

Trigun Maximum Jumpchain:

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Deep Space Planet Future Gun Action!

Far from here.

In a distant time and place.

The same song of Humanity still sang.

Spoilers for a lot, if not all, of Trigun Maximum... obviously...

Also, warning for cursing ahead... A good deal of cursing.

Welcome to the planet No Man's Land Jumper! A vast desert planet orbiting twin suns and being orbited by... five moons (there are five fucking moons apparently, even though only, like, one or two of 'em are ever shown) in an unknown solar system in an unknown galaxy (it could be the Milky Way galaxy, but I don't think it's ever explicitly stated that it is). ... What's that look for? 'Planet Gunsmoke'? Oh! I see what this is: your only exposure to this verse was the 90s Trigun Anime! Well don't worry! Despite this verse's apparent differences, some of your knowledge of the 90s anime verse will still help you, the anime was made after the first two volumes of Trigun released, which established most, if not all, of the main cast of characters. The people are mostly the same, however this version changes after the events of Juneora's Rock... or just before it... I'm not entirely sure. Either way, you'll be put into this universe on stardate: 0110. ... What? You want something more specific? Well unfortunately for you, dickhead, the manga doesn't really give us an exact date for the start of the series, aside from it being approximately five centuries ahead of the world you (probably) originally inhabited, so you have two options for when precisely you wanna start. You can either choose:

1. A few weeks before the official start of the manga in The \$\$60 Billion Double Dollar Man.
2. Or you can start a few weeks before the start of the Trigun Pilot.

Why am I giving you a few weeks head start? So you can find (or hide from) The infamous \$\$60 Billion Double Dollar Man himself, Vash the Stampede!!! ... Well, him and the calamities that tend to follow him.

...

OH, right! Almost forgot, here's: +1000 GP to get you started in this wacky, difficult world.

...

What's GP stand for? Gun Points! Obviously! This IS a world of Deep Space Planet Future GUN Action after all!

Locations:

1. Major City. You get to start in one of the 6 remaining major cities. Like East December or Octovern. Or you can start in the crater of Lost July if you want to. Don't see why you would, though...

2. Towns. You get to start in one of the towns that dot this planet. Like the first town we see in the series.

3. Pit Stops. You get to start at one of the little Pit Stops that are scattered across this planet. Like the one we first see Milly and Meryl in.

4. Free Pick. You get to start wherever you want! Congrats? I guess?

'Why aren't the locations more in depth and cover more places?' Because most of the places we see and hear about aren't too different from one another... ... And I'm a lazy fuck. Sue me.

Origin:

Native:

You're a Native to No Man's Land! That's it, that's the Origin. It's all you get! It can be Drop-In or someone with a fully established backstory if you want!

Perks:

Well, before we properly get to the Perks. Have some Discounts!

6 100 GP, 6 200 GP, 5 400 GP, 2 600 GP. Discounted Perks are 50% off, Discounted 100 GP perks are free!

The Artstyle (Free):

This perk makes everything look like it's drawn in Nightow's Artstyle, and is toggleable. It also lets you draw in his artstyle.

The Power of a Gun (free/100 GP/200 GP):

To survive in this world, you need to be good with a gun. This perk can make you good so you can skip the rigorous training. For free, you have average training when it comes to using firearms safely... well safe enough anyways, however, this gives no actual combat experience, so you may find yourself freezing up if you get in a sticky situation if you have just this. For 100 GP, however, that flaw is removed. You not only have more training, but you've been given experience like you've been in and out of gunfights for the past decade. For the final tier, 200 GP total, you have the training of Vash The Stampede. That's 150-ish years of both training and live combat experience now swimming around in that soupy noggin of yours. The only way you'll miss is if you want to or someone directly interferes with your arm or gun.

Singing an Old Tune (100 GP):

A simple Perk or a small price. You can memorize any song you hear once. You can also sing it yourself perfectly. This doesn't change your voice, it just lets you sing any song you've heard before.

A Sword in a Gunfight (100GP):

You have, for some dumbass reason I cannot comprehend, mastered the way of the sword on a planet of gunslingers. You can pick any school of swordsmanship you want (though this defaults to the same school as Rai Dei, whom this Perk is based on). You can dodge with the best of them, in fact, your dodging is likely what's allowed you to live this long. Let's hope it doesn't fail you... or that you don't come across someone with true skill like Vash The Stampede.

Everyday Life (100 GP):

Let's not kid ourselves, life on No Man's Land sucks. How much it sucks is described a number of times, not only by the narrator, but also by the inhabitants themselves. Yet people keep living, keep laughing, keep loving. Sure, quite a few give up on such positives, but they are far from the majority, and now you're part of that majority. This isn't really a will enhancer, it just ups your tolerance for shitty circumstances by a good margin. So long as you can get decent food, some water, and enough shelter to keep yourself protected from the elements you'll be able to feel joy, to laugh and love and so many more positive things with little to no guilt or worry. This also lets you keep going even when things are hopeless, cause facing a harsh reality is something you do every day, and you can't live if you let every little thing get you down.

Iron Stomach (100 GP):

There are a lot of good things that still exist in this world, and nothing's better than a good hard drink. You can put away more alcohol than anyone should be able to. Whether you're 4'6" or well over 6" no one can out drink you. 'Course, even good things come at a price, and for drinks the price is risking all the stupid things you could do while drinking, however, unlike most who drink you can 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 certain you've got a whole bunch of coffee ready.

Let Them Fear! (100 GP):

You are one terrifying motherfucker when you wanna be. To the point you could sing a silly little song and your enemies would still be pissin' themselves outta pure fear. You know how to turn on the intimidation factor. You could be a dainty barmaid and still scare the shit outta folk with just a look.

Talkin' Shit (100 GP):

Makes you a good Shittalker. You're exceptionally good at using your skill in shittalking to get under people's skin and make them mad. That's it, that's the Perk, move on... you dumb shit!

_____ The Stampede (100 GP):

You are like Vash in a very specific way: You cannot be contained. Well, not permanently anyways. No matter what restraints or shackles they put on you, no matter what cell or hidden underground facility they lock you away in, you will always get out. Whether this is on your own or because someone else let you out (knowingly or otherwise) doesn't matter, no one can keep you locked up. Not for more than a few days at a time. Something will always occur that will let

you escape, you just need to seize the opportunity. Unfortunately, this doesn't work on self-imposed prisons or shackles of the mind, only ones for your body.

Humanoid Typhoon (100 GP):

This power is... well, it's strange Jumper. Whenever you're up against multiple opponents (be this in a straight-up gunfight or them chasing you around town in order to capture or kill you, it doesn't matter), we'll say 4 or more, you can activate this. 'What does it do?' it makes you a Typhoon of perfect coincidence and sheer unbridled luck. Let's say these 4 opponents start shooting at you with SMGs while you're sitting down eating and have this active. You will, through sheer luck and coincidence, dodge every single bullet without getting hurt. Every. Single. Bullet. Yeah, that's what this does. You can also use this to make your attackers think they got you, only to 'rise from the dead' and surprise them. The only downside is the amount of property damage your dodging will inevitably cause. There is a reason the other person labeled a 'Humanoid Typhoon' is so infamous, and it isn't just the destruction of July, it's because he uses this. Constantly.

Wolf (100 GP):

Your senses are... Well, they are something. They're able to pick out that someone is hiding in pitch-black darkness before they think about revealing themselves and, if you give them a few seconds, your senses will tell you exactly where that person is hiding without flaw or room for error. Some will call you scary, maybe they're right, but it's helped you survive this long.

Caretaker (100GP):

You're a surprisingly good caretaker, the kind that kids can just sense that you're good. Even if you've never even been within 20 feet of a baby, you can instinctually handle all the things that taking care of a baby requires, including keeping them entertained, and even if said baby cries in anyone else's arms, they'll be dead silent in yours... well not dead silent, but they won't be crying for no damn reason as babies just seem to enjoy doin'. You're so good at bein' a caretaker that you might just be asked to take care of kids for pay! Try to do this out of the kindness of your heart, there are enough people in the omniverse who've been traumatized by their caretakers.

Please, Don't Make Me Shoot You! (100GP):

You have a very... specific intimidation method. You can scare folk into hesitating or leaving you alone. 'How?' Glad you asked! If you've been being chased or hunted, and haven't attacked back, and get cornered you can scare the bejesus out of your pursuers, threatening them with... well with actually fighting back. While this is effective on civilians and people weaker than you are (the amount of strength, skill, and/or power you've shown previously), this doesn't work on your equals/superiors or stupidly arrogant people. One last thing, this only works on people a few times, and you need to wait about 3 weeks before it works on someone you've already used it on again.

'Derringer Meryl & Stungun Milly' (100GP):

You have a knack for coming up with special names on the fly. While they're typically simple and to the point, they always confer or evoke the feeling you wanted them to when you came up with them, be that admiration, intimidation, or something else entirely. Said feeling will be instilled whenever you say the name to someone, while typically this is meant to be used in a sort of 'I'm (insert nickname here) an yer on my turf/in my way' manner, it can be used in a 'I heard (insert nickname here)'s lurkin' around here for (insert reason here)' should you want. (above examples are not necessary, you can phrase it however you want.)

A Certain Feeling (100 GP):

You passively project this aura. 'What does the aura do?' it causes people around you to feel a certain way in your presence. Whether this be creeping dread or amiable kindness is up to you. Mind you, this isn't mind control, just a proclivity towards having more of a certain feeling when you're around, like Knives and his aura of terror or Vash's strange ability to make people just a little kinder when he's around. This can be toggled on and off at will.

I Counted (200 GP):

You're good with numbers in a very specific way. You are good at counting bullets. Let's have an example, shall we? Say 4 people are all shooting at you at once, you are able to, with perfect accuracy, count how many bullets they have fired and how many bullets they'll have left in their guns. Meaning you'll be able to predict when they'll be out of ammo and will need to reload.

Real Dumb If They Haven't Figured It Out! (200GP):

You're good at hiding your identity! ... No, not in a disguise kinda way! In a 'people won't connect the dots that you're the famous wanted guy with a massive bounty on his head even though you look and dress the exact same' kinda way. Similar to Vash himself.

The Eye (200GP):

You now have a special, snake-like, eye. 'What's it do?' oh... nothing special, it just induces sensory paralysis in people you look in the eye with it. You can use this to make it seem like you're teleporting, even if you're just running behind them when their senses are out of wack. This paralysis lasts about 5 seconds from initial eye contact and normal folks cannot resist it, though those who can force their bodies to obey, like Independent Plants, can get out of this once they realize what you're doing to them. As an extra little bonus, just for you, your eye can take on any look you want, you can even make it look normal if you want. This perk is toggleable, so you don't go around hitting people with this all the time.

Guigol (200GP):

You can now perform the same 'art' as Leonoff the Puppetmaster. 'Why is this so cheap then, isn't that ability kinda powerful?' Well, yes and no. It's powerful, yes, but only once you've gathered a large number of puppets. It also requires a few things that I feel make it weak enough to warrant a 200GP price tag instead of, say, a 400GP or higher, one. Those requirements are this:

1. You must (well... should is more accurate) make the puppets out of living people and creatures, which kills them in the process (The method for this is not explained further in the manga, so I'll let you make up your own), and while you can make normal puppets, they won't be anywhere near as convincing as those made out of living people.
2. You must supply the tools used to make and puppet your puppets yourself. (You can use the same strings as the Blue Summers Perk if you have it)
3. You need somewhere to store your puppets. While a single puppet can be dismantled in order to fit into an average sized brief/suitcase, you'll need many, bigger, containers if you want more puppets.

Of course, this isn't all you get, here are the abilities it grants:

1. Once you've made a puppet out of someone, the puppet looks exactly like that person, and you can puppet them in such a way that people who knew the person really well won't notice the difference.
2. You can modify your puppets with guns hidden in their limbs and other Places.
3. You can disassemble all your puppets, turning them into a mass of puppet parts, which you can then reassemble with other puppet parts in order to make a massive monstrosity that is more powerful than the puppets split into their individual persons.

There are still downsides:

1. Those puppets are attached to the strings which must be tied to your fingers so you can puppet them, which means that if something happens to those strings you or your puppets are done for (I.E. If the strings get cut, your puppets drop like rocks, if the strings get wet or otherwise weighed down, your fingers take the brunt of the weight possibly causing damage to them).
2. Your puppets aren't much stronger than the people or materials you make them out of, meaning they likely aren't bulletproof in any meaningful way.
3. Once their nature as a puppet is revealed (typically by you activating any integrated weapons or them being damaged) whatever it is that makes them look fully human drops revealing their joints and making it obvious they're puppets. The... (we'll call it an illusion for the sake of simplicity) illusion can be restored by disassembling, repairing, and reassembling the puppet that was exposed.

Just a Guy (200 GP):

You've got a special little protection about you: People always seem to underestimate you, always believin' you're much less of a threat than you really are, right up 'til the moment you prove otherwise. Once you've proven you're an actual threat to those around you, this little protection will break... well unless someone exceptionally stupid or of sufficient caliber of strength sees you.

A Job (200 GP):

No matter where you go or who you actually know, you somehow always find work that'll help you with your goals, whether it's so you can pay for the next leg of the journey, help you travel across the sands, or perhaps even make up for the damages you inadvertently caused. People will always be receptive to trading your services for a little aid, even if you aren't normally suited or 'right' for whatever job they need done. Perhaps, with a little creativity, you could even be

able to convince a prospective boss or client you're someone you sure as shit ain't. Someone looking for a bodyguard? Well, of course you're perfect for the job; you are Vash the Stampede! Even if you don't look like him in the slightest.

