

History's Strongest Disciple Kenichi CYOA (Jumpchain Compliant) v1.3

Welcome to the world of History's Strongest Disciple Kenichi. This world is much like the one you originally hailed from save for the crucial nature Martial Arts plays in the backdrop of global events. Through repeated training and years of physical punishment, humans are able to reach beyond what is the physical norm and achieve a state of physical perfection so great that modern militaries are unequipped to handle them. Groups of Martial Artists have since banded together, creating the organizations of Ryouzanpaku and YAMI. These organizations and the philosophies of martial arts that they represent are locked in an eternal struggle and will soon come to a head. You will enter this world shortly before a certain young man without any potential is sent crashing to the ground by the reflexive throw of a young highschool girl who is like an assassin.

As always you gain: **+1000 CP**

Identities

Drop-in (free)- Same as before. You arrive in this world as you are, no extra helpful memories or friends, but also no emotional baggage or enemies. Unless you acquire a master or rigorously devote yourself to the martial arts, you may never become a master.

Delinquent (100)- You are a delinquent, a big fish in the tiny pond that is your high school. While your formal martial arts training is minimal, cursory or even non-existent, you have an innate sense for battle and may even be considered a “genius” if only you could achieve a little discipline.

Disciple (100)- You are at the bottom rung of the martial arts world. A new comer who has just been apprenticed to a master-class martial artist. On the bright side, you have guidance. Whether one of the masters of Ryozanpaku or one of the dastardly one-shadow-nine fists, you have someone willing to guide you on your path if you’re willing to put in the effort.

Prodigy (100)- You are the child of a master, heir to their techniques and natural successor to their dojo. As a result of your genes (or training from infancy) you stand head and shoulders above others in the disciple-class and are easily on your way to masterhood in your own right. Now whether you choose to follow in your parents footsteps or embark on your own path is up to you.

Age; 1d8+10 or 50 CP to choose.

Gender; You may keep your current gender or pay 50CP to change it.

Starting Location

1/2- **Dojo of Ryozanpaku**- The place where masters gather. Five of the greatest masters of the Katsujinken have gathered here to live in ~~poverty~~ monastic communal living. A lively place, but not one that welcomes the uninvited.

3/4- **Koryo High school**- The highschool of a certain aspiring disciple. Perhaps even the strongest disciple in history. It boasts a plethora of club activities, particularly focused on martial arts.

5- **Yamigadani**- The heart of Japan. A secret secluded glade high in the mountains. Its high altitude and extreme distance from any civilization make it an excellent place for training martial arts. The faint of heart and body however will likely starve to death as food supplies are limited and easily perishable.

6-**Despair Island**- A private island in the southern sea of Japan controlled by an obscenely wealthy but low-ranking master from YAMI. This island is a small fortress/town/luxury hotel/gladiatorial arena rolled into one. It is well defended with ex-military, well-equipped guards, and anti-aircraft defense systems. In a few months time the Desperate Fight of Disciples Tournament will take place and all heck will break loose.

7-**Big Lock**- A massive domed prison designed for the explicit purpose of detaining master-class martial artists. Hidden somewhere in an undisclosed frozen tundra, it possesses a large staff and numerous anti-master counter defenses.

8-**Free Pick**- Lucky you, pick any of the above locations as your point of entry

Bifurcated choices

This world, despite having such an eclectic view of martial arts, is also highly rigid in that it tends to pigeonhole people into either one group or the other. While any of these choices may be changed later on over the course of the jump, through initial focus in each of these bifurcated areas you gain a special bonus that will follow you throughout your adventures. You may choose only one of the choices from each of the pairs.

Satsujinken or Katsujinken (free)

These disparate philosophies of martial arts have split the martial artists of this world into polarized organizations. YAMI is a vast and expansive organization of assassins, mercenaries, thieves and criminals who practice martial arts with the intent to slay their opponent and elevate their own status. Ryouzanpaku is a small and fairly poor dojo with a loose network of other masters with similar philosophies. They live in relative poverty but use and train others in the use of martial arts without the intent to kill or cause lasting harm. The philosophies of these organizations are called “Satsujinken” and “Katsujinken” respectively.

