



GOOD HAND

INTRODUCTION

"IN THE DAYS BEFORE TIME, AN ANGEL FILLED WITH PRIDE FELL FROM THE HEAVENS TO A LIFE OF EXILE AS THE DEMON KING ANGRA. FILLED WITH SPITE AND HATRED, ANGRA SPEARHEADED A CHARGE OF DEMONS AND SPECTERS TO OVERTHROW THE WORLD OF MORTAL MEN. HOWEVER, A MAN APPEARED WITH THE POWER OF GOD SEALED IN HIS ARMS AND USED THIS POWER TO ONCE AGAIN SEND ANGRA INTO EXILE. THE PEOPLE, GRATEFUL THAT THE THREAT OF ANGRA HAD SUBSIDED, BESTOWED UPON THE MAN THE TITLE OF GOD HAND. LEGEND STATES, ALTHOUGH THE MAN HAS LONG SINCE GONE, A SINGLE CLAN CONTINUES TO THIS DAY TO DEFEND HIS ARMS, WHICH THEY CALL THE GOD HANDS, AND THE POWER HELD WITHIN. THOSE WHO POSSESS THIS POWER ARE CAPABLE OF BECOMING EITHER GOD OR DEMON. "

The world isn't in a good state. Slowly but surely, Angra's forces have begun to infest the mortal world. In the guise of humans, they wickedly extort, enslave, torture, or murder any mortals unlucky enough to cross the paths of these roving demonic thugs.

To make matters worse, the clan tasked with guarding the God Hands was wiped out by one of their own, a man by the name of Azel. He stole the left God Hand, seeking to become a demon in his own right. He wasted no time allying himself with Angra's four devas. The only survivor of the clan was Azel's former fiancé Olivia. She managed to escape with the right God Hand in tow. As if guided by destiny, she would come across a bold, yet brash wanderer named Gene, who would lose his own arm in the process of failing to defend Olivia from some demons harassing her. He had unknowingly proven himself as the perfect host of the remaining God Hand.

Now, with some mild coercion from Olivia, he sets out on a journey to defeat the Four Devas and thwart their plans to summon Angra to the mortal world once more. He does his best to hide it, but Gene's actions will more than prove his qualifications as a hero, and as the best possible choice as the next God Hand.

However you decide to insert yourself into this whole mess, take these **1000 GOD POINTS** to prepare yourself for the struggles that await you in this hostile land.

LOCATION

CHOOSE ONE STARTING LOCATION AT NO COST.

STAGE 1 | ELVIS' MANSION

The barren city surrounding the mansion of Elvis, one of the Four Devas. It's a sandy, barren village that looks like it crawled right out of some spaghetti western.

STAGE 2 | ABANDONED VILLAGE

The burning ruin of a city that is absolutely infested by violent thugs. It's practically a war zone, and it's stated that nobody who enters this village can return alive.

STAGE 3 | CIRQUE DE SADIQUE

A large circus run by Shannon of the Four Devas. Don't let the playful atmosphere and strange character fool you, this is a circus of death and enslavement.

STAGE 4 | KILO-CRAB

The walking fortress and laboratory of Doctor Ion, a high-ranking general serving under the Four Devas. The fortress is filled with all manner of strange experiments.

STAGE 5 | FLOATING BAZAAR

A surprisingly scenic area (if not for the endless army of thugs) that closely resembles the Italian city of Venice, with large waterways running between the buildings.

STAGE 6 | BALD MOUNTAIN

A cavernous mountain where underlings of the Four Devas often take enslaved humans to toil away endlessly, or to simply torture them for a quick laugh.

STAGE 7 | ANCIENT CITY

A desert area dotted with the remains of an ancient civilization, or perhaps even an old outpost for Angra's demon army in ancient times.

STAGE 8 | TOWER OF ANGRA

An enormous tower and meeting room for the Four Devas. The top of the tower is where Angra will ultimately enter the mortal world from, should the Four Devas succeed.

BACKGROUNDS

CHOOSE ONE. ANY BACKGROUND CAN BE TAKEN AS A DROP-IN.