A 'Proper Outlaw' (200 GP):

You've got a reputation, and it likes to precede you, often in ways you don't expect. You happen to get in a gun fight with someone? Well, word on the street is you were actually outnumbered three to one. Your rep will grow by leaps and bounds with only the most minor of achievements. Just take care your reputation doesn't grow bigger than you're capable of handlin', one wrong move and the fickle rumor mill will reset your reputation back to nothin', requirin' you to build it back up again.

Bluffer (200 GP):

You seem 't have a gift for keeping your cool in shitty situations, but on top of that, you can lie like a rug when you need to. Your poker face is unreadable, your bluffs incredulous yet effective. Your enemies will spend the rest of their days wonderin' if you truly had a gun on them in your pocket, or if that was just your finger.

Enter The Dark (200 GP):

You can already feel that you made the right decision, walking the path of darkness. 'Course for your dedication to the evils of the world you have gained a bit of power. Your reflexes are such that you could knock a bullet out of the air or off course with a casually tossed pebble. You shall no longer need to care about the common and inferior rabble who would dare to meet you as equal. Should you concentrate a bit you can shoot bullets out of the air with your own, hell, you could even deflect them with a melee weapon should you be so stupid as to bring one to a gunfight. Do keep one thing in mind, though; even your now superior reflexes won't help you if you can't see where a bullet is coming from.

Gunsmith (200GP/400GP):

You're a gunsmith, and a damn good one at that. At the 200GP level, this lets you make guns with the skill and finesse of a master craftsman. For 400GP, however, you become a Legendary Gunsmith, your skill in this trade will be near unrivalled or unequalled. You can make guns that just straight-up refuse to break and even repair a Punisher in the span of 2 days, and you'll likely spend most of that goofing off. Why do I say 'near unrivalled or unequalled'? Well, you do have 2 rivals. Actually, you have one, given the other is dead and also the first one's father. Who am I talkin' about? None other than Frank Marlon himself! ...and his dad, but his dad is dead, so don't worry about him.

Soundfreak (400 GP):

So there's another person like Midvalley... or perhaps you were a part of his old band and had gotten sick or something, so you weren't there during the day Knives found and slaughtered everyone else aside from Midvalley. Either way, you have a ridiculous amount of knowledge on sound and how it works, as well as the skills to use this knowledge. You could easily cancel out all the ambient sounds in a large building in an instant, or kill a large crowd of people over the

course of a song you play. You're also a master of a specific instrument, of your choice, 'o course. Also, I'll throw in a little extra, just for you Jumper: you don't need an instrument to achieve the feats spoken of above, you can do it with your singing voice, which is also extremely lovely now. Make some beautiful tunes Jumper and try not to make every song you play or sing a (literally) killer tune.

What Do You See In That Blue Sky (400 GP):

You aren't from this planet, yet your otherworldly nature lets you find places of interest like you'd find places to eat. You now have an uncanny sense where Lost Technology and other relics may be buried beneath the ground. The artifacts you might uncover could completely change the planet. Well... That or fetch a pretty decent sum of money. Just remember, you'll still need a way to dig these treasures up, and that's not to say they'll be unguarded.

Sandworm (400 GP):

It appears Zazie isn't the only part of the Sandworm Hive mind to take over a human body. You are capable of the same things Zazie is. Reading human emotions, predicting the future (to a limited degree), communicating with Sandworms, and communicating with the strange bugs that naturally inhabit No Man's Land. All of this is quite handy, given the sandworms and bugs of this planet have no real reason to not give into your requests... unless they oppose Zazie's, then you may have some convincing to do. Though you won't have to worry about drawing Zazie's attention from doing so! Well... unless you want their attention anyways. However, remember that with just this you don't get any upgrades to your stolen body, sure you can do some strange ass things with the bugs of this planet, like having them crawl into your eyes or hiding them in your... private bits... you're stuck with the body you came here with... Or stole. Though normally, this power'd be kinda useless once you leave No Man's Land, given the sandworms only really inhabit that desert planet. You, however, don't have to worry about that, because you can create Sandworms and the strange bugs of this planet yourself! How this happens is up to you, and be warned that Sandworms will have a hard time burrowing through anything denser than sandstone, but you can bring them with you! They're kinda cute... the Sandworms are anyways, I'm not so sure on the bugs' appearance, at least there are certain types of bugs with butterfly-like wings. As a last little bit, you can modify the Sandworms and bugs you produce, enhancing them in certain ways, said ways are entirely up to you. Have fun with your new friends!

Nebraska (400 GP/600 GP):

So you wanna be like the Nebraska family, eh? Well for 400 GP you're like the younger sons of this strange family, you're about twice the height of a normal human and 6 times as strong (with your other physical stuff being upped by the same amount). For 600 GP, however, you're like the eldest son and mother of the Nebraska family. You are big enough and strong enough to pick up someone with the previous tier of this perk and throw them like a baseball. Yeah, pretty crazy, huh? Your other physical attributes are also enhanced to a similar degree. You are now one of the more powerful humans that exist on this planet, enjoy it Jumper because those who are more powerful than you are real monsters who are better avoided.

Revenant (400 GP):

You are a genius when it comes to technology, especially of the Lost variety. Almost as if you had been on the S.E.E.D.S. ships before The Great Fall. You can easily repair, and with the proper tools and materials, build some of this wondrous technology. Cryochambers, advanced hydroponics facilities, maybe even with enough study the FTL drives, perhaps even the Plants which powered these colossal ships themselves.

Connections (400 GP):

As much as I hate to admit it, working for a global society with ties to the government pays... It pays a lot, and now you get access to that. Should you purchase this Perk, you can call in favors from said global society, regardless of your rank or status amongst them, and even if what you ask for is only tangentially related to what your workplace/job offers. What do you mean, 'an insurance agency isn't made of money?' They give payouts to customers literally all the fucking time! Yes, that tank is an absolutely necessary business expenditure! 'Sides isn't the son of one of our investors in Defense Contracting or somethin'? He'll take care of it. Use your imagination, and remember: give the tab to the Bernardelli Insurance Society.

Torture, Eternal (400 GP):

You know exactly what it takes to drive someone to the brink. Whether it's toying with someone's brain or manipulating them into doing something they promised they never would, you know exactly what makes a person tick, and with time and effort, anyone's soul can be laid bare for you to tear apart, piece by piece. While straight up killing someone isn't what this Perk is made for, what you do with it is up to you, but it'll make it easy to turn your worst enemy into a hollow shell of their former self. Those with exceptionally high willpower may be able to resist your efforts, but if you're willing to put your life on the line, it's entirely possible you'll eventually find just the right leverage to send someone into a spiral they may never recover from.

Ninelives (400GP):

So... this is gonna sound strange, Jumper, but bear with me please. Your body isn't really your body. 'What is my real body, then?' Well, it's these nine little gremlin creatures. That's right! You're a hivemind now! You'll only die if all nine of the gremlins die, and they'll regenerate at a rate of one per month if they die. Don't worry about this affecting your coordination at all, you'll still be able to pilot your new bodies like it was still your normal body, as well as any meatsuits you get, and you can scatter the gremlin bodies if you need to hide separately from your meatsuit, you won't be able to lose connection to them. On top of all that, each gremlin body is capable of achieving feats your old body could originally, and can, individually, wield the full strength of your Items, Powers, and Perks just as you would've been able to before you took this, meaning that your powers are multiplied by 9 when they're all together even when they're in your meatsuit. Don't... don't ask me how this works if you're smaller than Grey, the original ninelives, where or are a shapeshifter/capable of similar feats, I don't know and don't wanna think about it, fanwank responsibly and leave me be. You gain one purchase of the Meatsuit Item for free.

I Can't Win Against Him (400 GP):

You are something else, Jumper. When you enter a fight, you begin to passively emit this aura. 'What does the aura do?' it makes your opponent think they can't win against you. This starts out weak, a little nagging in the back of their head, but as the fight goes on it gets stronger and stronger, until it overwhelms them. This aura gets even stronger even faster if you're on the back foot for some of the fight, and gets even more so if you're actively losing. This will cause them to make stupid mistakes and or hesitate, giving you opportunities to turn the fight around. Perhaps your opponent will even give up if it gets strong enough. This ability doesn't affect those who cannot feel fear the same way it does everyone else. It may not make those rare few back down, but it will make them wonder why they're fighting a fight they cannot win. By 'cannot feel fear' I mean creatures that are, through evolution or modification, incapable of fear in general, similar to Kafka from Honkai Star Rail. Remember; there are few who cannot feel fear in some capacity, even machines and demons can feel fear.

Smartass (400 GP):

You are like Knives in a very useful but specific way. You are smart. Incredibly so. So smart, in fact, no strategy or tactic can be used against you twice. Moreover, you can perform complex calculations that would befuddle most experienced mathematicians completely in your head in a matter of minutes. No calculator required. Now, be warned, this doesn't give you the powers or resources to make the results of those calculations or the ideas they support come to fruition, but you'll be able to come up with some surprisingly plausible ideas and blueprints.

For Family, Anyone'll Pick Up A Gun (400 GP):

This Perk is situational. 'Why's it so expensive, then?' Because of what it gives in those situations. So first off: the situations this works in. This activates when someone you consider family is in danger or has been harmed or killed. Two caveats: firstly, if you're like Vash and consider everyone family, this'll be weaker than it normally is, we'll say this Perk is... about half as strong if that's the case. Secondly, this only works until your family member has been avenged, A.K.A. until the one who hurt them has been inflicted with equal hurt. So if your brother was beat up by a bully, then this ends when you beat up said bully. Now, what benefits does this Perk give? An even 20 times boost to all physical and mental attributes and all powers you possess, as well as an unyielding will to see this vengeance carried out. Of course, you can toggle the will part on and off, as well as this Perk in general. Try not to do something you'll wind up regretting later with this, Jumper.

Unending Determination (600 GP):

You have the willpower to overcome all despair, to come back from the dead. This gives you an enhancement to your physical traits; while this isn't anything major, it's not something to scoff at either... for most of your physical abilities. Your durability, though? You can tank getting shot a few times by pistols or other small caliber guns, as long as the bullets don't hit anything critical like your heart or brain, and keep going for a good bit... and that's for a normal ass human! This sheer determination and will to survive acts as a Capstone Booster. Enjoy your new power Jumper!

Self-Reliant, Independent (600 GP/1200 GP):

This is likely what you're here for, given just how useful these are, for 600 GP you get the basic Plant Powers, those being:

Your physical condition is enhanced by a good deal, strength, speed, and durability equal to an olympic gold medalist, perhaps even a bit better, with easy maintaining of this level of physical condition, as well as equally easy enhancement of physical condition (both through physical training and specialized enhancements) and senses (sight, smell etc.) greater than this physical condition (as shown by Vash being able to pick Legato out of the scenery despite them being miles apart), the ability to generate and erase matter (solid, liquid, gas, and plasma) at will, as well as do things only specific Plant types can do, like creating/manipulating gravity (usually exclusive to a Gravity Plant, this also lets you make and control Black Holes) or turning even sand into fertile soil and creating/growing regular plants (typically exclusive to Geo Plants) as well as shapeshifting, the shapeshifting is a bit limited, meaning you have to keep your general shape, size, and look, but it allows you to grow wings, so that's awesome, though the wings must be roughly in line with the shape of feathered wings... y'know, the type of wing birds and angels tend to have (I.E they have to be roughly the same shape, but they can look as you want them to, like how Knives' look metallic/blade-like, but Vash's look kinda like normal wings).

Though, with training, perhaps you could grow other extra limbs like arms, tentacles, or tails. But the best thing the basic package grants is Immortality.

'Immortality?' you ask. 'Didn't Vash have innumerable scars and a missing arm? And didn't Knives DIE?' you question, like a FOOL.

See in the manga it is explicitly stated by Luida that if Vash used his true Immortality he wouldn't have the scars all over his body and, while not explicitly stated, perhaps he also wouldn't need a cybernetic arm, this Immortality allows you to heal from bullet wounds in the span of 30 minutes at most, though regrowing limbs will likely take a much, much larger amount of time. Should a bullet not go clean through you and get stuck, your body will push it out over the course of your wound healing, though this slows the healing down, so you should prolly get it out of there. This Immortality also makes you ageless and (should you be reset to a baby for any reason) allows you to grow up extremely fast. For perspective, it took Vash and Knives (the best examples of unshackled Independent Plants we have) exactly one year to go from having the bodies of a newborn to having the bodies of preteens, and likely allowed them to go from there to having the bodies of adults in the same amount of time. Once their bodies hit their prime (around 24) they stopped aging and stayed that way for 150 years with no sign of getting any older, even once they burned up almost all of their Plant Power.

