

SPORTS JUMP!

Choose a sport or choose all sports, this is now the focus of your life for the next ten years. If the sport is magical then the minimum magic needed for the sport is present in the world. No nobody questions it.

You get **1000 CP** to spend each option costs the points listed next to it, discounts are 50% off.

Location - roll 1d8(May Choose for 100 CP)

1-2 Normal High school- It's pretty much a normal earthlike world, and you go to a school with a club for your sport, don't expect any more than mundane craziness

3-4 Private School OF SPORTS –Congratulations you now go to a school specializing in the sport of your choice, failing to perform well at your position will get you expelled. People treat stuff way to seriously here.

5-6 The School-less Wonder- Your sport is not connected to a school and it's up to you to get your equipment; luckily most people seem far more interested in having fun than winning. Unless that is you try to get into professional sports.

7 Ruled by sports- You live in a world where the sport of your choice is so ridiculously popular that multimillion dollar contracts for high school students is not unheard of. It would seem there is more to the top players than meets the eye though.

8 Choose your location- or make one up, it could involve Aztec god's playing board games on the moon to stop the apocalypse and it would be fine, long as it's about your sport.

Age 13+1d8

Team bonus

This section gives you one free bonus based around your team. Choose only one if that was not obvious.

*Experience – Your team is used to playing the game and already has around a year or two of additional experience. They naturally work better with each other and know not to make stupid glory hound plays.

*Members – Your team has plenty of members of colorful backgrounds for you to sub in or to host practice games. Always twice and some change members you need to play at the least.

*Equipment – Your team is well stocked and liked by the powers that grant you equipment. You at least have a small practice field and supply of equipment you need to play the game, plus a few extra things like sets of gym equipment to keep your people in shape.

Origins

Drop In: 0CP

+no memories or social restraints

-no memories or social connections to fall back on

Endurance: 100CP

+when others tire out you keep going

-your improvement is up to yourself

-pretty much everyone will be better than you when fresh

Burst: 100CP

+no one can match you when you pour your heart into something, but you can only keep that up so long

-you have a really short window to shine in each bout, getting the most out of this window before you collapse from exhaustion will be your greatest challenge

-you are just average when not using this potential

Skill: 100CP

+your mastery of your sport is incredible

- you tire more easily than others and will not match them in sheer physical ability

Abilities

*100 The Will to Keep Going (Free Endurance)

You can push your body to its limit of its ability to keep working and keep going if you want, and your body's ability to keep going and heal from crippling injuries in days is amazing.

*100 The Strength to Win (Free Burst)

Your body breaks the normal mold, you can pull out the strength you need for a short time, doubling your abilities for moments of fantastic action. This ability lasts for a very short time but with training you can use it more often.

*100 The Mastery of a Champion (Free Skill)

Your ability to understand what you need to do in your sport and your fundamentals are amazing, you will never make clumsy mistakes in it and can pull off feats of basic skill it would take a lifetime to master in a short time if you put your mind to it. Being really good at catching a ball would fit, throwing a ball that corkscrews at 100 mph does not.

*200 The Trust of Your Team (Discount Drop In)

You can get people on your side working together under you quickly and efficiently, this does not mean you know the call to make but you can get the person who does know to spit it out instead of getting redfaced at his rival.

*200 The Toughness to Walk it off (Discount Endurance)

You can ignore the limitations your injuries place upon you, things you could only do fresh out the gate you can now do barely able to stand, just watch out for when you keel over at last, expect to have a nice long nap, also improves your ability to heal, meaning nothing will ever permanently cripple you unless you lose a limb.

*200 The Fear of the Weak (Discount Burst)

Project an altered image of yourself onto the minds of other people, the more you outclass them the more effective this is, though even those stronger than you can be scared by this. Can be used to distract and disorient and is truly generated by the mind of the person you use it on, meaning it works on those immune to normal illusionary powers.

*200 The King in His Territory (Discount Skill)

You are able to set yourself up in an area and become a master within it, this lets you do things like spike every ball your opponents send over the net in volleyball or be able to get every single ball that comes into your version of the outfield.

*300 The Lion and His Roar (Discount Drop In)

People will not doubt your teams accomplishments and will readily acknowledge when you do well. This will make hiding duplicitous actions a bit easier.

*300 The Stone in the Mountain (Discount Endurance)

You get better in skill to compliment the people around you, covering the weaknesses of your allies becomes far easier for you and they also get better in covering for your own weaknesses.

*300 The Hound in His Pack (Discount Burst)

You dare your allies to work as hard as you, when you push yourself they do to, your own actions spurring a friendly arms race likely destined to lead your team to victory.

*300 The Fish in the Stream (Discount Skill)

You get better when facing more opponents. These foes own skill and physical ability pushing your skills higher and higher.

*400 The Eyes of a Leader (Discount Drop In)

You understand where to put people in order to use them to their fullest and who to trust with what. Getting them to listen to you when they need to is another story. Also lets you see holes in your opponents.

*400 The Wind to Keep Going (Discount Endurance)

You can revitalize yourself back to full health and stamina once every week. Letting you keep going when you should really just drop.

*400 The Ability of the Gods (Discount Burst)

Your abilities improve as you use them and pushing yourself to your limit leaves you just that little bit stronger and faster for next time. Unfortunately finding someone to push you that hard is going to be a challenge. So long as you have potential left to achieve it is easier to reach and you may break beyond your potential with greater effort, truly becoming a marvel in ability.