- **Satsujinken-** Those who follow the path of “Satsujinken” or “death giving fist” hold that the true purpose of martial arts is to improve the self even at the expense and lives of others. People who follow this viewpoint will almost always seek to kill their opponents if only to make themselves stronger. So long as you hold to this philosophy, you may suppress your conscience and morals for the sake of making you a better fighter. You will not be bothered by extraneous thoughts as to the consequences of a person's death unless you desire to and will be able to fight and kill without remorse.
- **Katsujinken-** Those who follow the path of “Katsujinken” or “life giving fist” hold that the true purpose of martial arts is to protect those who cannot protect themselves and improve the lives of those around them. People who follow this viewpoint view the death of their opponent as tantamount to defeat and shun those who purposefully kill. By embarking on this path, you develop a kind and calm demeanor, capable of setting just about anyone at ease. So long as you hold to this philosophy, you will be able to have a brief but significant dialogue with your opponent before any act of open combat.

Sei Ki or Dou Ki (free)

Ki is the life force, energy or breath that flows through all living things. Martial artists harness their Ki to perform amazing feats of strength and abilities, with master's able to channel their Ki into effects that are truly superhuman. In this world Ki can be categorized into two distinct varieties.

- **Sei-** Those who utilize Sei Ki seek to focus their Ki inwards. In battle this results in an inner calm and centeredness that lends itself well to thoughtful action and awareness of surroundings. Those who have Sei Ki will be able to master techniques that do not rely on power or anger but on wits, talent and skill. Sei users will be more likely to come up with new inventive solutions in combat and will frequently have moments of insight that may turn an unwinnable battle in their favor.
- **Dou-** Those who utilize Dou Ki seek to focus it outwards. In battle they are able to channel their emotions into their fighting style, allowing themselves greater speed and strength than their Sei counterparts. Those who have Dou Ki will be able to accelerate their perception and processing speed to react and counter attacks before they are themselves aware of it. Dou users are more likely to gain sudden bursts of strength and power at crucial moments, channeling tension and anxiety into raw power.

Unarmed or Weapons (free)

The eternal struggle between warriors has always hinged on a number of small but significant factors. One of the most important of these is whether or not to improve the body to the point that it becomes an implement of destruction, or to masterfully utilize a tool that is greater than any human body could become.

- **Unarmed-** Martial artists who choose the path of unarmed combat will seek to turn their own bodies into weapons and tools of martial arts. Prepared for any encounter at any time, these masters will likely be slightly less effective in combat than weapons users, but will never have a decrease in effectiveness as a result of losing their weapon. Whenever you fight unarmed you will find that you consistently deal more damage and are more accurate with your strikes than if you held a weapon.
- **Weapons-** Martial artists who embark on the path of weapons will seek to master a physical implement to augment their fighting style. These tend to be much more lethal than unarmed fighters, but are at a disadvantage when disarmed or caught without their weapon. Whenever you fight with a weapon corresponding to your martial art, you will find that you consistently deal more damage and are more accurate with your strikes than if you fought unarmed.

Martial Arts

First style free, extra styles 50 CP each. The main focus of the series. All who enter this world know at the very least the basics of their chosen martial art as well as its various strengths and weaknesses. The more styles you choose to study, the longer it will take to incorporate them into a cohesive and usable whole. You may also choose any real-world martial art not listed here if you so desire. You will however remain a novice in your style unless you can somehow obtain a master or worthy sparring partner.

- **Archery-** Once a means of hunting, then became a weapon of war and now is enshrined as a sport. This martial art focuses on using a bow and arrow. It requires a high degree of spatial reasoning and arm strength. To be used effectively its practitioners must be light on their feet and able to move far out of their opponents reach. This is an armed martial art.
- **Arnis-** A martial art developed in the Philippines. It is based around the use of rapid strikes without pause or allowance for counterattack. A unique aspect of this style is that its strikes are the same if used barehanded or with knives or rods. It is both an armed and unarmed martial art.