Fair warning, though: this doesn't make you immune to poisons or venoms, as shown when Knives was affected by the Worm's special venom. Also, for clarity's sake, Knives died because he burned up all his Plant Power, not because of any physical wounds he may have had, and while he got damn near obliterated from the wounds Vash gave him during the fall of July, those didn't kill him, just fucked up his body really badly, which required what happened in Juneora Rock. Y'know... the whole 'getting a new body remade via another plant' thing, another ability you now have, though remember that this required several third parties to achieve, one of which was an expert in Plants, so unless you have Companions with that kind of knowledge you cannot utilize this ability. Also, for clarity, it's not a 1-UP. This is making a new body and injecting

your consciousness into it, as your consciousness must be contained somewhere in the living realm for this to work, so you can't be fully and completely dead and use this to come back. This Perk grants a special Pool of energy that I have dubbed 'Plant Power' that these abilities need to run. While the Basic Package's abilities don't burn through too much unless you use them excessively (like trying to turn No Man's Land green or swallow it with a black hole) some of the Specialized abilities will.

For base price, I'll give you reserves equal to Vash who, despite burning through his Plant Power faster than Knives did, was said to be even more powerful than Knives, which means you get quite a bit of Plant Power, you're welcome.

In regards to the Black Hair Phenomena, this is an indication that you've used too much power and overrides your normal hair color depending on how much you've used (if your hair is already black then it'll start turning a dull grey) but like Vash and Knives you have a saving grace, you won't immediately disappear if all your hair completely turns black, so long as you don't use your Plant powers (outside of your Immortality) after your hair has gone completely black you will not disappear and therefore not die (your hair will remain completely black if you come back via 1-up for the duration of this Jump, after this Jump you will respawn with full Plant Power every time you die and come back).

But because I'm so nice I'll give you another saving grace the Brothers didn't have: your Plant Power regenerates over time, for the duration of the Jump it'll be slow, taking about 20 years to go from half full to completely full, but this might save your life, post Jump any perk you have that effects special energy regen will apply to your Plant Power. One last thing, there are two 'types' of Plant Power, one that draws in energy and one that expels it, when they meet they cancel each other out, while I do not know who has which, but it's safe to assume Vash and Knives each have one. You can choose which 'type' you have.

Now, for the greedyguts among you, you can purchase 2 times the Plant Power for the low, low cost of 1200 GP. This also halves the amount of time it takes to regen Plant Power, meaning you regen the same amount of power in half the time (so, about 10 years), you also have both 'types' of Plant Power (you can choose which you use with each expenditure of your Plant Power), they do not interfere with each other while they're within you, once they've been released however, you can cancel out your own Plant attacks if you're not careful.

However, if you take the 1200 GP version, you must take at least one tier of the Hunted Drawback.

Regardless of how much you pay for this Perk, this grants access to the Hunted Drawback as well as the Plant Boosted Capstone Perk upgrades. I hope you use this power well.

If you're looking for specific Powersets, just scroll down a little.

Big 'Bang' (Free Unless taken with Sharp as a Million Knives, 600 GP if it is, Requires Self-Reliant, Independent):

Your Plant Powers are similar to Vash's powers, which are primarily defensive, but damn are they effective.

1. For starters, we have my second favorite ability displayed: the strange leaf/feather like appendages that Vash grows on occasion, these are completely bulletproof, given they're primarily used to, well, catch bullets, be warned this has limits, it cannot catch several gatling guns worth of bullets at once, but it can catch a Punisher's assault rifle fire, so keep that in mind.

These can also be used to launch caught bullets back with the same speed and power as they were fired with. They can also be used to catch arrows or crossbow bolts, if you're going medieval after this.

2. This one's my favorite: you can grow a long prehensile appendage from your wrist, this fully automatic defensive tipped wing reacts based on reflex, so you won't be able to control it at first, but you can learn how to with some time and training. This is a direct upgrade from the first ability, capable of not only deflecting every single bullet fired at you by several gatling guns at once (though this won't throw the bullets back at who fired them like the feathers can, only reflecting them away from you in random directions) it is also offensive, capable of (so long as they are in its range, which at baseline is about 20 feet) turning said gatling guns into cut up little pieces of metal (thanks to its monomolecular edge) in the span of a couple of seconds, as well as attacking anyone you consider hostile several dozen times every second when they come into range.

While Vash was limited to one, that was because he only had one natural arm, it is likely that you are not limited in such a way, able to grow one on each wrist you have. You can use this and the feathers in tandem, if you so choose.

3. I lied, this is my favorite ability of Vash's even if I'm not sure if it's actually exclusive to him: You can make Black Hole Bullets! 'What are those?' you ask? Well, they're specialized bullets that, after they're fired, on mental command (or when they hit something) break apart, creating a miniature black hole (has a physical radius of about one foot, but its gravitational pull extends further) that burns out and disappears after about a second.

The only problems are the cost, not only do you still need regular bullet shells and gunpowder, but creating only 120 of them is enough to sap a good bit of your Plant Power. But for the sheer amount of BANG you get for these? It's worth it, in my opinion.

4. I'm going to be real, this ability isn't really good in my opinion: you can generate a special defensive coating over whatever clothes you are wearing, causing them to become far more durable than they were before.

It also causes colored flames (your choice of color) to sprout from the shoulder seams of your shirt or jacket.

5. This one's simple but effective: you can create energy shields, the bigger, the more of a drain it puts on your powers, protecting an entire monastery from one energy blast drained a quarter of Vash's power.

It's handy, but damn can it add up, prolly why Vash only used it once.

6. Now for the Big One, the Mama Lama Jamba: The Angel Arm. You get one like Vash's A.K.A. a superpowered energy cannon. Where the other abilities don't have much power drain (aside from the BHBs and Shield), meaning your hair won't blacken from using them, firing this at full power will sap your reserves like no other, but holy hell it will destroy whatever you aim it at. Luckily, you have control over how much power you put out and, to a lesser degree, how much of your arm this takes up.

At its weakest, it will only transform your hand, and won't drain enough power to be noticeable, but it still hits with the power of a minigun, like 'I just fired the equivalent of 200 rounds with one shot' kinda power.

Next up, the tier Vash used to escape the Ark with Nicolas, this takes up your whole arm and drains a moderate amount but doesn't darken your hair and hits with the same power as an

RPG without a massive explosion 'no explosion? That's lame' you say? Well, then the next tier is one you're gonna like!

This tier is the tier Vash used to raze July... Yeah, it's that much of a jump in power. This won't darken your hair unless you use it more than once in the span of a few years.

Now for the big 'un, this tier is the one Vash used at Juneora Rock, vaporizing a quarter of the rock pillar with the back blast and carving a hole in the surface of the fifth moon, what is likely a country level feat... Terrifying, truly terrifying. Be careful when you use this, not just because of its destructive potential, but because it will drain you big time. The first (and last I might add) time Vash used this, it started his hair darkening, turning half his hair black... Yeah, it has that much of a drain from a single usage, be careful Jumper, I don't want to see you kill yourself with this.

As a little aside: The 'stages' of this Angel Arm are meant to be more guidelines than actual steadfast rules, feel free to use any level of power you want, from less than the lowest 'stage' to somewhere in the middle of all the 'stages' to something greater than the final 'stage' or anything in between! But remember this: the more destructive power you want to use the more of your arm that is transformed, and the more Plant Power a single shot uses, only using enough power to rival a bullet will see next to no drain whilst using enough power to vaporize a continent may very well drain you dry, dry enough to kill you with that one shot. Read Notes for more Info.

Sharp as a Million Knives (Free Unless taken with Big 'Bang', 600 GP if it is, Requires Self-Reliant, Independent):

Now you take after Knives' and his Plant Powers, which we have less on, but from what we see they're mostly offensive. I'll do my best!

1. The ability he uses the most, and the most handy I think: you can generate blades off of your body, anywhere you need them, they're only a few microns thick, which I believe means they're thinner than Monomolecular blades, making them capable of cutting through molecules, they're also ridiculously durable, capable of getting hit by bullets without so much as a scratch. These are Swiss army knives of murder, use them well, Jumper.

2. You have more refined control of your shapeshifting, let's say your blades from above get hit by a bunch of bullets, well with this you can then shift those blades into little boxes with those bullets in them.

'What do the boxes do?' They let you shoot those bullets back, even though they have no shells and no gunpowder. You can do this kind of thing for all kinds of projectiles, even explosive ones like RPGs, if you can catch them without them going off anyways.

3. You can make things disappear with greater power. As an example, in the manga we're told that at one point 40 military men cornered Knives in a church, thinking they could kill him.

Knives made them disappear, as if they had never been in the church with him.

You want another? Once at the beginning of Maximum and then later on in the manga we are told about two towns that Knives likely visited that were completely empty, not 'covered in the blood and corpses of their inhabitants' empty, but like all the people just stopped what they were doing and left, with no traces.

Yeah, that's this power.

4. Angel Arm time! Knives' is significantly different to Vash's (unlike in the 90's anime). Instead of having a cannon like his brother, Knives's Angel Arm is composed of many blades.

'That's not special, how is that powerful?' I hear you saying and asking, well let me tell you something, using his Angel Arm, Knives was capable of wiping out entire towns with but a thought.

Not enough? Okay, here's another feat Knives used his Angel Arm for: from the surface of No Man's Land he cut a long range communication satellite, designed to get a message from No Man's Land to Earth, it wasn't a tiny nick either, he disabled it, likely chopped it to tiny little bits, so humans wouldn't be able to salvage it ever.

Effectively Knives' Angel Arm has the same range and destructive capabilities as Vash's, but Knives' is more precise, more efficient, as you may have noticed I haven't once put a 'this causes this much of your hair to turn black' on any of the Knives inspired abilities. That's for a reason, wanna know that reason? Knives' hair only starts turning black after about 149 years of what is likely constant use, and it only starts out as a sliver. Knives' powers don't burn ridiculous amounts of energy like Vash's do. Read Notes for more Info.

Eye of Michael (600 GP):

So, you're a member of the Eye of Michael, huh?

Either that or you're running from them.

You must have been a full-fledged member at some point because you have their training and enhancements. Let's start with the enhancements.

First off: you're strong, strong enough to throw and whip around a Punisher like it's a pistol.

'What's a Punisher?' Well, it's a massive cross-shaped weapon, typically as tall as a grown adult, with a LMG or Machine Gun built into the long part and an RPG or Bazooka built into the opposite side, made out of materials capable of taking shots from another Punisher. Yeah, they're heavy, and you can spin one around like it isn't.

While we have less to go on in the speed category, it's safe to assume they are as fast as they are strong. You want an example of these? Okay, you're now strong enough and fast enough to yank someone around 330 pounds of pure muscle off of a speeding motorbike without being noticed, as well as drag them around by the head, one-handed. This is a feat Livio showed, however it is stated in the manga that the only real upgrade to the enhancements Livio received over Nicolas was an enhanced healing factor, and your enhancements are based on Nicolas... with just this anyways.

An Eye of Michael member is also quite durable, capable of not only surviving getting shot several times in the gut, but also carrying another person around in that condition. They also have a healing factor, it's not very strong, enough to keep them alive in the state mentioned above for a while.

One last enhancement, your senses are cranked up by a good amount, with you being able to watch and read a fight happening under a mile away.

There is one side effect of these enhancements, they cause your metabolism to speed up for a little bit, rapidly aging you by about 10 years, typically these treatments are given to preteens and kids, so Nicolas (our favorite Eye of Michael member) is actually around 16 despite looking 26 or so, it's unclear if this lessens the recipient's life span, so you'll get the benefit of the doubt so it doesn't.

Now for the training. Eye of Michael training is unique, as you are taught not only typical assassin/gunslinger stuff, as well as to kill quickly and efficiently, before your target has noticed

you, so you can kill them without them seeing your face, but also how to read your opponent and adapt to what you learn about them, that's part of what makes the Eye of Michael terrifying. Every time you fail to kill them, they learn more about you, allowing them to quickly catch up to you, as well as more about how to beat you when they are on the same level as you.

How about an example? Let's say you get this perk and the next Jump you go to has a leveling system, should you, at level 1 go up against an enemy that is about level 10, so long as you survive each time they beat you down (be this healing powers or 1-ups, it doesn't matter) you will gain a level based on how much of their moveset you learned until you reach level 10 or kill them (whichever is first). On top of those levels, so long as you can do what they can, you can learn their skills for yourself (I.E. if you go up against a wizard, but don't have access to the Jump's magic system you can't learn any spells from them, however, if you DO have access to that Jump's magic you can learn any spell they throw at you, even if you don't meet the level requirements). Pretty neat, huh?

Perfect Servant (Capstone Boosted):

This is a direct upgrade Jumper, it significantly upgrades your healing, meaning you can heal from a bullet to the heart in a minute or so, you can regenerate from anything given time... except losing your brain, that'll kill you like it does everyone else, but you'll be able to keep going even if the rest of your body is equivalent to a tattered corpse, and still have enough strength to impale someone on something that's already got you impaled on it.

Since I'm nice, I'll also even out your other enhancements instead of the previous feat; you're strong enough and fast enough to yolk someone around 400 pounds of pure muscle off of a speeding motorbike without being noticed, as well as drag them around by the head, one-handed.

You're welcome.

Your training was also more rigorous, meaning you adapt to your opponent faster. Using the Leveling example again, where before you might gain 2-3 levels each time they fail to kill you, now you gain 4-6 levels each time they fail to kill you.

Not A Servant Anymore (Plant Boosted):

So... Did you know the Eye of Michael was kind of made to serve Knives and other Independent Plants? Something to do with them being started by a member of a Plant worshipping cult or something.

