share with your buddy Vash or will you hoard them greedily to yourself?

Cigarettes (50cp Free Gung-Ho-Gun): Just what the doctor ordered, fit for outlaw and priest alike. Nothing takes the edge off like a good smoke and just for you it's your favorite brand. How did they get here? Don't worry about it. Hey, did I mention the pack doesn't run out either? If you happen to be a more discerning and stylish individual you can also choose to take a pack of Brilliant Dynamites Neon's cigarettes of choice. These flashy and bombastic smokes more closely resemble a sparkler firework than a tobacco product. But when you absolutely have to be the center of attention accept not substitute. These pack a hell of an energizing "buzz", and there is no way these can be healthy but you'll look damn good smoking 'em.

Bullets (50cp Free Outlaw/Lawman): Believe me you're going to need them, especially with how expensive they are. One bullet on Gunsmoke costs the equivalent on a single meal. Yup. Stock up now so you don't regret it later. This comes with several boxes of refilling, easily portable ammunition for any bog standard gun you might be carrying.

The Trigun Collection (50cp Free Drop-In): Want to get a look into the future? Just enjoy the series? This is for you. This includes the TV series, the original comic books, the movie and the soundtracks. Enjoy.

$$100,000 (50cp Free Insurance Agent): Enough to live comfortably for a year or two. Don't spend it all in one place.

Personal Thomas (100cp): This pack animal is the mount of choice for those on Gunsmoke. Fast, nimble and requiring very little in the way of care due to its adaptable nature. Buy now and receive enough for your whole crew.

"Stun-Gun" (100cp Discounted Insurance Agent): This is the same model weapon that Milly Thompson of the Bernadelli Insurance Society carries for self-defense purposes. This very large, very imposing, and just barely non-lethal gun packs quite a wallop, firing sizable X-shaped projectiles which can shatter bone and even knock over vehicles as large as trucks. Take care though, the shoulder sling has a tendency to break.

Derringers (100cp Discounted Insurance Agent): This pile of derringers is the same as those used by Meryl Strife of the Bernadelli Insurance Society for self-defense. What they may lack in power and range they more than make up for in speed and reliability. Plus you have a bunch of them because really who has time for reloading? Quantity is a quality all its own after all.

Frank Marlon Gun (100cp Discounted Outlaw & Lawman/Bounty Hunter): This weapon was custom built by master gunsmith Frank Marlon before he became a washed up drunk after the loss of his wife and child at the hands of one of his customers wielding one of his guns. This is an exquisite one of a kind piece sure to bring you admiring glances whether it's in your hip or mounted on your wall.

Badge (100cp Free Lawman/Bounty Hunter, Discounted Outlaw): This symbol of authority, a promise to uphold law and order is a lawman's first defense against the criminal element infesting this planet. With this a bounty hunter has license to hunt and capture fugitives with impunity so long as they make an effort to minimize collateral damage. A lawman can expect citizens to listen and obey their orders with little to no questions so long as orders given don't endanger their lives. Even an outlaw can benefit from this powerful symbol thanks to the corrupt nature of most sheriffs on the planet. If you were to walk into any town with this pinned to your jacket the locals would treat you as if you had been their sheriff for months.

"Lucky" Gambling Suit (200cp Discounted Outlaw): This slick dress suit radiates class and authority. You'll be able to walk into any bar or casino and guarantee to turn heads. However, any man can wear a suit, but only you can pull off a suit with four automated submachine guns rigged to flip up from under your arms and around your waist with just a quick opening of the suit jacket. Give a whole new meaning to "dressed to kill" for the man who tries to cheat you at poker.

Constance Rifle (200cp Discounted Lawman/Bounty Hunter): Just like the bounty hunter Loose Ruth you have a surprisingly accurate lever action rifle that rotates it twin barrels after every flip of the loading lever.

This gun has two long magazines individually extending out perpendicular to the barrels allowing for each one to load an astonishing 20 bullets each before needing to swap in new magazines.

.45 Long Colt (Free and restricted to Independent Plant): This is a beauty of a gun, taking 17 years to produce by Knives himself. A large custom made six shot revolver that just feels right in your hand, with a delightful trigger pull this gun is ecstasy to fire. One round is more than enough to put down anything but the biggest and toughest of opponents, a well-placed shot could easily remove someone's limb. While six shots may not seem like much, in your hands with your accuracy, it's all you'll ever need. And just for the pièce de résistance this also happens to be the catalyst you must interface with to unlock your Angel Arm. Be careful how you use this and don't let it fall into Knives' hands or he will use it against you.