- **Boxing-** A specialized martial art focused entirely on the use of one's fists for offense. It features strong footwork and both brutal and rapid strikes using fists but suffers when facing attacks from below. It is an unarmed martial art.
- **Bushido-** More of a code of ethics than a martial art. It survives today as the philosophies and training carried out by ancient samurai. This training consists of the wearing of plate armor, horseback riding, utilizing bows, polearms, and swords. It is however a general skill and its breadth of study may leave certain area's lacking compared to other martial arts. This is an armed martial art.
- **Chivalry-** More of a code of ethics than a martial art. It survives today as the training and teaching of classical medieval techniques and skills associated with Knighthood. It covers the use of plate armor, maces, flails, swords, lances and horseback riding. It is however a general skill and its breadth of study may leave certain area's lacking compared to other martial arts. This is an armed martial art.
- **Command SAMBO-** A modern martial art developed by Russian special forces for answers to modern military combat. It has techniques and training to use and defend against modern firearms, and knives. Its practitioners also study the use of terrain and situations that would occur on a modern battlefield, using those conditions to their advantage. It is both an armed and unarmed martial art.
- **Fencing-** Based around Italian dueling, this martial art focuses on using a one handed sword (and possibly dagger) to face against another weapon wielding opponent. It is particularly effective in one-on-one confrontations. This is an armed martial art.
- **Go no sen-** Developed by Hibiki Kugenin (aka The immortal musician Siegfried) this martial art is based strongly on the rotation of the body to absorb and redirect the force of an enemy's strike. This avoidance and redirection is so great that in one particular example its originator was able to use a salvo of missiles directed against them to slow their descent and safely skydive without the use of a parachute. So far this is an unarmed martial art.
- **Jujutsu-** A martial art developed during Japan's Sengoku period as an answer to fighting armed and armored opponents on a battlefield. While it has evolved greatly since then into a more "sports based" martial art, its roots remain. It is said this martial art is based around 10% physical ability and 90% skill. There are rumors however of secretive masters who are capable of performing this martial art with 100% skill, using it at full effectiveness despite physical frailty or age. It is an unarmed martial art.
- **Kalarippayattu-** A very old martial art with roots in ancient India, perhaps it is the closest to the original martial art humans developed. It is more holistic than other martial arts, focusing on both ways to damage and restore the body. Its practitioners are usually incredibly flexible (usually practicing yoga in conjunction with it) and are experts in the use of oils and massage therapy for the treatment of injuries. It is both an armed and unarmed martial art.

- **Karate-** Also known as “empty palm.” There are many variations of this martial art (most of them hard-styles based around strong powerful strikes and quick trips to the ground). It is primarily based around facing armed opponents without the use of a weapon. Those who master this martial art tend to be particularly strong and physically devastating. It is an unarmed martial art.
- **Kendo-** A sport originating from Japan. It codifies old Japanese swordsmanship into a more modern style. Focusing on the use of two-handed swords it is particularly effective when used against armed opponents. It is frequently used as a first step before embarking on a more specific sword style. It is an armed martial art.
- **Lucha Libre-** A martial art developed in Mexico, designed to be flashy and impressive for a viewer. Practitioners become more energized with the voice of the crowd and are highly skilled at controlling the flow and pace of a battle for dramatic effect. While looked down upon by other martial artists, this style has surprisingly effective techniques that may baffle or catch more experienced opponents off-guard. It is an unarmed martial art.
- **Marksmanship-** A peculiar martial art misunderstood by many as simply using a gun. The art of marksmanship involves the use of numerous firearms at all ranges, under innumerable stressful conditions. Practitioners of this martial art train to fire guns more rapidly and with greater accuracy. They also train to reduce the frequency of jams and misfires in a high stakes combat situation.
- **Muay Thai-** Also known as the science of eight limbs. This is a brutal martial art originating from Thailand that relies on the use of knee and elbow strikes as much as punches and kicks. Its practitioners tend to be incredibly strong, capable of unleashing devastating physical blows, and moving faster than even other martial artists could possibly react. It is an unarmed martial art.
- **Ninjutsu-** A martial art believed to have once been practiced by the shinobi of Japan. This style is based primarily around precision, stealth and deception. Its users are particularly skilled at kneading their ki, allowing them to engage in maneuvers and techniques that to the untrained eye appear like magic. It is both an unarmed and armed martial art.
- **Pankration-** Used by the Spartans of Greece during military campaigns, as well as by athletes in the ancient olympics, it is a violent and powerful combination of boxing and wrestling. This brutal martial art requires an athletic and powerful physique to carry out, as it was said to have been invented by Heracles himself. Because of its focus on grappling and strikes, it is especially useful against armored enemies, easily pinning them and striking at vital areas while they are downed. It is an unarmed martial art.
- **Pencak Silat-** Developed in Indonesia, this martial art features techniques allowing the user to react from nearly all natural body positions (sitting, standing, lying down etc.) It is specially adapted to use in naturalistic environments such as jungles. This allows the

user to fight much more easily in these environments, using the terrain to their advantage. It is both an armed and unarmed style.