COLLATERAL | FREE |

Just a regular citizen trying to stay alive. You don't have any direct stakes in the current conflict, but that doesn't mean you can't easily get caught in the crossfire.

ODDBALL | FREE |

You are... really weird. Whether you're a midget in technicolor spandex or a wrestler in a gorilla costume. Even in this crazy place, you stick out like a sore thumb.

MONSTER | FREE |

Whether or not you're actually a non-human, you are a terrible person. You're more than happy to terrorize the populace with or without demonic backup.

BRAWLER | FREE |

Someone who dances to their own tune. You're not one to bend the knee to anyone, and anyone who tries to break you will need to answer your fist.

SPECIES

CHOOSE ONE. CHOOSE AGE & GENDER FREELY.

HUMAN | FREE |

A bog-standard, mortal homo sapien.

DEMON | 50 GP / 100 GP / 200 GP / 300 GP |

You are one of the many entities that make up Angra's armies.

For 50 GP you are an imp. A small flying demon with little combat ability and a tendency to create pocket dimensions containing special challenges for mortals to take on.

For 100 GP you don't look that different outwardly from a regular human. However, you possess strength, speed, and endurance well above any regular human.

For 200 GP you are a full-fledged demon. You are able to transform into a monstrous demon either with a substantial exertion of will or automatically upon your human body being defeated. In contrast to the prior tier, the abilities of this form are blatantly superhuman, and you likely have some special trait like being able to breathe hellfire or cause large needles to protrude from your body.

For 300 GP you can call yourself an equal to any of the Four Devas. Even in your human disguise, you can casually send lesser demons flying, and your true demonic form is said to be 100 times stronger than that (it's certainly 100 times uglier). In addition to possessing certain unique abilities and attacks, the power to summon and enhance your attacks with hellfire seems to be a standard ability for demons of this level.

ANDROID | 200 GP |

You are a humanoid android akin to Dr. Ion. You possess superhuman strength and electrokinesis. Your body, head, and limbs can be safely detached and reattached through magnetism. You even have an assortment of alternative limbs with various weapons that you can always somehow retrieve from "off-screen" regardless of where you happen to be fighting. As long as you don't take the Drawback Energizer, you have received some of the later upgrades (i.e. a giant battery strapped to your back) that allows Dr. Ion to function for extended periods without recharging.

GENERAL PERKS

No DISCOUNTS.

FORGOTTEN SONG | FREE |

The God Hand soundtrack will now follow you into future Jumps. Toggable.

ARCHETYPE | FREE (OPTIONAL) |

Various thugs tend to fall into one of a small selection of body types. You may grant yourself a particular body type that comes with various advantages and disadvantages. Below are just a few possible combinations of strengths and weaknesses.

- EVERYMEN - Balanced build overall.
- HENCHMEN - Average build. Stronger than Henchwomen.
- HENCHWOMEN - Average build. More dexterous than Henchmen.
- FATTIES - Very strong and durable but very slow.
- MIDGETS - Very fast and agile but very squishy.
- SKINNIES - Fairly fast and agile but fairly squishy.
- WRESTLERS - Fairly strong and durable but fairly slow.

CARTOON LOGIC | FREE FOR THIS JUMP / 50 GP TO KEEP |

The residents of this world can be pretty strange. Whether it's a boss suddenly breaking into a pole dance or thugs stopping mid-fight to play along with your slapstick gags. This doesn't change how the world itself works, just makes it so the people within a given world are often much more eccentric and comedic in their behavior.

ITEM LOGIC | FREE FOR THIS JUMP / 50 GP TO KEEP |

Doesn't it just suck to get a healing item when you're all topped up? With this, any time you receive a consumable that you are unable to use at that specific moment, you may choose to immediately convert it into a proportional amount of the local currency.

GAME LOGIC | FREE FOR THIS JUMP / 100 GP TO KEEP |

You have the ability to keep track of a particular "difficulty level" from 1 to 4 (or "Die"). Performing well in combat will keep this level high, while making mistakes or taking hits will cause it to fall. Reaching lower levels will cause enemies to become somewhat less aggressive, and their attacks less harmful, until your level rises back up.