*400 The Knowledge to Achieve (Discount Skill)

You can perform feats of skill that seem to make no sense, appearing to run through someone at full tilt due to some fancy footwork or lighting a ball on fire because of how fast you hit it.

*600 The Will till the End (Discount Drop In)

You can encourage people to keep going when they are too afraid or safety should be a serious concern. So long as people seek to accomplish the task then you can get them to throw aside such silly concerns and charge the firebreathing dragon with pitchforks, or just take on a team way better than yours.

*600 The Growth of the Juggernaut (Discount Endurance)

As the bout wears on and you keep going your skill and abilities improve, you get faster not slower as you continue to fight, against a foe getting too tired to stand, your victory is an inevitability. So long as your body holds out that is, you spend less energy doing more as the fight goes on but eventually you will run dry if all you do is play.

*600 The Hands to Seize Victory (Discount Burst)

For a single moment none can doubt you, you become victory incarnate and your ability seems unrivaled. Guarantee a home run or a burst of speed so mad no one even knows where you are.

*600 The Jealousy of a Copycat (Discount Skill)

Whenever someone bests you at some skill you will quickly grow to be their equal and more, learning from them as they perform. Whether you grow fast enough to best them is another question. This includes allies, and only applies to skill, not physical ability.

Items

*50 Some Good Shoes

These are three pairs of comfortable shoes of your choice.

*50 Sports Equipment (First Free all)

A Set of sporting equipment that will outfit you for playing one game of your choice, quality not assured though multiple purchases improve the quality exponentially, though it will never become impractically gaudy.

*200 The Power of Nakama-Friendship-love (First Free, Remaining Discount for Drop In)

You gain an ally or may boost an ally with each purchase of this ability. If this is a new ally then they are someone you can get along with despite any differences you might have and show amazing potential that they fail to use. In some aspect of their sport they are king unequaled, if only they could get their head out of their ass and focus on it. If this is to augment an ally then they gain the same crazy potential in some aspect the bought ally would have. People able to make every single basketball shot or with fastballs over 150 mph are not outlandish for these people if they spend at least six years honing their skills. Think people that will blow world records out of the water.

*200 The Best Shoes in the World (Discount Burst)

Indestructable; Highly comfortable. These shoes will last through everything and can do everything. What you need at the moment is what they act like though their appearance is your choice. While they are indestructible this does mean they cannot be taken apart to be used as armor, and are stuck in shoe shape. Even if you could cut them apart there would only be enough for an indestructible bikini and that's hardly armor right? Right?

*200 The Best Pads in the world (Discount Endurance)

Not necessarily pads but this is a set of protective gear that will keep your body from being injured while playing, in a field of play or any similar setting you become indestructible while wearing these, and they change to fit any sport you might be playing.

*200 The Best Uniform in the world (Discount Skill)

Really comfortable, impossibly comfortable, you may as well be wearing nothing at all. This uniform fits whatever game you are playing and will never interfere with your skills, no riding no scratching just pure comfort. Just you and the game. May be given the shape of other clothes you have to wear outside the sports world.

*800 Rival-san-kun-senpai-kohai-sama-chan (No Discounts for You)

A rough and tough rival for you to compete with this athlete sees themselves as your competitor and will not stop improving while you are better than them. Expect a lot of competition and being called baka- I mean fool and or idiot, a lot. As you get better so too does your rival to a lesser degree and as your rival gets better so do you to a lesser degree, this is non recursive so no infinite power loops even though the math would not work out that way anyway. They are always at the least very attractive and will be on your team working hard, though the particular of their appearance is up to you. They gain your powers on a level equal to you with some slight variation.

*(+100/200/300) You never go full Tsun – does not count for drawbacks.

Your rival now cannot stand you to a certain degree. What once was hotblooded friendship is now something far angrier. The first stage they simply are no longer able to mesh well with you outside of the play field, the second they will verbally harass you on and off the playfield, the third they might be able to accept your existence if you did not think you were above the other ants, their constant claims of their own superiority and rejection of any possible good feelings between the two of you will definitely grate on your nerves even if it would not have before. You might be able to calm them down with patience but do not think it will be a short ride, getting your team success will make them like you more, even if they verbally claim they are responsible. This does not mean they do not get along with others and when other people see you two disagreeing they will blame you.

*(100/200) Practice Field

A field for your team to practice in, an additional purchase makes this a very well stocked field for your environment.

Drawbacks

(Max of two with the inability to get more than an additional 600 CP from this section)

*(+100) Shy

You take a performance hit when watched by large crowds of people.

*(+100) Stalky Stalking Stalker

Someone you do not know is watching your every other move and you never catch them. You have very little consistent privacy.

*(+200) Little Miss(ter?) catty pants

One member of your team constantly fights with your other teammates and you. You cannot get rid of them

*(+200) I Didn't See Anything

The refs will not call your opponents fouls but will call yours.

*(+300) Practice shmactice

Noone on your team wants to practice, good luck getting literally anywhere in sports.

*(+300) A Less than legal boost

One of your teammates has an issue with certain un-allowed practices. They partake in either betting or taking performance enhancers or some other duplicitous activity. If they get caught then its jump over for you and they will not stop unless you babysit them all the time.