- **Savate**- A highly refined version of street fighting that over the centuries has been elevated to the level of a sport and is sometimes called “boxe française”. It utilizes powerful strikes from both the feet and hands in equal measure. Due to its roots in street fighting, it is a highly viable martial art when used in close and urban settings. It is an unarmed martial art.
- **Sumo**- Believed to have once been developed as a ritual dance to the gods in ancient Japan it has since grown into a full contact sport involving wrestling, throws and momentum. Its practitioners tend to be very large and very heavy, making them very difficult to move, and increasing the force of strikes. While appearing as a simple contest of brute strength, it requires a high degree of flexibility and tactical know-how to truly master. It is an unarmed style.
- **Zui Quan**- Better known by its more popular name “Drunken Fist”. This style imitates the motion of drunkards to create a disorienting and baffling style. Offensive movements are difficult to predict and one can never be truly certain if the blows they take actually harm them or are a trap meant to deliver a sudden counter. It is an unarmed martial art.

Perks

(note: all perks under an origin are discounted for it with the 100 point perk being free)

Drop-in

Hidden Weapons (100)- Let's face it, you're a dirty fighter. Unlike the martial artists who spend years of their lives training you have opted for the simpler path: Hidden weapons. You are easily able to hide numerous weapons, data-storage devices, tools and even musical instruments on your person at any given time, as long as they could normally be hidden on a human body. For each article of clothing you wear you are able to hide at least two such objects on your person without any chance of them being detected. Even without clothing you may still hide at least two other objects on your person (do not ask where you are keeping them). The only way to fully disarm you is to strip you down naked and have at least three independent observers engage in a detailed simultaneous cavity search.

Probing eye (300)- You have inherited the powers of a certain alien in a devil's mask. Through a concentrated effort of observation and keen detailing of physical characteristics, you can determine an individual's true personality, notable traits, dietary preferences, recent activities, most noteworthy skills and favored fighting style. The longer you observe someone the more information you will glean, but there is no guarantee that it will be wholly useful.

Brainwashing (600)- Through repeated nagging discussion you are able to convince former enemies and reluctant allies to be your friends. While it must be spread out over a period of days and they must be at least willing to talk with you, with enough effort and persistence you can convince anyone or anything to be a part of your ~~legion of minions~~ family. Even without actively pursuing these ~~pawns~~ friendships, you will still be able to build up a staunch band of ~~tolerant~~ loyal followers through simple daily interaction and short conversations. While these people are not suicidal or extraordinarily skilled, they will generally be competent at their assigned tasks and will do most of whatever you ask.

Delinquent

Animalistic Incorporation (100)- As a delinquent you are less bound to the hard and fast rules of traditional martial arts styles. Using animals you have observed as an inspiration, you are able to incorporate their naturalistic movements into your style. While you will not have the strength of the animals observed, your motions will be more efficient through mimicking them, and new techniques may be derived from their actions (i.e. incorporating the movement of cats would make a martial art more acrobatic, while incorporating the movements of a mantis would add sudden precise strikes to it repertoire).

Delinquent's ambition (300)- You are possessed of an ambition that will guide you towards your ultimate goal. You may choose for yourself a single overriding ambition or tangible, definitive goal (Defeating a particularly strong overarching enemy would fit, becoming the strongest in the world would not as there is no gauge for when or how this would be accomplished). Once this ambition is established you will become much more alert to transient events and opportunities that will advance this ambition. You will instinctively know and recognize any opportunity that will further you ambition, though you must be quick and clever enough to grasp it when it comes by. You may only have one active ambition at any given time and cannot retake an ambition that you have already given up on.

Berserker (600)- While others may call upon their ki to enhance their strength or endurance, your enhancement is without limit. The longer you remain in a high stress combat situation, the greater your ki will expand and the stronger you will become. You will need to be stressed and quite angry to perpetuate it, but so long as you remain in combat, your strength and the force of your blows will steadily increase. If combat wanes or you lose your feelings of aggression however, your strength will atrophy and you will return to your baseline strength within a few moments.