LOST IN THE WAR | 50 GP |

Whether due to tireless training or a rather traumatic injury to your lower body, you are now completely immune to nut shots. What more needs to be said?

MAKING AN ENTRANCE | 50 GP |

You've never been one to blend into the crowd. When you enter battle or initiate some kind of transformation, you may choose for it to be marked with some strange, localized effect. Whether you summon an illusionary door to enter through, cause the sky to appear darkened, trigger colorful explosions behind you, or anything else of the sort. This is a purely aesthetic effect that provides no tangible advantage.

ROULETTE WHEEL | 50 GP |

At any time, you are able to summon a special roulette wheel in your mind, containing several notable attacks or techniques you are capable of. During this period time is slowed down, but not stopped entirely, and you only have a few seconds (from your perspective) to make your choice. Any techniques you currently lack the means to execute at that particular moment will be grayed out and unable to be selected. The technique you select will be automatically executed instantly and nigh-flawlessly. At any time, you can adjust the wheel to customize what techniques are included in it.

JUMP HAND | 50 GP |

Why do the God Hands get to hog the cool glowing tattoos? You may mark your body with tattoos that glow in response to you using a substantial amount of supernatural power. You may choose their design and how much of your body they cover. You can disable this effect at will if you wish to use your powers stealthily. You're free to import any tattoos or other markings you have to gain this effect.

CHALLENGE STAGE | 150 GP / FREE DEMON (IMP) |

You have the ability to conjure tiny pocket dimensions, about the size of a small arena. You can use these for whatever you please, but you can also create these to facilitate a particular challenge of your design, akin to those described in **BONUS CHALLENGES**. You are able to manifest enemies, structures, and rules within as needed. Though you can't create anything exceptionally powerful, like a demon on the level of the Four Devas, nor can anything created within be taken outside. Challengers who fail your trial will be automatically ejected from the entrance portal. Exhausted, but otherwise unharmed.

Mix & Match | 150 GP / 200 GP |

It's a good thing that limb transplants are so easy in this wasteland with barely any medical facilities. Transplanting someone else's body parts onto your body, or yours onto theirs, is as simple as jamming the limb onto the exposed wound where your own would normally be. This also allows the recipient to wield any powers tied to that body part, though it may take time to master them.

You find the willing removal of such body parts similarly simple. It's hardly painless, but you could simply yank your own arm off if you felt so inclined. As a final oddity, like the arms of the original God Hand, your severed body parts do not rot or degrade over time, even centuries after their removal.

For a small plus-charge, if the recipient of a given limb still possesses that body part that you wish to replace, rather than removing their own, you can simply cause the two parts to "overlap". This allows the recipient to retain their original body part, while having all the abilities of the new part superimposed onto their own. You also know a special magic that can reverse this fusion. Any given body part can only be overlapped with one other at a given time, so don't go trying to jam a thousand magic eyes into one socket.

God Hand | 500 GP (CANNOT BE TAKEN BY DEMONS, REQUIRES WANTED MAN) |

You knew this would be coming up sooner or later. One of your arms has been replaced with one of the two God Hands. Even when not consciously using the hand's power, you are able to demonstrate superhuman strength, endurance, speed, and agility. Letting you send enemies flying with a kick or leap dozens of meters into the air. By exerting some of the hand's energy (which can be restored by certain items, food, or just gradually over time), you can manifest various attacks involving enhancing your abilities or even manifesting concentrated holy energy as blasts or constructs.

By fully releasing the power of the God Hand, for a brief few seconds you'll become invulnerable and your physical abilities will be boosted to a level that dwarfs your normal output. However, this is quite taxing and the God Hand's power can be difficult for a novice to fully control. For no cost, you receive an artifact known as a Deistic Shackle, that allows you to restrict the full power of the God Hand until needed. This is essentially training wheels for your God Hand. With practice, you will be able to fully control the hand just as well, if not better than when you needed the shackle.

By taking this, you are effectively replacing either Gene or Azel's role in the story, or perhaps you simply are them in this particular manifestation of the world. Whatever the case, the God Hands' true power can only be shown when both are united on one body. If you want that power for yourself, you'll need to figure out how to claim that other arm.