Punisher (200cp Discounted Gung-Ho-Guns): Wielded by the elite members of the Eye of Michael this is a large cumbersome cross that doubles as your own personal, portable armory. This cross can either open up to store a number of handguns, be wielded as a large machine gun, or even be reversed and used as a rocket launcher. Be mindful of its weight however, it is very heavy, almost too heavy. Is it because it's full of mercy? I guess you'll have to find out.

Prosthetic Arm (200cp Discounted Gung-Ho-Guns and Independent Plant): This mechanical limb was crafted by an expert of Lost Technology. Not only does it grant you smooth, natural full range of motion and the option to apply an artificial skin almost indecipherable from the genuine article but at the drop of a hat seemingly with only a mental command this prosthetic will transform into a fully automatic machine gun with surprising accuracy. An excellent hold-out weapon, wouldn't you agree? Try not to make too many made jokes about being "disarmed".

"Artillery Battery" (200cp Discounted Outlaw): Alright, so it's not really an artillery battery but it's likely the next best thing if used properly. This large and innocuous looking saddle is packed to the brim with missiles and other long ranged explosives. At the moment it will fit perfectly to any Thomas you may currently have or plan to acquire in the future but it can easily be adjusted to fit just about any moderately sized mount. The explosives are rigged to a long range wireless detonator and are by default set to dumb fire in random directions causing as much destruction and mayhem as possible. This can be changed if you wish for a more controlled demolition, but either way I hope your steed has nerves of steel and is a forgiving sort. Regardless this makes for either an excellent distraction or a powerful sneak attack.

Bulletproof Trench Coat (300cp Discounted Independent Plant): This long stylish coat in your choice of color is practically immune to small-arms fire and capable of feeding ammunition through the sleeves into your weapon on hand. Now you too can be just as stylish as the most wanted man on the planet, I'll even throw in an exact replica of Vash's sunglasses.

Jumper's Saloon (600cp Discounted Lawman/Bounty Hunter): A beautiful saloon with traditional Wild West style double doors and plenty of tables for all manner of gambling and drinking. The bar is fully stocked with every mundane alcohol under the sun and should you find any rare or unique (non-magical) beverages they can be placed in special racks and containers in the back which will allow them to replenish as well. The saloon follows you between every jump and allows companions who you might not have taken with you to still remain within the confines of the building, running your establishment for you while you go out and save (condemn) the world. Within, all gambling conducted on the premises are slightly skewed in your favor

and all winnings and earnings go directly to wherever you designate as your till. Alcohol will quickly replenish over time, hot food will always appear from the back for any customers who so desire, though this will only increase their thirst, and any damage that may be caused by a bar brawl will never be permanent and will be restored within a matter of hours. In other universes that have such things televisions and arcade games will appear for your customers' satisfaction. The name and signage for your saloon is entirely up to you and will automatically update should you ever choose to change it. The aesthetics will also change automatically should you will it. Invite the whole gang, drinks are on you tonight.

Gasback's Gauntlet Gun (600cp Discounted Outlaw): This heavy pneumatic gauntlet slides on over one of your arms and allows for a number of different fire modes to be utilized. In its neutral position a powerful and imposing mechanical hand can be used to grab and crush objects, while the forearm section can be used as a personal shield. A handle is integrated into the forearm and when grabbed and aimed the shield portion of the gauntlet rotates into a three barreled machinegun. This machinegun can again be rotated into a miniature cannon. The underside of the gauntlet contains an exhaust for the steam which powers the machine. This can be utilized manually as a smoke screen or to assist with the weight of the weapon and allow for quick bursts of speed while aiming or even to propel yourself forward or up if knocked down. The final weapon is a large energy reactor which pops out from the center of the gauntlet. This reactor can charge itself to unleash a barrage of lightning-like energy attacks that can chain between foes and even double as an electromagnetic pulse.

Lost Weapon (600cp Discounted Gung-Ho-Guns): This is it. You've made the mark and have been bestowed with what you can only imagine is some weaponized Lost Technology to assist you in your duties to make Vash the Stampede suffer eternally (or not if you have no connection to the Gung-Ho-Guns). Whether this is similar in nature to one of your "comrades'" such as some form of battle armor or an eyepiece which induces hypnosis and sensory paralysis or something uniquely your own it will suit your own personal style of combat best. This power was made just for you and as such you have several years' worth of implanted experience using it. This gift isn't perfect or all powerful so don't rely on it overmuch or you may just find yourself in a position of weakness on the wrong end of a very large gun barrel.