Anyways, your nature as an Independent has greatly enhanced both the, well, enhancements and the training, both are doubled in effectiveness from the Perfect Servant tier... Except the healing factor, now that is more than doubled, you can heal from being blown to bloody pieces, you can match comic Wolverine in how effective your healing is... Don't let this go to your head, you can still die, it takes total annihilation of every cell of your body to kill you, but it is still possible.

Punisher (600 GP):

So... One thing the Eye of Michael Perk didn't cover is Nicolas's Fighting instinct, y'know that thing the fucker in the wheelchair praises after Nicolas fires a Punisher rocket at Livio at incredibly close range? You have that, this killer instinct that even the Eye of Michael's enhancements and training can't give someone. What does this mean? You are a born and bred killer, you know how to pull ballsy ass moves like the one mentioned earlier on reflex, no training

needed... Well, you should probably have some training on how to use the weapons you plan on using, but you won't really need much more than the basic stuff.

Tri-Punisher (Capstone Boosted):

Okay, Nicolas's skill and instinct is damn good, but there's one who's better. Livio's other personality: Razlo. The kid's a genius when it comes to fighting and killing.

Example time! So he's the Tri-P right? Well he has three Punishers, 'what's that got to do with this?' hang on, I'm almost to that point. We meet Razlo when Nicolas goes to save his orphanage, long story, anyways, when Razlo and Nicolas fight, Razlo uses all three of his Punisher's rockets, angling them so they'll collide midair and go off in front of Nicolas so he'd get hit with the blast and shrapnel, cool yeah?

Razlo did this at the perfect time in order to catch Nicolas off guard. But you get a special little upgrade, you can do that kinda thing multiple times, now, the amount of times depends on just how good at adapting your opponent is, but you'll always be able to do that kinda thing twice at minimum. That's the kind of fighting instinct you have now.

Plus, you can direct it. Wanna kill effectively like a normal Eye of Michael member despite having no training? You could do it in your sleep. Wanna be pacifist like Vash? No prob, just make sure you have some training under your belt, this is meant for killers after all, so the training is more for holding back than knowing how to handle your weapons.

True Punishment (Plant Boosted):

Well, well, well! What have we here! You're better than Razlo in every way. You know how to strike not only at the worst, most unexpected times, but you also know how to strike in the most unexpectedly effective ways and places that will make things infinitely worse for your opponent, as many times as you want, they won't be able to adapt. You can do that. On. Instinct.

It's like a sixth sense that your body obeys with no input beyond the bare necessities needed.

No training required, either. All you really have to do is lift your arm and pull the trigger (if you're using a gun anyways) your body will do the rest in making sure things go exactly how you want them to.

What's more, you can direct this.

You want to spare all your opponents like Vash does despite having no gun training? Not a problem, you'll always shoot them in just the right way so they'll be incapacitated without risking hitting something they need to live or them bleeding out. Want to kill without a care in the world? Your opponent won't even realize you fired or swung at them until they're already dying. Want to kill in the most painful, agonizing way possible? I think you get the idea.

Also, any training you receive can be incorporated into this instinct, causing it to become that much more effective and efficient.

Blue Summers (600 GP):

Ah, Legato, what a sad creature you are... Fortunately for you, Jumper, his powers are far better than his mental state, and with this Perk you get access to those powers.

'What are those powers?' you ask? Legato (and now you, should you take this Perk) can create and manipulate extremely thin metal threads.

Before you move on, though, this gives you a far more useful ability, the ability to control a person's body against their will via electrical impulses sent through the thread. Handy right? The caveats to this being:

1. You need to insert the thread into their spine, not that hard given you can manipulate the thread like it's an extension of your body (like another limb), but depending on the amount of people you're trying to control this can take some time.

As an example straight outta the manga: it took Legato 10 days to insert the threads into the spines of 1301 people.

2. You need metal to make the thread out of, as well as something to store it in, no infinite thread for you... not with just this Perk anyways...

3. People with a strong enough will/body can resist this, temporarily regaining control of parts of their body (arms, legs, or similar appendages), though it's not too hard to reinstate your control if you aren't being distracted by/trying to control something more powerful.

Speaking of, you can even control entities vastly greater than you in power, though it will take a lot of concentration.

4. Independent Plants have an easier time resisting, they can be controlled, yes, but it will take most, if not all, of your concentration.

5. You have a limited amount of people you can control, around 1000 at once to begin with, this limit can be expanded with time and training.

The good thing about this is once someone has your thread in them, it's there until you remove it... or they find and cut it, but that's beyond unlikely, given how small the threads are.

Also, you can control dead bodies... and long as about 75% of their muscle mass is still viable (A.K.A. not decomposed). No pseudo necromancy for you yet.

Pure Devotion (Capstone Boosted):

Welp, seems your power now starts out equal to end of series Legato. This grants some benefits, as listed below:

1. You no longer have to worry about people resisting your control, congrats!

2. Independent Plants will have a harder time resisting, and you won't need as much concentration to maintain control of them.

3. You can deploy a singular set of Monomolecular Nano Steel Threads, about 10, these cannot be cut or destroyed by anything less than a Plant's Self Defense Mechanisms. You still need something to store it in, though.

However, should it be used for controlling your own body it grants extreme self-enhancement, much greater than the example below. We'll say it's 10 times more effective than the example provided below.

4. Your beginning limit of people is vastly raised, to about the size of a small-medium sized city.

5. You can forcibly control your own body, greatly enhancing its capabilities.

To give some perspective, with this power Legato was capable of forcing his body to not only throw around his giant flail/minigun thing, Guernica, but also keep operating at full power despite losing more blood than any normal person had (or should have) survived losing. You can also stitch yourself up if you find yourself in the situation described above.

Insanity (Plant Boosted):

Uh oh... This is... Well, it's exactly what the title says it is... Insanity.

1. There is no limit to the amount of people you control, and there is nothing in existence that can resist, even if your concentration breaks, you also no longer have to worry about spending most of your concentration controlling entities more powerful than you, though you will still need to be more focused on them than those of equal or lesser power to you.

You can also control the dead, even those that are just skeletons, as well as things who don't operate based on electrical impulses.

2. All your treads are Monomolecular Nano Steel Thread level.

3. You can generate your own threads out of your Plant Power, even if your hair is completely Blackened, with no risk of disappearing.

This gives the added bonus of allowing you to feel your threads like they're your hands or arms, it also lets you regenerate any thread that does somehow get cut and even reattach a cut thread if you're fast enough.

4. Your threads move incredibly fast, allowing you to subjugate a large city in the span of a few seconds.

5. You can exacerbate your healing, forcing it to work faster and more effectively, as well as your body, pushing it far beyond the limits of both the strongest humans and/or the strongest Independent Plants.

Crimson Nail (800 GP):

'Why is this so expensive?' you ask. Well let me tell you Jumper, tell you just how powerful Elendira was.

First up, she was Trans, that's an extremely powerful thing in general, no joke.

Secondly, you know, the Capstone Boosted form of Eye of Michael? Perfect Servant? Elendira (the Crimson Nail, whom this Perk is based on) was capable of outpacing the person that Perfect Servant is based on, while having her crazy restraining suit actively restraining her and while he adapted to her fighting style he wasn't able to lay a hand on Elendira for most of their fight. Unrestrained Elendira made Livio (the guy I was talking about, who Perfect Servant is based on) look like a fucking baby.

So, yeah, she, and now you, should you take this Perk, are crazy strong and insanely fast. Try not to let it go to your head, doing that was part of what made Elendira lose.

She also had one more power, something quite powerful, which she regards as her true power, described by Elendira herself, as such: 'If I were to describe that one thing that activates my TRUE power... I would call it... BLOODLUST. To the average person, it is completely harmless. They feel nothing more than a gentle breeze. However... When an individual with a PURE, UNPARALLELED sense for combat... and a nature that thirsts for VIOLENCE... faces Elendira the Crimson Nail At close range, and is exposed to my mystic power... I CRUSH THEM... and their SOUL.'

How I interpret what this does when activated (it is an ability she can turn on and off, so she doesn't stick Knives or her other allies in one of these illusions) is it creates a lifelike illusion, capable of tricking the target's brain and nerves into thinking the illusion is real.

The illusion? The most painful death at the hands of Elendira the target can imagine, and given the activation of this ability requires someone with an extreme sense for combat and a natural thirst for violence (likely meaning it's what they crave at all times), the people who get caught in this ability are pretty creative when it comes to killing and death.

Now extremely strong-willed people or those with dual personalities can overcome this, as seen with Livio and Razlo, meaning it likely doesn't actually affect the target's soul, just their mind, but it can be enough to break a lesser person's mind, either leaving them a mumbling muttering mess, incapable of doing anything or straight up making them brain-dead.

Despite all her awesome power, Elendira has one, major, crucial, critical flaw: her durability is absolutely shit and she cannot regenerate. My basis for this? Look at how she dies. Impaled on her own nail, which she stuck in Livio's chest. Yeah, that's the second proper hit she takes throughout the whole fight (the first is her getting hit with a few shots from Livio's Double Fangs, but it doesn't slow her down at first because she was likely still screwing around, but it does later, which lets Livio kill her) and it kills her almost instantly... yeah... her durability is kinda pathetic for someone of her strength and speed.

Plus she doesn't heal from the shots she took from the Double Fangs and doesn't get up from the impalement later under her own power (that we see, though we do see Legato puppeting her dead body) so she's got no healing.

For purchasing this perk you get all of this, the strength, the mystic power and, if you want it, the Trans status. Don't worry about this affecting your durability if you're tougher than Elendira was, or have a healing factor, that part is left out for you, Jumper.

What She Was Missing (Capstone Boosted):

You remember that little snag? The one that meant Elendira had no fucking durability or Regeneration? Yeah, forget that.

You now have durability equal to your strength and speed, and a healing factor. Hooraaay! Your healing factor is similar to the one granted by Perfect Servant, in that you still have to make sure your brain remains intact. Other than that, your healing factor is faster and more effective. On top of that little upgrade, have one for your mystic power.

Remember how it required someone with an unparalleled sense for combat and a nature that thirsts for violence for it to properly work? Yeah, not anymore. You can activate this at will on anyone with full effectiveness. Obviously you'll have to imagine the horrible experience the target'll have if they aren't that kind of creative, but now you can use it on anyone. On top of that, it's near impossible to overcome or recover from this in any way unless you yourself want the target to.

Have fun becoming the most terrifying motherfucker in existence!

Better. Faster. Stronger. (Plant Boosted):

Okay, I'm going to be real with you, Jumper. Aside from improvements to your healing factor, there isn't much I can do that won't make you equivalent to a god. Fortunately for you, I don't give a fuck about 'Jump power limits' or any of that shit.

Physically, you are a god, with increased strength, speed, durability, with an enhanced healing factor! Basically, you can regen from a single cell. Don't get completely obliterated, and you'll be A okay in the span of a few seconds! Like nothing had happened.

This doesn't feel like enough, though, especially with the mystical power... I know! I'll borrow an idea from Trigun: Stampede! In that version of this story, Elendira is capable of generating her Nails out of what appears to be thin air, as well as being able to manipulate and control them telekinetically. You now have that power! Enjoy your new Broken Ass Abilities Jumper!

Items:

Well, before we properly get to the Items. Have some Discounts!

6 100 GP, 3 200 GP, 3 400 GP. Discounted Items are 50% off, Discounted 100 GP Items are free! They'll also always find their way back to you after about a week if you lose them.

The Manga (Free):

You get two things with this! First the original manga By Yasuhiro Nightow (and a digital set should you want). Translated as cleanly as possible to whatever language you want. The second thing you get is your version. A.K.A. your story on the planet No Man's Land. Enjoy the manga Jumper, I certainly do!

Every Outfit (Free)

Every outfit that appears in the manga, all contained in a special little wardrobe that will always appear in any building you sleep in. At an Inn and wanna dress like Nicolas? The wardrobe will be there. At a friend's house and want to dress like Meryl? It's ready and waiting against the nearest wall. It'll show up anywhere there's four walls, a roof, and a floor that you choose to sleep in, with every single outfit shown in the manga, guaranteed!

All The Normal Weapons (Free)

Every weapon not wielded by a Protagonist/Antagonist... Well, every non-unique weapon anyways (sorry Meryl!) and a special 1-foot wide by 3 foot long by 2 feet deep box/briefcase. 'What's the box for?' you ask? To carry all of your new weapons and their ammunition in, obviously! Dumbass. Anyways, this box also has a special feature, aside from being able to store any weapon you can fit through its opening (kinda like an infinite pocket dimension exclusively for weapons and their ammo).

It can launch any weapon that's in it (yes you can store weapons in the box that aren't part of this Item, as long as you can get them in through the opening) up into the air so you don't have to rummage around in the box looking for the weapon you want. How does it know what weapon you want and when? I have no clue. Don't worry about it.

The box also stores around 2 full clips (or the equivalent of a clip) worth of ammo for every gun or ranged weapon held within it (this includes the ones you put in it) that replenish once a day. Also, this box has special protections. 'What kind of protection?' the 'nothing is detecting that you have any weapons or ammunition in that fucking box' kind.

Have fun with this Jumper and don't get hurt!

Donuts (100 GP):

Always hot and fresh out of the oven! These are straight up melt in your mouth delicious. You must be a lucky bastard too, 'cause 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 for yourself like a greedy guts?