COLLATERAL PERKS

100 GP PERKS FREE AND OTHERS HALF-OFF TO COLLATERAL.

PEON MAGIC | 100 GP |

An odd ability that all nameless background characters seem to possess. You are able to access a kind of invisible “hammerspace” from which you can retrieve and store objects from any unobserved part of your body. The total storage space is akin to a large piece of luggage. The largest single object you could store is an old-fashioned treasure chest.

ON YOUR MARK | 100 GP |

When escaping any particularly dangerous situation, you’ll be able to (very) briefly demonstrate an uncanny competence in whatever means of escape you choose. Whether you swim away with the grace of an Olympic diver, run out of sight before the dust has time to clear, or scale a rocky cliff with effortless ease.

DIFFICULT DAMSEL | 200 GP |

Whenever you (appear) to be in peril, such as being harassed by thugs or stuck in some kind of trap, it acts as a kind of karmic lure for heroic individuals. As long as you aren’t in a completely secluded location, one such hero will always be nearby and willing to step in to save you. These heroes often possess exceptional capabilities for a human, but there’s no guarantee that will be enough to handle the present dangers.

HERO TAMER | 200 GP |

As long as someone isn’t completely devoid of emotional weakness for you to exploit, you can wrap anyone around your finger. This is good for extorting the selfish and crude in the short-term. For marks with an above-average moral character, you can practically enslave them as soon as you have anything that could even vaguely be considered a “debt” to hold over them, even long after they’ve returned the favor.

PRIVATE VENUE | 400 GP |

As prolific as the Casino is, how odd that you can never see any other clientele. In future Jumps, you can cast a peculiar magic over a given location of comparable size to the Casino. Anyone who enters this location will be entering an identical copy or “instance” of it, unable to perceive or interact with anyone that they didn’t enter with or specifically intend to meet. You and staff are unaffected by this magic. This doesn’t actually create duplicates of this location, nor any of the people and resources within.

MASTER CHEF | 400 GP |

You are privy to the special cooking techniques to create a variety of dishes and items that, if spent or consumed, provide permanent boosts to various stats like health, speed, stamina, or even supernatural powers and energies. There isn’t technically a limit on how many times someone can boost their abilities in this way, barring how many of these you have the means to produce. While the ingredients for these can be found in any world, they are always exceptionally rare and therefore exceptionally expensive.

HOLY TRIBE | 600 GP (CANNOT BE TAKEN BY DEMONS, INCOMPATIBLE WITH GOD HAND) |

As rightful guardians of the God Hand, the Godhand tribe seems to possess a genetic immunity to its power. You possess a similar immunity to all holy powers (as long as said power is being wielded by a human). This doesn’t just apply to energy blasts or holy spells. If someone was enhanced by a god to possess superhuman strength, their punches would be no stronger than a baby against you. This won’t negate beneficial effects. It should go without saying this won’t protect you against infernal forces or really any attack that isn’t backed by holy power.

ODDBALL PERKS

100 GP PERKS FREE AND OTHERS HALF-OFF TO ODDBALLS.

WELCOME TO THE CIRCUS | 100 GP |

We're all a little mad around here, but that's no excuse to be uncooperative. You'll find that being eccentric or downright crazy has no bearing on the willingness of others to fear or respect you. In fact, you'll find your craziness has an odd way of infecting those who serve with or under you, at no loss of productivity.

I'LL BE BACK | 100 GP |

Whenever you experience a humiliating defeat or interruption in a 1-on-1 fight, your enemies are oddly willing to just... let you leave, as long as you wait until you're out of sight before doing anything else that would piss them off. This only applies against individual opponents, and only a maximum of twice per opponent.

RIGHT ON TIME | 200 GP |

Public transport has a way of always arriving right when you need it. They'll let you onboard even if you're a horrific monster or criminal. You also find it quite easy to convince public transport to make stops that normally aren't on their route. On top of all that, you know an energy-intensive spell that lets you summon a bus from thin air to take you wherever you might need to go.