Sandsteamer (600cp Discounted Drop-In): These enormous pieces of machinery are what are used by most in the world to travel from location to location. And now you have one too. These heavily armored and well-defended vehicles can stand up not only to the elements of the wastes but also all but the most heavily armed attacks. This could easily act as your own personal mobile fortress, coming replete with all the first class trappings and your own vault strong enough to withstand almost any attempts at breaking in. Despite being a "Sand" steamer this model appears to be a prototype designed originally for use in a number of different biomes capable of swiftly travel across all but the harshest terrain. The only down sides to this piece of equipment is its lack of crew, and the fact that obnoxiously enough it's steam powered. Better get to work upgrading this baby to a more modern style of locomotion.

Bronze Statue (600cp Discounted Insurance Agents): Jumper (s)he doth bestride the worlds like a colossus! The world, very probably like your ego, is a big place so you need something equally big to make your mark. It's also important that others know just what a swell and upstanding individual you are. With this you can show them. This five story tall solid bronze statue made in your likeness is guaranteed to inspire at least a small measure of loyalty and respect from all those who see it. This statue, while not only making for a great

conversation piece in whatever location you decide to have it placed in, is sure to give you that extra edge in public opinion. The statue follows you from jump to jump and can have whatever poses or inscriptions you desire. Did I also mention that it's insured for $$5,000,000,000?

Companions

Insurance (300cp Discounted Drop-In): Import or create up to 8 companions to bring into the jump and join you on your adventure. They'll each gain 400cp to spend on their origin, perks and items. Companions will receive all appropriate discounts and freebies.

Gang/Posse (300cp Discounted Outlaw & Lawman/Bounty Hunter): A dozen loyal men and women under your leadership wholly devoted to your goals. These individuals may be thieves or highwaymen who have naturally gravitated to your side. Or perhaps they are trusted deputized civilians looking to assist you in your crusade for law and order. Whatever the case may be these individuals take up one companion slot, and while trained and skilled for their roles are no more special than any other highly qualified person. Specific character traits are up to you to decide and any perks gained from importation are reasonably split between the group.

Meryl Strife and Milly Thompson (500cp Discounted Insurance Agent): These Bernadelli Insurance Society employees are currently assigned to the case of Vash the Stampede and his reckless rampages across the planet. Have they joined forces with you because they believe you can assist them in their goals of monitoring and preventing more destruction? Or perhaps they believe you yourself may pose an even greater threat than the Humanoid Typhoon himself? Both ladies are dedicated to their profession and are trained enough to at least be capable of self-defense against most if not all basic threats on the planet. Both girls come with **Work Hard Play Hard**, **Second Job**, and **Inconspicuous Carry**. Meryl also comes with her own set of **Derringers** and Milly her trademark **Stun-Gun**.

Nicholas D. Wolfwood (500cp Discounted Gung-Ho-Guns): A kind enough, though cynical, individual with a soft spot for kids. Nicholas is in actuality secretly and begrudgingly working for Millions Knives. His job is to guide and protect Vash until he can be reunited with his brother. Wielding his heavy **Punisher** filled with mercy he skillfully mows down anything in his path and has very little compunction about killing. Trained from childhood to be a killer after murdering his guardian Nicholas will be an excellent asset to have by your side. With persistence and conviction it may be possible to sway him from his beliefs and set him upon a more altruistic path. Nicholas comes with **Let's Begin the Killing Time**, **Until I Find "Him"**, and **Gunpowder Tea**.

Vash the Stampede (800cp Discounted Independent Plant): A peace loving and powerful Independent Plant who is currently the **most wanted** outlaw on the planet with a bounty of 60 billion double dollars. It seems everywhere this man goes destruction and catastrophe follow, earning him the epithet of "The Humanoid Typhoon". So great is the mayhem he unwittingly creates that within a relatively short period of time he will be labeled as the very first human natural disaster, a walking act of god, thus seeing his bounty canceled. Vash is a kind if somewhat clownish individual who believes that no one has the right to take the life of

another, no matter what. He will always attempt to find another way to resolve the problem at hand. He is currently hunted by his brother Knives and his group of assassins the **Gung-Ho-Guns**. Vash has access to the **entire Independent Plant perk line** as well as his trademark red **Bulletproof Trench Coat**, **Prosthetic Arm** and **.45 Long Colt**. Unfortunately he also has the **Wanted Man**, **Skirt Chaser**, **Technical Pacifist**, and **Killing Spiders to Save Butterflies** drawbacks. If you take Vash as a companion you will also be subject to the majority of these drawbacks by proxy with no points received.

Drawbacks

Not enough points, eh? I understand, so much so that I'm willing to let you take 800cp worth of drawbacks. You're welcome to take as many as you like but you'll receive no more points once you hit your limit. Don't regret it.

Trigun MAXIMUM (100cp): The world just got a whole lot more grim. Rape and Murder is up, Love and Peace is at an all-time low. This world's tone now greatly resembles that of the Trigun manga but unfortunately (or fortunately) it isn't that world. Events will still occur as they did in the show but expect a lot more deaths and a lot more general depravity. Enjoy your stay…

Skirt Chaser (100cp): You seem to have trouble focusing on your priorities, you'd rather wile the time away flirting and chasing skirts, hopefully this doesn't come back to bite you.