Alcohol (100 GP):

Unlimited alcohol of your choice so you can drink your troubles away! Dunno why you'd want this, given alcohol typically tastes like shit, but who'm I to judge your life choices.

Smokes (100 GP):

Just what the doctor ordered, fit for outlaws and priests alike. Nothing takes the edge off like a good smoke. How did they get here? Don't worry about it. Hey, did I mention the pack doesn't

run out either? Yup, just as you think you're hitting the last one it fills right back up when you're not looking.

If you happen to be a more discerning and stylish individual (read: jackass who thinks he's hot shit), you can also choose to take a pack of Brilliant Dynamite 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 no substitute. These pack a hell of an energizing "buzz", and you'll look damn good smoking 'em.

As an extra little bonus, these won't risk giving you or others asthma or lung cancer or any of the nasty side effects smoking tends to come with.

\$100,000 (100 GP): Enough to live comfortably for a year or two. Don't spend it all in one place. Well, maybe spend some of it in one place, cause you'll be gettin' a refill every month.

Stungun (100 GP):

This is the same model weapon that Milly Thompson of the Bernardelli Insurance Society carries for self-defense purposes. This very large, very imposing, and just barely non-lethal gun packs a helluva punch, firing sizable X-shaped projectiles with near 22 pounds of force, which is usually enough to shatter bone and even knock over vehicles as large as trucks. Take care, though, the shoulder sling has a tendency to break.

Trusty Revolver (100 GP):

This is based on Vash's signature Revolver... From the manga. Which means it's not really all that special.

Except it's chambered in .45 Caliber Custom FMJ bullets, of which you gain a never ending supply. You also get a never ending supply of empty shells and gunpowder for the creation of Black Hole Bullets.

One last thing, this weapon is tough, as in: despite being in near unusable condition it was still fully capable of doing exactly what a gun should do, shooting straight and true, but you'll never have to worry about it getting in that bad of condition as yours fixes itself if it's ever damaged in any way.

One more bonus, just for you Jumper, this gun is more effective when you aren't using it to kill and will (unless you don't want it to) guide your hand to making shots that will incapacitate instead of kill. Follow Vash's pacifist philosophy, till the end.

After all, the most important things in existence are Love and Peace!

Bulletproof Enhancement (100 GP):

This seems quite straightforward at first, I mean it makes any clothes you want bulletproof, but you have to ask: 'how bulletproof?' because there are different levels of bulletproof.

Well, I have the answer for you: it makes them bulletproof up to medium calibers, stuff ARs and rifles typically use. If 5 people were to shoot at you, each of them having a standard AR or rifle, not a single bullet will manage to get through any article of clothing with this upgrade. It'll still feel like you're getting shot, but not a single bullet will make it to your supple flesh.

This also gives another enhancement: Temperature resistance. Any clothes with this enhancement will be resistant to extreme temperatures. How resistant? Well, the main coat this

enhancement is based on is worn by Vash the Stampede during his travels over the surface of No Man's Land, a DESERT PLANET with TWO SUNS, safe to say the place gets fucking hot during the day and fucking cold during the night. 'Course for that he has other specialized clothes on, so let's use a slightly different example.

After the fight with Leonoff the Puppetmaster Vash goes into a cold-sleep chamber in just his coat and some normal clothing. Now, to put this into perspective, normally people have to wear massive coats in order to go into a cold-sleep chamber without freezing their asses off, so it's safe to say the temperature inside of a cold-sleep chamber is around freezing.

Vash goes into one with his special coat (that this enhancement is based on) and Normal.

Fucking. Clothes. Nothing else. For like half an hour. With no shivering and no complaints.

That's how effective this temperature resistance is, you'll always be comfortable in any article of clothing with this enhancement.

As an added bonus, from me to you, any clothes you wear underneath or overtop an article of clothing with this won't screw the temp resistance up, you'll always be at the perfect temperature to be comfortable, wear a fur-lined coat on top of an article of clothing with this on in a desert, and you'll still be perfectly cool, wear thin stockings and a spaghetti strap with an article of clothing with this on a frozen tundra, and you'll still be nice and warm, you'll never be uncomfortable due to temperature.

Enjoy it Jumper, and make sure you put this on a nice jacket, 'cause this won't stop you from putting this enhancement on a trash piece of clothing that's super uncomfortable to wear.

Monomolecular Nanosteel Thread Container (100 GP):

Exactly what it says on the tin. This is a circular or spherical object designed to contain Monomolecular Nanosteel Thread... As well as any other thread you want, really. While the only examples of these we see take the shape of skulls and/or a small wristwatch shaped object, yours can take any form you want, so long as the part storing the thread remains either circular or spherical. This also comes with free metal thread, those who bought the Blue Summers Perk can use the thread from this Item for the Perk.

Sick Ride (100 GP):

You're gonna need a way around this vast desert planet and while there are other methods of getting around they're a bit... slow and tedious. So have this! This Item takes the form of a small (1 driver and 1 passenger) vehicle of your choice. It can be a sports car, a motorbike, anything you want. It's Fiat backed to be sick as hell and faster than you, even if you can go over the speed of light. This also bestows the skills to drive at speeds that fast, as well as driving skills in general if you don't know how to drive. How that works, I don't know, but it's fucking awesome. It's also Fiat backed to have infinite fuel and be able to store anything you put on/in it. Feel the wind in your hair and the jealous looks of those confined to slower vessels.

Cybernetics (100 GP):

This is a catalogue and large black box. The catalog contains every piece of cybernetics ever shown in the Trigun Manga, from Vash's many prosthetic arms to that one member of the Tiger family's built in missile launcher to many, many more. 'What's the box for?' Well, you pick a

cybernetic from the catalog and input its number into a little screen on the face of this box, wait a few minutes and... bada bing bada boom! You now have a brand spankin' new version of the cybernetic you picked, with no risk of rejection or malfunction, guaranteed! They're also Fiat backed! The catalog will update with all the cybernetics in any Jump you go to after you get it, so if you go to a Cyberpunk 2077 Jump (I recommend Pokebrat_j's one) after this, the catalog will update to have all the cybernetics you can get there, from the humble basic package every one gets, to the giant machine frame Adam Smasher has! (it does this for every Jump you go to that has cybernetics in any way)

Regen Potions (100 GP):

These special little vials have a special little juice in them that increases your healing factor by quite a bit for a short amount of time, allowing someone who has the baseline Eye of Michael Perk to heal like someone with the enhanced Perfect Servant version for a few minutes. Normally you'd only get 4 period. End of story. Because for normal Eye of Michael members, having more than four over the course of their life, total, will kill them and taking more than one at once will rupture the taker's heart. Yours do not have such flaws, take multiple at once to have the healing effects be more effective and last longer, take more than four in your entire lifetime. These restock every month.

The Double Fangs (100 GP):

'Isn't this just a smaller Punisher?' ... Yes and no. Yes in that it takes the form of a cross when folded up, and yes in the sense that it's two weapons in one. That's about the end of the similarities though. The Double Fangs come in a pair and when folded up resemble crosses about the size of the wielder's forearms, however, when unfolded they take the form of unique SMGs, while it has one in the normal position for a gun, there is also one in the opposite, going underneath your forearm and with the end of the barrel pointing in the same direction as your elbow, whilst there only appear to be one trigger, placed where it should be for a normal gun, you can fire both sides at will. That's about it.

Your version has infinite ammo and comes with special holsters, that The Double Fangs go in when folded up in their cross form, that you can put anywhere on your body, with them attaching as though magnetized to the place you want them.

Legato's Gun-Knife Thingie (100 GP):

Another strange weapon from the blue man himself. This pistol-like gun is another weapon Legato uses in his last fight against Vash. 'What's the knife bit for?' well... Along the top and bottom of the barrel of this gun are two knife blades that can swing out on mental command. Also, it's bulletproof. For some reason. Its ammo replenishes once every two days. Have fun with this strange contraption Jumper.

Elendira's Restraint Suit (200 GP):

This slightly silly looking full bodysuit is what Elendira used to hold back her power. It is capable of not only holding back someone's physical abilities by a good margin, it is also surprisingly stealthy. 'Surprisingly stealthy? What's that mean?' Well it's safe to assume Elendira had it on under her clothes almost, if not every, time we see her which means it was on underneath

clothes that were tight-fitting enough to show off her figure, which Meryl gets jealous of when she sees Elendira. So she was wearing tight pants as well as shirts and jackets that hug her curves, yet there isn't a single hint that she was wearing this suit until she took her clothes off and revealed it in her fight against Livio and Razlo.

Your version of this suit has an upgraded version of the first ability: you can control how much you're being held back. Having from 1% to 99% of your power restrained.

The second ability is as-is, so wearing something that would expose more skin than a long-sleeve shirt and a pair of pants will tip anyone who looks at you that you've got something special on under your clothing.

Though unless they see the restraining bands, they'll have no idea what the suit is actually doing for you... or to you, I guess.

Plant (200 GP):

A Plant... Well, okay, this Item is a bit more than that. This is a unique type of Plant called a 'Universal Plant' it's capable of doing anything any other type of plant can do. Need it to generate water? Food? Clothing? Electricity? Generate artificial gravity? Perhaps make some sandy ass soil arable? This Plant can do all that and more! This one is also Fiat backed to never run out of juice. Just don't abuse it, okay? I'll be really fuckin' upset. You can buy more if you want, it's 200 GP for every one you get. You also get the blueprints to make more, in case you need more than what you purchase here, for some reason, but just the blueprints, you'll have to find the stuff to make 'em on your own.

Punisher (200 GP):

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. It's fully customizable, with one caveat: it must be able to take on its normal, cross shaped form. 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.

As a little bonus for you: this is a two-for-one special, in addition to the Punisher itself you also receive a sidearm of your choice, be it a revolver, a fully or semi-automatic pistol, you can even get an SMG (so long as it's small enough to use exclusively one-handed).

Both these weapons have infinite ammo, the Punisher itself seemingly generating its own, while the sidearm comes with three clips, two as backup and one in the weapon, that regenerate, fully loaded, after a single day has passed.

Jumper's Saloon (200 GP):

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 (or 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.

Meatsuit (200 GP):

This is a strange item. 'How so?' Well, by purchasing this you gain a mostly human shaped Meatsuit for you to pilot around like a mech. Yeah, kinda weird, huh? The Meatsuit can look however you want it to, but it won't have any superhuman advantages on its own, that's what you're for! You get one for Free if you have Ninelives.

Omega Steroids (400 GP):

So... There isn't much on these, they only show up twice... Basically they let someone who's the size of a kid get juiced up to be equal in size and greater in stature to someone who's about 330 pounds of pure muscle... yeah, use them wisely. You get three that respawn one per week, you can only have three at one time.

S.E.E.D.S. Ships (400 GP)

You now have a copy of the S.E.E.D.S. Ships that crashed onto No Man's Land... they aren't crashed, tho. You have about 100 of these ships, with 50 of them having massive 'Cryo Cylinders' that can store several thousand people per ship and the other 50 housing several different types of Plant, mostly Geo Plants for terraforming purposes. Each and every ship comes equipped with several Plants to power them and their tech, which includes artificial atmosphere, energy shielding, and several other basic sci-fi technologies, Gravity Plants to give artificial gravity to the ships, let them hover, and make takeoff and landing smooth as butter, and on top of that thrusters capable of letting the ships go sub-light speed.

Another bonus, just for you: the Plants on these ships will never run out of Plant Power or degrade in any way. These ships also come pre-installed with a complex AI neural network, capable of piloting these ships for you. Don't rely on them too much, that's half of what caused the Big Fall in the first place.

Sandsteamer (400 GP):

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 traveling across all but the harshest terrain.

The only downsides 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.

Your Own Town (400 GP)

You get a small human town somewhere on this sandy planet that you are the Mayor of. Old West themed, just with surprisingly high-tech items lying around, this town has prospered thanks to the ship wreckage it's been built around. 'Why ship wreckage?' you ask? Because that ship wreckage has a few working Plants within it.

For an extra 100 GP, your wreckage has 4 fully functional Plants instead of two. This upgrade can be bought as many times as you want, each purchase doubles the amount of Plants the wreckage has (from 2 to 4, 4 to 8 etc.) as well as doubling the size of the town, though at some point it'll be a city and not a town. Post jump, this town can either be left as an attachment to your warehouse or be placed into the next Jump you're going to. This choice can be remade at the beginning of each Jump.

Guernica (400 GP):

'What the fuck's a Guernica?' good question. It's that massive flail/gatling gun weapon with a two-sided woman's head and... tit looking protrusions (that also have gatling gun barrels hidden in them) on the top that Legato uses in his last confrontation against Vash.

It's big. It's crazy heavy (for anyone who isn't you). It's got a chain that can extend and retract at will. It's guaranteed to kill whoever you swing it at and manage to hit, along with all of their friends (assuming they're all human) either through its sheer weight or the gatling guns installed in its midsection and hidden in some of the spikes on the lower area, which fire on your mental command.

Well... they'll all die unless one of them is an Independent Plant who can use their defensive systems, but your version is immune to getting cut up like a pile of warm butter, unlike the original, the bullets can still be deflected though.

Yours also has infinite ammo, for that little cherry on top of this WTF sundae.

One last little thing for you, given how much of a nightmare carrying this massive thing is going to be, I'll give you a little pocket dimension for you to store Guernica in, you can summon it from or store it within said pocket dimension with a thought and a flick of your wrist.