PACK LEADER | 200 GP |

You're the "red ranger" so to speak. In any group, as long as there isn't already an assigned leader, others rarely bat an eye when you insert yourself into that role. You have astounding teamwork and can even join with allies to pull off team attacks that don't seem physically possible, like chaining your bodies into a wheel to run over enemies or uniting the power of friendship into an offensive beam attack.

DRESSING THE PART | 400 GP |

People who look great tend to feel great, so logically looking strong must actually make you strong. Wearing any costume will enhance your physical abilities to reflect whatever you're dressed as. Dress as a gorilla to gain the strength of one, or like a ninja to mimic their skills and stealth, or a robot with iron-like skin, etc. There is a limit to this boost, and it can only affect raw stats, not unlock completely new abilities. Dressing up like superman won't make you totally bulletproof or give you heat vision.

MIND OVER MATTER | 400 GP |

Whether through demonic magic or some freak mutation, you possess potent psionic abilities. This primarily manifests as telekinesis and electrokinesis. You can psychically control dozens of large boulders simultaneously and launch them with deadly force. It is far more difficult to lift living beings with your telekinesis, but not impossible. You can also produce bolts of electricity from your hands and even combine it with your telekinesis to levitate someone in the air as you fill them full of volts.

THE DOCTOR IS IN | 600 GP |

There's no science quite like mad science. You have total mastery over a level of technology that doesn't remotely fit in with the rest of the setting. We're talking giant walking fortresses, cyborgs, genetic augmentation, sci-fi-esque weaponry, the works. Your scientific abilities are easily equal to those of Dr. Ion. You also share his talent for accumulating the ungodly quantity of resources needed to create colossal projects like the aforementioned walking fortress, and the logistic knowhow necessary to actually get such a thing constructed in under a century.

MONSTER PERKS

100 GP PERKS FREE AND OTHERS HALF-OFF TO MONSTERS.

FANCY FOOTWORK | 100 GP |

You are shockingly light on your feet, about twice as much as one would expect from a build like yours. You are also capable of a special mobility technique that allows you to quickly cross relatively short distances in barely a second, whether by launching yourself like a cannonball or seemingly teleporting over that distance in a flash.

COMBO BREAKER | 100 GP |

You aren't gonna let some uppity hero juggle you like a glorified sandbag. You have a knack for breaking an opponent's momentum and generally breaking out of attack loops designed to leave you with no opening to retaliate. You can seize even the smallest opening in an enemy's attacks, even if you have to tank a few dozen hits to find it.

POISON KISS | 200 GP |

There's a cute little masochist lying dormant in every mortal, and you know how to bring it out. You have an uncanny skill for breaking people's will to resist. At first they'll obey you out of fear, but after enough abuse, they'll come to actively enjoy it. The stronger someone's will, the harder it is to break them. In addition to that, you find you are exceptionally attractive, with an instinctual talent for seduction.

DEMONIC MAGIC | 200 GP |

You know a thing or two about demonic magic. If you couldn't already, you know how to conjure and enhance your attacks with Hellfire. Other than that, your magic seems to specialize in magic structures. Invisible bridges, magic wards, floating platforms, y'know standard videogame architecture stuff. Best not to think too hard about how you're using this if you aren't a demon yourself.

GOD OR DEMON, WHAT AM I? | 400 GP |

Despite ostensibly being a holy power, it is said that whoever wields the God Hands can become either a god, or a devil. You'll find that you have the ability to gradually "invert" the nature of a power you wield in accordance with your actions. Perhaps your cruelty corrupts a holy weapon into an infernal one, or your altruism purifies a magic poison you produce into a medicine. This doesn't impact the overall power, just change its nature. This is usually a slow transition that takes months, if not years to complete.

INFERNAL SORCERY | 400 GP |

You have mastered demonic magic to a far more advanced level. Again, if you couldn't before, you can now conjure and enhance your attacks with Hellfire. However, you are capable of far more potent feats of magic. Whether it be transforming humans into powerless animals (exceptionally strong humans revert to normal after a few seconds), summoning buses out of thin air, hypnotizing mortals, or even complex ritual magic like that used to summon Angra from Hell to the world of mortals.