Allergic to Idiots (100cp): If only this were that simple. Unfortunately for you, you have come down with a terrible condition that when exposed to skin contact with another human being you break out into numerous itchy hives. Even the lightest brush will cause 6entire sections of your body to break out. Better layer up and hope your companions are understanding about your condition.

Tapestry of Scars (Variable): For 100cp your entire body from the neck down is riddled with horribly hideous, raw and twisted scars telling a tale of a life spent in battle. Most of these scars have permanent ad hoc medical sutures like metal bolts, grates and stitches making you look more like a Frankenstein's monster than a human being. These old wounds are physically painful for you and emotionally painful for anyone who bears witness, recoiling in horror from them. They won't hinder you in battle but expect more than a few sleepless nights as old wounds start to fester. For 200cp you're missing an arm and while you may be able to replace it with a prosthetic it will take time to not only come to terms with having a missing limb but also to retrain yourself to fire a gun accurately. Better hit the range and start practicing.

Wanted Man (Variable): Someone's taken the liberty of placing a bounty on your head. Dead or Alive. For 100cp this is a minor bounty seeing only amateurs and opportunists seeking you out. For 300cp however this will be upgraded to a rather large bounty with a relentless stream of seasoned professionals coming after you, and with how dangerous they believe you to be, don't count on them trying to take you alive.

Knives' Pawn (200cp): Uh-oh. Something happened and now you're under the thumb of Millions Knives, the sociopathic brother of Vash the Stampede. You'd better do whatever he tells you or you'll shoot straight to the top of his To Kill List, and he's not someone you want to have for an enemy.

Don't Tell Me Your Dreams in a World Like This! (200cp): You're a cynical bastard. This world and its ways have ground you down to where you can barely go through the motions anymore. Expect to get on just about everyone's nerves, even those who might normally share such jaded opinions. Hope you don't mind slowly isolating yourself from those who love and care for you.

Gung-Ho-Guns Part II (300cp): Legato wants to make you suffer; perhaps he believes you have slighted Knives in some way? He has assembled brand new auxiliary Gung-Ho-Guns to send after you one at a time and whatever he believes will make you crack he'll hit hardest. Hope you're prepared to have whatever you cherish most assailed at random intervals during your jump. Legato will also make use of his psychic abilities to mess with you and make you more susceptible to his torments. Enjoy.

Never Could Have Been Worse (400cp): Expect your actions to have very explosive and collateral damage inducing effects. The possibility of civilian bystanders being caught in the crossfire just increased exponentially. And you will regret every last drop of blood on your hands, if you cause too much collateral damage don't be surprised if you slip into a catatonic state until you can emotionally work things out. I hope you're proud hero, for your sake I really hope you don't take this with Trigun MAXIMUM.

Technical Pacifist (400cp): Hope you weren't expecting to breeze through the trials and tribulations of this world. For the remainder of your time here you can't kill a single soul. You do? Game Over. Jump Failed, pack your bags you're going home. Have fun!

Killing Spiders to Save Butterflies (400cp): Millions Knives is aware of your existence and something about you rubs him the wrong way. Whether it's a belief you hold, or some kind of twisted sibling rivalry Knives wants you out of the picture. Where he's only trying to torment Vash and make him forsake his philosophy, you he wants dead and he'll send everything he's got to spare to do it. If you're a plant yourself he's also keenly aware that you are in possession of his failsafe .45. He wants it back, enough that he'll come for it personally and his experience wielding the Angel Arms far exceeds your own.

The End

You've done it Jumper. You've survived 10 years on a world that wanted nothing more than to see you ground to dust and scattered amongst the sands of the wastes. You now are once again presented with a choice where you go from here is for you to decide. As always any drawbacks are from this point revoked.

Stories to Tell: You've had enough of this world. It's just too dry. Even people's hearts, you can't imagine why anyone would want to stay here and even what reason they might have to continue living. You will return home. Back to where it all started, reunited with those you left behind but bringing with you all that you have gained.

Fool's Paradise: You've decided to stay. Perhaps you realize the good you could do here? Or evil. Whatever your reasons for staying your Jump ends here, but that doesn't mean your tale has to. Maybe in time you'll guide the people of your new home back to their place among the stars and the true paradise they were destined for.

Wind Blows to the Future: You choose to leave this world just like the others before it. There is more to see and more to learn. You've made your mark here; it's time to spread the gospel of Love and Peace to the rest of the multiverse. Love & Peace! Love & Peace!