Elendira's Briefcase (400 GP):

Ah, the Crimson Nail's weapon. This pure white briefcase can open up to reveal a crossbow. A very unique crossbow, unique in that it doesn't fire regular bolts. No it fires the massive Nails the Crimson Nail is known for with enough speed and force to not only catch a Perfect Servant perk owner off guard, but also launch them a good distance and fully impale them on one of its Nails and that's not even mentioning it's absolutely ridiculous rate of fire (it can fire as fast as a fully automatic AR). It also has a 'Full Power' mode that launches the Nails with more speed and strength than its normal form.

Strangely, no matter how much power you fire it with, it has no recoil. Also, it generates its own Nails whenever you want to fire them, so you never have to worry about ammo with this weapon!

Modern Earth Ships (600 GP):

We don't have much on these ships, so this is short. You have a squad of 7 of the Heavy destroyers (the ships that fought Knives at the end of the manga) manned by both Independent Plants (all with the Restrained Drawback) and Humans. They have an advanced warp drive, capable of going across the galaxy in the span of a few months, advanced energy shielding and cannons. They also all have the ability to fire something called Thor's Hammer, an extremely powerful nuclear missile.

They likely also have several other advanced systems that aren't displayed in the manga. You are, to reiterate, getting 7 of these with this one purchase, before you ask me why it's so expensive.

Companions:

Come Along (300GP): Bring in up to eight of your companions with 1000 GP to spend.

Cannon character (200GP): Like anyone in the series? Well now you're guaranteed to have a good first impression and interactions with the character you purchased.

Scenarios:

All Scenarios are compatible with each other. Scenarios that require major changes to the timeline that others cannot support will take you back to the beginning of the Jump. So if you take the From the Top Scenario with the Save HER Scenario, you'll go through the From the Top Scenario and then be pulled to a different timeline in order to complete the Save HER Scenario after the end of From the Top.

From the Top

Exactly what you think it is, you start from the beginning of Trigun's Timeline, right as Knives and Vash are born. From there, you have to go through the entirety of the Trigun story, right up to the end of the last chapter. While you can take this with the Scenarios based on changing important aspects of the story, you cannot attempt to complete them with this Scenario, it will be impossible, the story will go on as it's supposed to. While you can do the other Scenarios, it will be after the completion of this one, causing the Timeline to change and you to begin your journey on No Man's Land from the beginning of the earliest Scenario you have selected. The only exception to this will be the Help Vash and Help Knives Scenarios (for reasons you'll see when you get to them).

Rewards:

You get +800 GP to spend where you please. Not enough? You also get to bring all the people you made friends with along with you on your Chain for absolutely free!

Help Vash

Pretty simple: Help Vash achieve his goal of Love and Peace for No Man's Land, and make sure every enemy you two face changes for the better. I do mean All. Of. Them. From the bounty

hunters you'll have to deal with, to the Gungho Guns to Legato and Knives. You and Vash must succeed in turning them to a better life and, if possible, stopping their deaths. Failure to prevent the end of most of the enemies you face will force you to either abandon the Scenario (failing it) or do the encounter over again. While some of them can be saved, any that happen 'off panel' will not force you to restart (Monev's death for example), nor will willing suicides (Leonoff's death). However, there is one death you must prevent, no matter the cost. Nicolas D. Wolfwood. You and Vash's closest companion. If you fail to save him, you fail the Scenario and will be given the option to start over. From the beginning of your journey with Vash.

Rewards:

You get +600 GP, and Self-Reliant, Independent, and Big 'Bang'. If you already have those, you get another +600 GP. You also get to take Vash, at full power (including being able to regenerate Plant Power), with you for free!

Help Knives

This Scenario has two different outcomes depending on how you wanna play it, as listed here:

1. You help Knives how he will likely want you to help. By aiding him in exterminating humanity from the face of No Man's Land.
2. You turn Knives around and help him to see the error in his ways. This can be done at any point before it would happen naturally at the end of the story. If you do, after this would naturally happen, you must prevent his suicide via burning up all his Plant Power.

Rewards:

No matter which route you take, you get two things:

You get +600 GP, Self-Reliant, Independent, and Sharp as a Million Knives. If you already have those, you get another +600 GP. You also get to take Knives, at full power (including being able to regenerate Plant Power), with you for free!

For helping Knives commit genocide, you get a special perk:

No Survivors:

No matter what you're trying to kill, it cannot escape, be it an entire species or a single creature. You will find it. You will eliminate it. Without fail. No. Survivors. You'll also be able to do it in less time than it would normally take with a full army backing you, even if it's just you.

For helping Knives to be a better, kinder, person, you get a couple of things.

First up, you get to take Elendira and Legato as Companions for free, given they are Knives's oldest travelling companions (possibly besides you).

Secondly, you get a special perk:

Anyone Can Be Redeemed:

You did something even Vash believed to be impossible for quite some time. You turned Knives around. This ability now manifests like this: you can redeem anyone. Flowey or Genocide Chara and Frisk from Undertale? Not a problem. Satan from I'm The Grim Reaper? It might take a bit, but you can do it. Dracula from Castlevania? (the video game version, not the show) Done and done. Fucking Cyn from Murder Drones? It'll take time (more than it will for Satan) but you got it in the bag. You are the ultimate force of redemption who can and likely will redeem anyone and everyone. No exceptions. There are none who can resist your sheer redemptive ability.

Save Legato

This one may be difficult. Mostly because of the circumstances and who I'm asking you to save. For this Scenario, you will be forcibly placed exactly one week before Legato fails in his plan to exterminate his hometown (or what seems to be his hometown) and meets Knives. Your goal is simple, don't think that makes it easy, though. You must get Legato out of there, preventing his plan and his meeting with Knives (technically he has no name at that point, so you can give him a new one if you want, I however, will continue to call him Legato). But that's only half of it, next up you must help Legato find faith in humanity again. Not only that, but you must get him to be more like a friend and less like a servant to you, his savior, and you must do this without brainwashing him. That's the hard part. Should you accomplish this, however... you'll have something unique.

Rewards:

You... you actually did it! Congrats Jumper! You get to take your new version of Legato (or whatever name you've given him) as a Companion for free, alongside gaining +600 GP. Given you've been Legato's constant travelling companion and new friend, be that best friend or perhaps something... more... should you wish of course, Legato now knows better than to force his emotions on other people, either way the two of you learned how to wield his power effectively, at a level similar to him at the end of the manga. This grants you the Blue Summer perk, or if you have it already, another +600 GP.

Save July

Another simple, but difficult one. You must save July. Preventing Knives from forcing Vash to use his Angel Arm to destroy the city and kill all of the kind people in it. You will be placed in July, about 2 weeks before its destruction. Good Luck Jumper, you'll need it.

Reward:

You get +400 GP, and you get to take July with you on your Chain! July is equal to a 1000 GP purchase of the Your Own Town Item, given when it was around July was one of the biggest, if not the biggest, of the seven cities. If you already have the Your Own Town Item, you can either get the GP you spent on it back or invest that GP into July making it bigger and better. No matter how big or advanced July gets, the people will always be kind and courteous, not only to each other and you, but outsiders as well!

Gather Plants

(Requires Self-Reliant, Independent)

Your goal is this: gather every single Plant on No Man's Land and fuse with them, before Knives can get to them, and I do mean Every. Single. Plant. You will face opposition from humanity, who rely on Plants to survive this desert wasteland, as well as Vash, who doesn't want humanity to die. After you've absorbed a few Plants, you'll start being affected by the Fused Consciousness Drawback, with it getting worse and worse until you're done. One last thing, after you fuse with about 10 of your sisters, you will need to keep yourself separate from the mass, or risk being fully absorbed and dispersed into the Consciousness, but you also must be connected in order to keep your sisters merged. Why does this happen? Because up until Independents started coming into existence Plants had no concept of the 'self' (don't mistake

this for lack of will though), which is also why it's so easy to fuse them. Good luck Jumper. Hopefully, you're a lot more benevolent than the other proprietor of this tactic.

Rewards:

Holy hell... you... you did it. There's only one decent reward to give: you get to keep the ridiculous amount of power you have gained. Keep in mind, you're greater than Knives was near the end of the manga. I say greater because Knives didn't get every single Plant like you have. Remember, in his fused state Knives was capable of warping (teleporting) 1 kilometer like it was nothing, opening portals, creating several Black Holes, and was stated by Zazie the Beast (queen of the Sandworms) to have the power to destroy the planet, that's in addition to having his normal Independent Plant powers greatly enhanced.

You have that level of power in spades, we'll call the power enhancement at... a 400 times increase, you also gain unlimited Plant Power.

On top of this, I'll change the Fused Consciousness that you have. Now it will work for you instead of against you, giving you extra computing power to make risky, complex calculations in a second as well as gaining new knowledge each Jump related to the Origin, Perks, and Items you choose, each and every Jump, giving you suggestions on how to use them for your purposes more effectively.

Not enough? Well I do have one more thing I could give you, it's simple, but I bet it'll be much appreciated. Normally you'd have a form like, but bigger than, the one Knives had when he was part of the fused entity, on top of the form of the fused entity itself, now you can hide that. Well, more accurately, you can condense it down into the size and shape of a normal person.

You'll still have all that power enhancement, it'll just be condensed down to the size of a normal person... or your normal shape, as long as you're smaller than a 2-story house.

You can also condense the amount of power you're outputting at once. As an example, Knives, without holding his energy back was capable of breaking parts of stone pillars that came within half a kilometer radius of him, causing them to float midair and dragging those broken off parts along with him, it also caused the sky to change color and look warped in that same radius. All of this without any conscious desire to do so. You can now have that kind of thing happen, or have it hidden away, all at will.

Prevent the Big Fall

What it says on the tin, stop Knives from causing the big fall, preferably without killing him. If you take this Scenario with any of the others you will be sent back to the beginning, this may be your second or third time having this happen, so as a saving grace, you just need to live 2 years in this timeline, long enough for Vash and Knives to grow up fully. Also, going into cryosleep doesn't count towards that time.

Rewards:

So, like many of the other Scenarios here, you get Vash and Knives as Companions for free, but you also get their 'mother' Rem as a Companion, a generally cheery woman, she'll always push you, Vash, and Knives to live a happy life and to do the right thing as often as you three can, beyond her strange persuasiveness with this... she's just a human, nothing special unless you get her some Perks in later jumps. You also get the rest of the Crew of the S.E.E.D.S. ships you saved including William Conrad. Finally, you will get the S.E.E.D.S. fleet that you helped save. Giving you around 900 more ships than the usual S.E.E.D.S. Ships Item does (yeah, it was a

big fleet you saved) still split 50% for humans 50% for plants (for reference, those 450 ships for humans were capable of holding around 80 million people total). If you already have the S.E.E.D.S. Ships Item, you'll get its 400 GP back to be spent where you please.

Save HER

There is one last person who needs saving, Jumper. Or perhaps she's the first who needs saving... I speak of Tesla. The oldest Independent Plant shown in the manga... or she would be if she hadn't met the gruesome fate that befalls her. That's where you come in. You will be placed one week before Tesla's birth, a few years before Vash and Knives's births. You have two goals.

1. Prevent Tesla from being experimented on.
2. Make sure she meets Vash and Knives and becomes friends with her brothers.

Rewards:

Good job Jumper! You get what you expect to from completing a Scenario based around the Independent Plants: You get +600 GP and Self-Reliant, Independent for free. If you already have that, you get another +600 GP. You also get the S.E.E.D.S. Ships Item (baseline version as the fleet was never in danger with this scenario and doesn't owe you for saving the many, many lives aboard the whole lot), Vash, Knives, Rem, Conrad, and last but certainly not least: Tesla herself, who will likely see you as a parental figure or best friend, though that depends on how you treated her. Enjoy your new family Jumper, you've earned it.

A Challenge

One day, after you've 'completed' the story of this verse and/or all of the Scenarios you chose (you must be on No Man's Land for this whole thing to happen), a strange broadcast will come over the satellite (this world's radio), no one but you and your Companions (including the ones you got for this Jump) can hear it. It's a summons, a calling for a duel between you and the one sending it. It tells you to go to a strange and far away set of coordinates.

Checking any map you have access to will show, they lead off into the unknown parts of this sandy planet. You can, of course, refuse, but isn't it interesting?

Should you choose to go despite the protests of your friends (the mundane ones you've made, though it's likely some of your Companions don't want to go either) you will find something unexpected: a massive city, bigger than July was and absolutely teeming with life, both human and regular plant life, that seems to be holding a festival of some kind.

When you get closer it appears to be a competition, a fighting competition. Not to the death, no, but until one of the contestants either concedes via throwing down their weapons and raising their hands in surrender or until they fall and cannot move anymore.

Suddenly, a deep and rough, yet elegant feminine voice calls out to you: "You came!" she exclaims, when you turn to look at her, you see before you a very tall (at least 8'6") woman in an outfit similar to Vash's before he was captured by Knives but after he defeated Leonoff the Puppetmaster, with long, floofy, poofy, pure white hair which goes down to her ankles, curling near the ends, the half below her hips is stained a dull pink, like a white shirt with bloodstains that weren't washed off in time, almost completely loose and wild, with some of it pulled into a pair of thick braids that go down over her shoulders, her bangs shifted so as to cover most of the right side of her face.

Suddenly, a question strikes you: Is this where that coat went?