BIG MAN DOWNSTAIRS | 600 GP |

By taking this, you receive a substantial all-around boost to your total power. If taken as a demon on the level of the Four Devas, you would now be an equal to Angra himself in personal power. Arguably more impressive is the loyalty that all weaker demonic beings feel towards you. Much like Angra engendered such absurd loyalty in all demons that they would strive for centuries to obey their will, despite lacking any means to directly enforce their authority in that time. This does not affect demons that are objectively stronger than you, few as they may be, considering the first part of this Perk.

BRAWLER PERKS

100 GP PERKS FREE AND OTHERS HALF-OFF TO BRAWLERS.

HEROISM PAYS | 100 GP |

Who knew that playing the hero could be so profitable? You'll find that every time you succeed in doing a good deed for someone with no obvious ulterior motive, those you rescue will be willing and able to reward you for your services. Whether that be in the form of money, useful items, information, keys, martial arts manuals, etc.

BETTER PART OF VALOR | 100 GP |

Dignity is for chumps. You find it bizarrely easy to emotionally manipulate your enemies. Whether it's groveling for mercy to buy time or taunting to send them into a blind rage. Combined with this is a knack for dirty fighting. Poking eyes, sneak attacks, nut shots, the works. Might not be clean, but you can't say it's not effective.

MOMENTUM MADNESS | 200 GP |

You have a way of ensuring battles move at your own pace. As long as you don't mess up your timing, you can stun-lock enemies in endless loops of attacks, cancel your attacks without any regard for momentum, reflexively turn an enemy's grab against them, etc. Even if you send an enemy flying out of the battlefield, you can choose to have them somehow "rubberband" back, just so you can continue the beatdown.

GREAT SENSEI | 200 GP |

The ways of kinjutsu and ninjutsu are known to you. You are a master of the sword, able to cut through hordes of regular mortals with ease. Oddly, this also gives you the ability to seemingly appear out of thin air through an illusionary door when entering a fight. Your ninjutsu gives you almost inhuman agility, in addition to the ability to create several tangible (though extremely fragile) clones of yourself.

HYPERACTIVE FIGHTING STYLE | 400 GP |

Even putting aside the power of his right arm, Gene seems to be something of a martial arts genius. Like him, you can instantly master any martial art technique just by reading a manual of it and effortlessly integrate it into your own fighting style. Though, you may want to consciously exclude techniques simply to avoid being overwhelmed by options. Even if a technique requires supernatural energies you don't possess, you can modify them to run on those you do have (like replacing qi with holy energy).

NEXT BEST THING | 400 GP |

The problem with fighting demons is that they can't quite "die" like mortals can. Defeating them just sends them right back to Hell to slowly resurrect. You'll find that, going forwards, when you defeat an opponent that can't normally be killed in the conventional sense, you can instead banish them to Hell or a similar faraway dimension. It's not impossible or even unlikely that they'll eventually find a way back, but this will take centuries at minimum for all but the most obscenely powerful beings.

ANTICLIMAX | 600 GP |

For as mighty as Angra is on paper, he does a piss-poor job of showing it. You'll find that, going forward, any "final boss" type enemies won't be nearly as strong as they should be. Maybe you get a powerup that perfectly counters them, or their summoning ritual isn't complete, or maybe they're just having an off day. Whatever the case, such enemies will only be able to demonstrate a fraction of their full power. In addition, their attacks will be predictable, telegraphed, and easy to counter. Of course, this is all for naught if a fraction of a being's power is still more than enough to annihilate you.

ALLIES & EQUIPMENT

TAKE TWO 50 GP PURCHASES FOR FREE AND ONE OF EACH HIGHER TIER HALF-OFF.

ITEM IMPORTS ARE FREE, AS LONG AS THEY ARE ROUGHLY THE SAME TYPE OF ITEM.

PUNK WESTERN CHIC | FREE |

The fashion of this world is... diverse. Everything is some blend of western, punk-rock, and fantasy aesthetics. You may design one such outfit to receive for free.

BONUS CHALLENGES | FREE FOR THIS JUMP / 50 GP TO KEEP |

In secluded areas, you can come across small imp-like demons that will allow you to participate in various challenges within a small pocket dimension. These often involve fighting groups of enemies while under some kind of restriction. Failure will see you safely ejected, while success will result in a monetary reward. In addition, you can occasionally find strange statues that rise from the ground. Doing a sufficient level of damage to these statues before they retreat will provide you with useful items.

ITEM DROPS | FREE FOR THIS JUMP / 100 GP TO KEEP |

Various items can be found upon defeating an enemy or occasionally upon destroying objects in the environment. These include bags of money in the local currency, giant fruit that restores health, Roulette Cards that can restore your supernatural energies or provide a temporary power boost. These items are represented by giant projections floating off the ground. It seems that you're the only one who can actually see these.

OLD FRIENDS | 50 GP (CAN TAKE MULTIPLE TIMES) |

With one purchase, you can create or import a companion with 600 GP to spend. Each additional purchase doubles how many companions you can create/import.

NEW ALLIES | 50 GP (CAN TAKE MULTIPLE TIMES) |

With one purchase, you receive a slot that can be used to recruit one of the locals as a companion. Each additional purchase doubles the number of slots you receive.

ROSARY | 50 GP (CAN TAKE MULTIPLE TIMES) |

Sacrificing one of these silver rosaries can dispel all but the strongest magic wards. You receive one rosary per purchase and used rosaries are replaced after seven days.

POISONOUS CHIHUAHUA | 50 GP |

An adorable and loyal chihuahua that can inflict a deadly poison with its bite. You also receive an infinite supply of the antidote for said poison, just in case.

SIGNATURE WEAPON | 50 GP |

A single melee weapon of your choice . It is practically indestructible, able to handle however much force you swing it with. It is otherwise completely mundane.

OLD JUKEBOX | 50 GP |

A radio that is always able to reach various stations. There is one particular station that speaks on a variety of myths and lore relevant to your circumstances in a given world.

DEISTIC BRACE | 100 GP |

While worn, this shackle seals away any supernatural abilities of the wearer's choosing. By building up tension, you can temporarily release the shackle for a few seconds, during which any sealed abilities will demonstrate explosive power for that short period.

BOMBS AWAY | 100 GP |

Where are you getting all these from? At any time, you can retrieve a comically large lit bomb from any unobserved spot on your person. You must wait at least a few seconds after your last bomb explodes to summon another.

ROCK & ROLL | 100 GP |

You possess a unique weapon with strange elemental/energy abilities. For example, maybe you have an electric guitar that conjures literal lightning, a drum set that produces powerful shock waves, an unmelting ice spear that causes freezing, etc.

GIANT ENEMY CRANE | 200 GP |

An enormous double-sided crane with enough power to destroy a city (if it weren't rooted in a single spot). You know the trick to relocating this crane to any location of your choosing, but the process is elaborate and time-consuming.

RIDING IN STYLE(?) | 200 GP |

Why tire yourself out by walking everywhere when we have modern(ish) technology on our side! You possess some kind of large air or sea vessel. Although, this can't be anything more technologically advanced than a wooden ship or a hot air balloon.

GORILLA GRIP | 200 GP |

You may choose to receive a realistic gorilla costume that inexplicably bestows you the strength of an actual gorilla. Alternatively, you may receive a suit similar to the Mad Midget 5, complete with a laser sword and the ability to fire a beam from your helmet.

TOWER OF BABEL | 400 GP |

Your own personal base or town that you have enslaved to your will. This is essentially your own private "stage", with any design of your choosing. Whether out of fear or respect, the meek locals would never think to disobey you or run away.

CANNON FODDER | 400 GP |

You have your own army of suicidally loyal (but not much else) minions. Lost goons are replenished over time. They'll follow any order you give, but don't expect them to be very enthusiastic about anything that doesn't involve violence or bullying the weak.

CASINO | 600 GP |

Your own fully staffed casino in a politically neutral piece of land. Includes a variety of games from poker, chihuahua races, slot machines, a combat arena, etc. It even has a general store that sells various food and drinks that can provide permanent boosts to certain stats. The bulk of all profits go right to you.