Before you have time to ponder or ask that question you notice two things: Big elf-like ears, similar to Frieren's, and the scars on her face, well on the half of her face you can see clearly. They look like they were caused by a large, three fingered creature's claws, all stemming from her jaw, one goes up over her eye (which appears to be artificial, given that, aside from the slightly glowing purple iris, it looks like a computer screen displaying pure black) stopping and the spiking up towards her scalp, another disappears up over the bridge of her nose onto the right side of her face, and the last that you can see goes under the edge of her mouth, spiking upwards and stopping just shy of her left nostril. It'd be a grizzly sight on anyone else even with the beautiful face she has underneath them, yet on this stranger the scars look... elegant... beautiful... perhaps refined, even.

Okay, something not of this verse is going on, and you can feel it in your soul, maybe some of your Companions can too, but before you can ask this strange woman just what the fuck is going on, she says something that grabs your attention: "There's a special slot up for grabs in the tournament. Wanna test your metal against someone special... Perhaps for someone special?"

Should you decline, she'll look sad for a moment.

"That's a shame... Well, I hope you stick around and enjoy the tournament anyways!" and the Scenario ends, no reward for you.

Should you accept, however... She immediately gets excited, but quickly contains it.

"Excellent!" She replies, a cheery smile crossing her face, showing off her massive, sharp, and pointy teeth.

To compare her maw to a mix between a vampire, a shark, and a werewolf would be accurate, if slightly underselling it. Despite this, or perhaps because of it, you find her more endearing, someone willing to be themselves, no matter what, on this barren planet... like Vash you suppose. She immediately starts in after a moment of silence as you and your Companions take in her smile.

"Don't worry about that special match, by the way, it'll come in a few hours. Till then, want me to show you around?"

Whether you refuse the guided tour by this strange creature or not, it doesn't really matter, she'll be a bit disappointed should you refuse but nothing major. Either way, you get to explore this strange town.

Should you accept, you'll get to learn more about this creature, who finally gets around to introducing herself, giving your hand a vigorous shake as she does.

"I'm Kris-Kat... not sure if I mentioned that earlier. It's short for Kristopher-Katrina... The name's a loooong fuckin' story, you can just call me Kris... or Kat, I don't particularly give a shit as to which you use."

As she shows you around, you get to hear various stories from herself and the townsfolk.

Stories of her birth within the mostly intact ship this city is built around (apparently she's an Independent Plant, and a powerful one if some of the stories are to be believed).

Stories of her sheer, unending desire and Determination to protect and nurture the town.

Stories of her defending the town from bandits, raiders, and even a few of Knives's attempts to wipe it out (with an embarrassed look and apologies from Knives and his former lackeys if they're in your entourage), and a particularly strange story about a pink-haired young man in a

red cape and golden crown who helped Kris establish this town as an anarchist commune, sharing the Plants and the resources they make equally among themselves. You hear many stories about Kris over the few hours you wait for the 'special match' to come. They all make five things abundantly clear:

1. Kris-Kat is a fighter without equal or superior on this sandy planet. Both with blade and bullet.
2. She is an extremely emotional and loving creature, even if she hides it surprisingly well at times.
3. Kris finds the freedom to choose not only a basic right that every creature has, whether it believes so or not, but a fundamental need throughout the universe. To take such freedom in any way is a sin, worthy of the death of the one who takes, though she'll let you slide (this time) if you do this.
4. She is extremely, intensely, stubbornly, Determined. To the point where she will come back from the dead to achieve her goals.
5. She has a mouth that can make sailors blush, one that seems to turn on and off at random with random intensities.

Should you refuse her offer to guide you around town, then you learn... absolutely none of that, with Kris remaining an extremely enigmatic and eccentric creature with no name. You still have a good time wandering the city, though.

Either way, the time eventually comes for the 'Special Match' to take place, and word here moves fast as you, and you alone, are taken to the coliseum within the Shipwreck at the center of this city and placed in one of the rooms that contestants wait in.

There's the usual festival fanfare, which you can hear through the walls, announcements, cheering, not-so-subtle sponsorship plugs (which are met with playful groans from the audience and banter between the announcer and the audience), and then, finally, the announcements of the Match's two fighters.

"First up, from parts unknown, a figure known across this sandy planet: JUMPER!!!" The door out to the colosseum opens, and you walk out, doing your thing to the cheering crowd.

"And now for the warrior you know, you love, who's helped build this town up from the shipwreck and sand: The one, the only: KRIS!!!"

You see her walk out the door opposite you. (should you have had her guide you, this will not really surprise you, as many of the stories you heard made her seem like a bit of a battle junkie, though the surprisingly stoic look on her face will definitely be a surprise), she explains easily, like she was expecting you to ask.

"It's okay, Jumper, I wanted this from the moment I contacted you."

Something clicks in your mind, like it had been locked in place, prevented from coming together even though it makes so much sense now that it's allowed to: Kris is a Jumper as well, likely one with hundreds of thousands of years of experience. Which means this place is her version of the Your Own Town Item, and a cover story for her background, even if she doesn't use it right, though that doesn't explain the strange pink-haired young man you also heard about, unless he's one of her Companions? You haven't heard of any of her having Companions, though... Either way, it's incredibly likely you're going up against a Jumper greater and more powerful than you are.

"That's true, I suppose."

Kris interrupts your thoughts, though she does so in a strangely cordial manner.

"But I bet this won't go the way you think it will."

Then she snaps, a special barrier forming just within the arena you two stand in.

"Mostly 'cause I will not use any Perks or Powers I have obtained from outside this verse for this fight, and I will only rely on the Items I purchased here on my go through, though you are free to use anything you think you must."

This doesn't seem like a fair fight, at all, when asked why, she simply replies.

"I wish to have a test, both for myself, and for the current generation of Jumpers, it is one any are free to refuse, but you accepted, and for that I am grateful."

If you continue to press for answers, she will respond, voice uncharacteristically cool, like she just wants to get on with this fight.

"I am doing this because I want to. I have journeyed for a very long time, never truly stopping for more than a few decades. Be this my determination pushing me towards a goal I cannot see or simply wanderlust, I do not care, but I want to see if the current generation has this determination within them."

Something tells you talking will no longer work, because, should you open your mouth to try and talk her down, she immediately launches at you, swiftly punching you in the mouth and yelling:

"SHUT THE FUCK UP AND FIGHT JUMPER!"

If it isn't painfully obvious, Kris is a Jumper, likely one that has obtained her spark already, though you cannot begin to guess what kind she holds, as she isn't using its power. While she only uses things from this Jump, don't let that make you think she's weakened herself to a point below the average Jumper, firstly she utilized the Meta Supplement, getting Uncapper and Jumper Cheatcodes, so she has every Perk on offer here and will not hesitate to use them with deadly efficiency and accuracy, on top of that she has completed every Scenario and has all the Items, though will only use the ones with direct combat applications. Aside from the Omega Steroids... perhaps she just doesn't like steroids?

Secondly, she has powered up her Perks and Items over Eons of adventures across both mundane and overpowered Jumps. So, even if you have been to a hundred or more Jumps before this one, it will be far from an easy fight. Show her a good time Jumper, and you might just get something special.

Rewards:

Regardless of if you showed enough grit and Determination to get her to concede (be this through combat or words doesn't matter, though it will be significantly harder if you use words) or you lost despite giving her a damn good fight, she'll hand you something after the match is over and your wounds are being tended to (she will have no wounds, as outside the strange field she set up, which she dispelled after the fight, she has access to dozens, if not hundreds, of healing/regeneration Perks and Powers, so any wounds you inflicted were healed like they were never there in the first place... makes you wonder how she got her scars if her healing is that good...

Anyways she gives you:

A Regular Sized Nail... ?

At first, you're confused, why give you a little, black and purple nail? Then it hits you: +800GP to be spent on this jumpdoc. Plus, the nail is strangely... beautiful. The colors on its surface constantly shifting and swirling around, taking on strange forms and patterns, though they never hold those forms or patterns for very long. Also, despite currently only giving you benefits in this

jump, the Nail persists, reappearing on a special pedestal in your warehouse should you forget or lose it somewhere.

Of course, If you gave her a fight while convincing her to concede in some way you got a glimpse at her other scars, even the other three on her face typically hidden behind her bangs, those are mirrors of the first three, (though the two sets of scars do not collide, stopping just shy of each other, with the exception of the ones that go over her mouth, those are on the corners of her mouth and do not come very close to each other) the second set's ends pointing down instead of up.

But that's to speak nothing of her neck and body (they're worse than Vash's, alongside having ones that look like her limbs and neck where cut clean through and then re-attached at multiple points), but through those scars you sensed her unending determination to always come back and try to do the right thing, to test herself and push her limits, and others', and as a consequence you have gained a fragment of her Determination, which grants you:

Kris's Will

Through starting wars and genocides and far, far, worse, the original owner of this power got back up and tried to do the right thing, tried to be a better person, despite every time she'd fallen back into doing evil things, despite everything she'd done and watched, and despite the amount of self-hate she must have for herself after all her failures, and now you have that will, that Determination.

It's not the full weight of it... no, you suspect you'd be crushed under that much raw Determination, but the sizable chunk of her never-ending will you've been granted has given you a unique ability (aside from, y'know, gaining a major willpower boost): Unlimited 1-ups... sort of. If you die, you will rise again. Of course, unlike the original, the more you die in the span of a week the longer it'll take to revive you, starting out at a few seconds, about 6, but stacking exponentially. Die twice before the week is up, it's increased to 6 minutes, 3 times? 6 hours. 4 times? 6 days. 5 times? 6 weeks. 6 times? Hopefully you get the point.

If you get that counter up past when you'd exit the Jump normally, you chainfail as if you died with no other 1-Ups. After all, you haven't sparked and are still limited.

Keep in mind: you can use other 1-ups before you activate this Perk. Also, as another bonus, this becomes a special part of your Bodymod. It is incapable of being removed from you under any circumstances. No Exceptions. Also, for each iteration of Kris's Will you have, the revival timer goes down by 1, so it would go from sixes to fives or fives to fours, but it will never go below 1.

On top of that, after the fight, she gives you a simple necklace and little pendant-like holder for the Nail she gives you (with a special property that lets it take on whatever design you want).

'What does it do?' you ask her.

"It makes that +800 GP permanent. It'll follow you to other Jumps, and even to Gauntlets, overwriting that stupid fucking 'no starter GP' rule they tend to have, plus it looks pretty. I hope you enjoy it."

The soft smile that'll permeate her face after saying that will warm your heart like nothing else. If, however, you fell a little short and couldn't get Kris to concede, you earn nothing aside from the Nail, a soft chuckle, and a "Better luck next time~" from Kris.

Well, that's not all you get. Not really. You also get the feeling that Kris will come to let you challenge her again at some point, with the same rules (but with a shifting Perkset dependent

on the Jump you're currently visiting, basically, assume she has every Perk and combat focused Item, unless you're on a Jump that doesn't do combat, like a slice of life anime, then she'll default back to the last combat Jump's Perk and Item set) only should you want to of course, and when you do inevitably win, you will gain the Perk and Item given to those who made her concede.

... that is, of course, unless you are a Jumper who brings subjugation and servitude of any kind to the Omniverse, then, you may just find her in your warehouse, waiting for you, so she may either fight you to the death, or change your mind about your mission. Whichever she feels will work better. But if she chooses to fight, know this: you cannot kill her permanently, even with Perks or Items that allow such things, it is the true terror of her powers, no matter how close to or how far over the edge of death you push her, she will quickly return, never giving you more than a minute or 2 to rest, always stronger than ever and more Determined to finish the fight and either help you see the light of freedom for all or kill you permanently.

Drawbacks:

Supplement (Free)

You can smack this Jump onto another, the Docs and Point pools'll be separate, but everything else is put together as you desire. You'll be transported to No Man's Land or the S.E.E.D.S. Ships for any of this Jump's Scenarios that you choose, though you get to choose when you do this Jump's Scenarios with this, instead of just getting flung into them.

Time Extender (100 GP per purchase)

Basic +10 years, can get up to 150 years. Don't go crazy now.

Can't Change (100GP):

You have a hard time changing the way you think, it'd take the death or near death of a very dear loved one (or you dying or coming close to death) to change how you think and feel.

To The Point of Madness (100GP):

You must not feel pain or something Jumper. When you get excited it is, as the title suggests, to the point of madness, at which point a certain... tick activates. This 'tick' can be anything, but it must be something that causes you harm, similarly to the one Leonoff displays after he meets Vash. Y'know, when he rubs/scratches his cheek so hard he tears through his own skin and makes himself bleed. This can be stopped, but good luck trying.

Silent (100GP)

You can't talk. The reason behind this doesn't actually matter, you simply cannot talk at all. You can still make noises, you can scream, but you can't talk. If you have perks that let you telepathically communicate or effectively communicate via body language, I'd suggest you use them.

Scars (200 GP/400 GP/600 GP)

You must've had a difficult life, Jumper. Your body, from neck to feet, is covered in scars. That's the 200 GP tier anyways. You have two options for the 400 GP tier. You can either have these

scars extend up onto your head, or you can lose an arm or a leg. For 600 GP, however, you've got both of the 400 GP tiers effects. It's not a sight for a lady's eyes.