MOBILE FORTRESS | 600 GP |

Essentially a giant artificial mountain that slowly walks on mechanical crab legs. The interior is a sprawling expanse of laboratories, prison cells, combat arenas, factories, and pretty much anything a morally bankrupt mad scientist could want in a walking fortress. It's anyone's guess what powers this, but it doesn't seem to ever run out.

DRAWBACKS

TAKE AS MANY OR AS FEW AS YOU CAN HANDLE.

SHORT FUSE | +100 GP |

Exactly what it sounds like. You have a short temper, and it is almost effortless for others to set you off with even some mild taunting.

ADDICTIVE PERSONALITY | +100 GP |

Whether it's falling for scams or reckless gambling, your poor decision-making leads to money slipping through your fingers almost as soon as you get it.

ABSOLUTELY SINFUL | +100 GP |

This isn't a world fit for a saint. Your personality is dominated by one of the seven deadly sins or a similar vice, whether it be pride, gluttony, gambling, sadism, etc.

BABYSITTING | +200 GP |

Somehow or another, you have been tasked with protecting an annoying young girl. She is immune to all your abilities and has a talent for coercing you to do whatever she wants. For what it's worth, she does ultimately share your goals and values.

DULL AS DIRT | +200 GP |

There's no two ways about it, you are dumb as they come, especially when it comes to trash talk. Whether it's setting up jokes and one-liners without being able to think of a punchline or allowing an opponent's sarcasm to fly right over your head.

ENERGIZER | +200 GP |

Your body seems to run on electricity. Luckily, a recharging station has been installed in your warehouse. However, more than a few minutes of intense activity or power use will rapidly drain your reserves, leaving you effectively dead until someone recharges you.

A NEW DOORWAY | +300 GP |

Angra has recognized the opportunity that your otherworldly soul presents. He seeks to lure you to the top of the tower of Angra in order to enter the mortal world through your body. Should this happen, you will be left completely comatose, and if Angra is not defeated before he fully manifests, this will spell the end of your Chain.

KMS RUN | +300 GP |

Some brat taped a piece of paper reading “kick me” onto your back. You took this as a challenge and are resolved not to allow this sign to be damaged or removed by any means. Unfortunately, any externalized supernatural abilities or “finishing moves” will destroy this. Failing this challenge will reduce you to borderline suicidal despair.

WANTED MAN | +300 GP / +0 GP & MANDATORY WITH GOD HAND |

Everybody seems to want a piece of you. Random thugs, technicolored midgets, rock stars, gorilla wrestlers, the four Devas, etc. For whatever reason, the Four Devas and anyone affiliated with them has you at the very top of their shit-list. Even if you literally just appeared in the world, they can all inexplicably recognize you on-sight.

POMPOUS RIVAL | +600 GP |

Aren't you getting bored of all these squealing weaklings? How about a real challenge. You have a rival that can't stand your mere existence. Your goals and personalities are too diametrically opposed to make peace even a slight possibility. The one thing you do have in common is your powers. That's right, they have absolutely all your power, skills, and techniques, even those from other worlds. Their mastery of them is even slightly better than your own. However, they are quite set in their ways, and that inflexibility can make them predictable, should you survive long enough to learn their habits.

ENDING

LET'S SEE WHERE THIS LONG ROAD TAKES US.

NO PLACE LIKE HOME | GO HOME

You conclude your Chain and return to your original world.

UNFINISHED BUSINESS | STAY HERE

You conclude your Chain and remain in this world.

INTO THE SUNSET | MOVE ON

You continue your Chain into a whole new world.

NOTES

JUMP BY GENE (THE JUMPMAKER)

Considering my username, I'm surprised it took me this long to attempt a GH dupe.

If you want, you can take the girl from Babysitting as a companion for free. She loses her immunity to your abilities post-Jump, but not her talent for manipulating you.

If you purchase one God Hand and acquire the second in-setting, both arms will be treated as fiat-backed extensions of the one Perk post-Jump.