Plant Trauma (200GP/400GP):

You've had an encounter with Independent Plant Powers, be they another or your own does not matter, it was rather traumatic and has left a mark on your psyche. For 200GP, the mark is like Meryl's after the Jukei building incident. Whenever you see an Independent Plant utilize their powers in any way, you are sent into a panic attack, causing you to lose focus on whatever it was you were doing and start freaking out in some way. For 400GP, however, your mark runs deeper, similarly to Vash after the July incident. You have no memory of what happened, and the events of the day of the encounter are simply gone from your memory. You'll remember flashes of that day should you see an Independent Plant utilize their powers, likely causing your concentration to break at the worst of moments. This trauma can be overcome through immense courage, but it will not be easy on you, Jumper. Good luck.

Yer Too Strong (200GP):

You're like Elendira and not in a good way. You have her 'Confidence' that never ending assurance that you'll win any fight even without utilizing your full power, with you only utilizing your full power if your opponent irritates you (or beats you up) enough. That's not all, though. You'll find things that you don't consider 'interesting' to be inconsequential, insignificant, and generally not worth your time. This won't make you empty like the Empty Inside drawback, but you'll have a hard time caring about anything that isn't interesting to you.

No OoC Items (200GP)

Exactly what it says on the tin. You have no access to your warehouse or Items you bought before this Jump.

Black Hair (300 GP/600GP, Exclusive to those who bought the Self-Reliant, Independent Perk)
So... you're in a bit of a predicament, Jumper. Your hair is already Blackening. I'd say for 300 GP you're in the same state as Vash at the beginning of Maximum. For 600 GP, however, you're completely burned up, no Plant Power. On top of that, your Plant Power regeneration is reduced to a quarter of its usual effectiveness. Try not to die, Jumper, I wouldn't want to see your journey end yet.

Pacifist (400GP):

So... you've a history similar to Vash's... or the same history. Either way, you've taken the same lessons from it that Vash has. As a side effect, you absolutely refuse to kill. Even if the person at the end of your barrel completely deserves to die, you won't pull that trigger. Not unless a serious choice is presented. Like having someone your (now dead) best friend tried hard to save, die or kill someone. And afterwards? You'll be a wreck. You can pull yourself back up from this, but it'll be difficult.

That Name... It Is... Familiar... (400GP):

You... oh boy... You have another set of memories buried away deep in your mind, so deep you cannot access them. They contain something deeply traumatic, likely the death of someone you cared very, very deeply for. Any reminder of this past will drive you mad with rage or grief... or both. Further reminders will drive you to the point of suicide. Your Companions from previous jumps will know what to look out for. Keep them close, Jumper, they may just save your life.

Empty Inside (400GP):

You're like Legato in the worst way possible. You cannot really feel emotions. Well, you can, but only if you devote yourself to someone, mind, body, and soul and the emotions you feel will be directly tied to the object of your devotion. Obstacles in their path will drive you mad with rage. Seeing them hurt will drive a never ending sorrow into your heart that will only truly clear once they're fully healed. Try not to kill yourself Jumper, 'cause that won't fix this, it might just make it worse.

Shackled (600GP):

You're like the newer generations of Independent Plants, even if you aren't and Independent. 'How so?' you ask? You don't have access to your full potential, you're locked to around human levels... We'll say... olympic medalist levels. The only way to access your full power is to receive special permission from someone with a higher social status than you. Like the Council of Humanity, or if you don't have communication with them (which let's be real, you probably don't) the Mayor or lead Plant Scientist of your starting town. Plus, having your shackles off will only last for 36 hours before they are reinstated, forcing you to repeat this process every time you need or want them. Remember, you need permission, and that permission can, and likely will, be denied unless you're in the middle of, or are heading into, something truly desperate.

Fused Consciousness (600 GP)

Whether you are going for the Gather Plants Scenario or not, you're plugged into a Fused Entity. Now this doesn't give you the form or power, no, it just gives you the voices questioning your cause and the memory flashes (at least once every 16 hours, or every time you go to sleep, though it's likely to happen with shorter intervals) it will be annoying because the memories that pop into your head will be the opposite of what you want. Striving for Love and Peace like Vash? You will get all the horrible, awful memories that just make you want to kill every human you come across. Want to kill all humans like Knives? You'll only get good, lovely memories that will make you want to abandon your quest. If you change your mind and decide to do the opposite of what you were doing, the memories will do the same. Have fun dealing with this shit Jumper, 'cause it will suck!

No OoC Perks (600 GP):

No outside Perks... That's it, that's the Drawback!

Hunted (200 GP/400 GP/600 GP/800 GP, Exclusive to those who buy both Plant Powersets)

You're being hunted, Jumper. Who by and why depends on how much you're willing to gain.

For 200 GP, you're being hunted by Vash. Not to kill you, not with this tier anyways, he wants to turn you to his cause! When he finds you, he won't let up and will scold you for killing anyone, similarly to how he does with Nicolas.

For 400 GP, you're being hunted by Knives. This isn't as bad as it sounds. 'Why do you say that?' you ask? Because he's giving it the same amount of effort as he did with Vash, so you won't have him randomly showing up on your doorstep looking to recruit or kill you.

For 600 GP, things start getting serious. Pick either Knives or Vash, they're giving it their all and want you dead. Good Luck.

For 800 GP, though, you have both Knives AND Vash coming for you with killing intent. Pray to whatever god you believe in Jumper, 'cause you're going to need their help.

You can buy multiple tiers of this for both sets of points (so if you buy the 200GP and 400GP tiers you get 600GP and both Vash and Knives hunting you, as an example).

End Choice:

Adios! You're leavin'? Well, be sure to bring Love and Peace wherever you go, Jumper!

I Can't Leave! So you've decided to stay here on this sandy planet in this vast, vast universe, huh? Well, can't say I'm surprised, here, have +1000 GP, to make things easier for ya!

I Just Wanna Go Home! You... you're callin' it quits? For real? Fuck... Well... that's a surprise. Shit, man, just be sure to use everything you've gained up till now for a noble cause, 'kay? Vash'll be mad if you don't.

Notes:

I was inspired by some Perks and Items from the Trigun Anime Jump, credit for those belongs to: Glymmer

For the Love of God read the Manga, it's spectacular. I'll even include a link that leads to where you can download a fully translated (into english, so get ready to stretch those english language skills) version of it for FREE! (it's called Trigun Ultimate and is a fan overhaul, it's damn good) I have them and read 'em constantly.

Link:

https://www.reddit.com/r/Trigun/comments/yzo4mz/trigun_ultimate_overhaul_the_new_fan_translation/

Okay, I'll likely get the question of: 'if the Plant Boosters are all around better than the regular Capstone boosters, and Self-Reliant, Independent not only gives you more powers but is also the same price, why should I get both?' I'll tell you, the two Boosters stack. Let's use Crimson Nail as an example. For the regular Capstone Booster, its mystic power is upgraded, along with the physical stats, for the Plant Booster the physical stats are also increased and you get a new power. Should you get only the Plant Booster, you only get its enhancements and power, if you only get the Capstone booster you only get its enhancements, but if you buy both you get both sets of enhancements and powers, mixed together to form a greater whole. It'll likely make things ridiculous, but that's how I like it!

Fair warning for the Plant Perks: the levels of energy drain presented are based on the baseline, 600GP level, not the 1200GP one.

Something of Note: Within the pages of the manga, Knives and Vash are only ever shown using one Angel Arm at a time, which leaves me to believe they can only manifest one at a time. Of course Vash is limited in the arm department given his left arm is artificial, Knives is not limited in such a way but only ever manifests one Angel Arm, typically on his left arm, though him only manifesting on his left arm may be a choice and not a limitation. You are also limited in this way, with the base purchase anyways, should you purchase the 1200 GP version, however, this limit will be lifted... slightly. You will be able to manifest one of each Angel Arm you have access to. Meaning, quite obviously, that you may have one Knives Angel Arm and one Vash Angel Arm active at the same time. You still cannot manifest two of the same Angel Arm, though. At either tier, however, you can manifest your Angel Arm on whatever arm you desire, so long as it is your arm.

Something else of Note: it is unknown if these are the only powers an Independent Plant has or if there are others that are not shown or spoken about, so feel free to fanwank other powers, so long as they are in line (strength/power wise) with the non-Angel Arm powers.

Most of the Perks based directly on character powersets are based on my understanding of said powerset and may be incomplete or just straight up wrong in certain areas, this is because I'm fucking stupid and misunderstand things constantly, so don't be afraid of DM/messaging me so we can talk about it. Don't be pissy bout it, though, or I won't fuckin' respond to your shit.

For the question: 'Why are there so few drawbacks compared to Perks and Items?' My answer is this: Trigun is a story of overcoming your failures and learning to be better. Or that's how I interpret it anyways. It's why many of the Drawbacks are detrimental but overcomeable, with a few exceptions. It's also why the Scenarios give so much GP, as they are meant to intertwine your Jumper's story into Trigun's allowing both your Jumper and the characters of Trigun to learn from each other and grow stronger for it (aside from the self-indulgent one I put my OC into... though maybe you can learn from her too...), 's also why they are so unspecific in storyline/method, yet specific in goal. Your Jumper must adapt, not only to the Scenario's demands, but also to how the world and characters change because of the actions they take in order to ensure the Scenario gets completed. In return, they gain great powers as well as the GP needed to gain great powers, as well as potentially learn things about themselves they didn't know. As a side effect of this, the Capstone Booster can be bought with Reward GP and still work as a Capstone Booster, the same applies to Self-Reliant, Independent. 'Why the same for Self-Reliant, Independent?' Both because, originally, Vash and Knives didn't know about their powers or special qualities (aside from that they grew up remarkably fast and didn't age past their prime) and had to learn about them, and because the Plant Boosted powers are kinda... powerful... They're also totally homebrew, so... yeah.

The reason you can't get Eye of Michael or Punisher via Scenarios is this: Eye of Michael is technically similar to a Witcher or (Halo) Spartan. It's an enhancement induced in your preteen years, meaning you'd get it as part of your backstory. There are (to my knowledge anyways) no

known records of someone being given the Eye of Michael treatment after they became a full adult. For Punisher: it is something you must be born with, while we don't see Nicolas having or using this instinct before we officially meet him in the manga, it is safe to assume, by Chapel's (the fucker in the wheelchair) dialogue, that it was something Nicolas had before his training. Razlo, however, definitely had it before he came to the Eye of Michael (which was of his own accord BTW, unlike Nicolas) as we see (well we don't really see the death itself, we do see the immediate aftermath) with him killing the puppy in the orphanage as well as slaughtering the adults picking on Livio (both of which were in the backstory we got for Livio). Given all that, I felt it was better to not have them as rewards for a Scenario. You can buy them with the Reward GP from a Scenario, but in-verse it'd be treated like Nicolas' reveal that he was a member of Eye of Michael.

And now we come to the Explanation for the Crimson Nail Perk... Hoo boy, this may be a doozie. For starters: not a Scenario Reward because we have no idea how Elendira got her powers, we don't know if she was born with 'em, or if they were a side effect of her transition, or if it's some other third thing I cannot begin to think of (also why I didn't do a Scenario on her, we don't know jack shit about her). We just know Elendira is fucking powerful and works for Knives, that's it. For the Trans thing: I was not joking, I specified this in the Perk's description, but some may have seen that as a joke, and therefore assumed the Trans thing was, by extension, a joke as well. It's not. I genuinely find Trans folk to be some of the most powerful people out there, perhaps not in body (though there are definitely some strong Trans people out there) but in mind and soul. To unabashedly be yourself like that, in this day and age? (2025... yeah...) That requires a force of will I desperately wish I had myself... It also requires a force of money I wish I had myself, but I'm more talking about their will than their bank accounts... I need to stop making jokes to hide my insecurities... or turn those jokes up to 11! ... Nah, that'll proly make things worse.

The A Challenge Scenario was a bit self-indulgent, I admit... okay, very self-indulgent, but I've had Kris bouncing around in my head for upwards of 5 years with no one to fully explain her to! Not someone who'd understand anyways. While I doubt all of you will fully understand her either (mostly because you don't know jack shit about her outside what's explained in the Scenario, and she runs far, far deeper than that tiny tidbit) I hope you enjoyed the little glimpse into her, I offered.

Kris is my own OC Jumper, maybe one day I'll write a Jumpchain Fanfic about her and her exploits.

...

... Maybe. We'll have to see what happens.

'Why not just do it anyways?' Well, there are a couple of snags:

1. The Jumps I want to help tell her story do not exist (part of why I made that 'Jumps' post a bit ago).
2. those funny little insecurities that were mentioned and immediately brushed off in the note on the A Challenge Scenario.

3. the way I've structured her journey is a bit... complex, and I'm not sure as to how 'marry sue' Kris'll come across because of said structure... likely a lot more than the average Jumper typically does, which is why I thought the Scenario thing was a good idea instead of starting with her story. Plus (and most embarrassing, honestly) I don't know where to post it. I have an Ao3 account but... it's not linked to my Reddit one, and they don't share a name... Honestly, this is a conflict for the comments not the notes section of a Jumpchain, so I'll shut the fuck up now.

V WIP - Written Oct 2025

V 1.0 - Initial release

V 2.0 - Changed/Deleted some Perks and Items, minor spelling, pricing, and writing changes/fixes, deleted some unnecessary/stupid Perk Limits. Added Discounts to Perks and Items.

V2.5 - Changes some Perk descriptions and added the 'Meatsuit' Item.