Disciple

Etiquette (100)- You are instinctively knowledgeable about the etiquette and deference that must be shown in any martial art or martial culture. You are aware of faux pas or mild signs of disrespect and will subconsciously avoid making them. You know how to show respect as well as where and when it is best to show it without being considered a sycophant or rude. So long as the culture is rooted in combat and discipline, you will never offend someone unless you actively seek to do so.

Disciple's Discipline (300)- You have the most important feature of a disciple; discipline. You will never grow bored or lose focus while training and will receive a modest boost to your willpower and mental fortitude whenever your master orders you to do something. Furthermore you will not be dissuaded from training as a result of great physical pain or danger. In fact, the presence of danger and pain only makes you train harder and may help you improve your physique faster.

Combat Empathy (600)- In battle, you can “read” the flow of your opponent's movements, understanding where they intend to hit and their thoughts and emotions behind their attacks. While this may not be useful unless you are fast or strong enough to counter them, you will still likely know where it is the enemy intends to hit in advance of the actual strike, though the accuracy of these predictions decreases with the speed and number of your opponents. Alternatively, you could use this ability to have a civil conversation with someone, expressing complex feelings and emotions through a series of blows and spirited shouts.

Prodigy

Civilian Skills(100)- You find it exceedingly easy to apply your martial arts skills to mundane tasks. Leg strength developed through repeated kicking and great leaps could be applied to travel faster, and recreational parkour. Alternatively powerful punches, tight grasps and natural leverage techniques could be used in construction, repair and advanced art or sculpture. You will find innumerable uses when you begin applying your martial arts to everyday life.

Used to it (300)- Having grown up around martial artists everyday, you are no stranger to combat and the fear of imminent demise. It becomes nearly impossible to traumatize you as a result of battle. You could be involved in a war and come out of it with no anguish or long term mental consequences. When faced with dangerous or traumatic situations, you keep a clear and logical vantage point. You can reasonably make the same judgement calls during a high-stress circumstance as you would in an academic or armchair discussion.

Ki Kneading (600)- You have discovered the art of kneading your Ki within your body. Having this ability means that you are capable of manipulating your life energy internally and putting it to a variety of uses. You are more in control of all the muscles in your body, even the involuntary ones, able to slow down or stop your heart by force of will alone. Alternatively you could shift your internal organs out of the way of lethal strikes. The magician Harry Houdini was notable in using this technique to prevent internal bleeding. Furthermore, the effects of your particular brand of ki may be greatly enhanced, increasing the benefits of Sei or Dou Ki as needed.

General perks (Two discounted for all)

Master's Body (Free after ten years)- You possess the body of a master. You are very near tireless, capable of fighting for days without sleep and only limited food. You never run out of breath, and will still be able to engage in vigorous physical activity even after extreme exercise. You now have access to a limitless logarithmic growth of your physical strength, durability, speed and agility.

Sei Dou Goitsu (300)- You have undergone a special set of training. Instead of using one type of Ki you may use both simultaneously, gaining the thoughtful insight of Sei and the explosive power of Dou. Using both forms of ki at the same time however is incredibly dangerous. Using it for more than fifteen minutes at a time will result in a crippling injury to the nervous system if you are lucky. It may be possible to recover from this in time, but it would require months if not years of physical therapy and training.

Strength and endurance (300)- You are strong. INCREDIBLY strong. You have trained in techniques meant to increase your physical strength and endurance far beyond that of normal people. Your strikes hit with the force of trucks and could easily damage cars or shatter concrete blocks. It will only increase with time and training and you may yet find yourself lifting tanks over your head with only moderate strain. You are also durable enough that you will not be damaged by the use of your own strength, and will never run out of strength at a critical moment from a lack of stamina.

Speed and agility (300)- You are fast. VERY fast. You have trained and continue to train in techniques that will allow you to move at incredible speed with great agility. You will be able to run as fast as automobiles and with training these speeds will increase in time. You are also physically coordinated enough to engage in olympic level gymnastics with ease, and by extension move with the seemingly effortless grace of a top-tier ballerina.

Perception and awareness (300)- You are a highly perceptive individual with senses that are above and beyond peak human. Your eyesight is likely at least 20/15 and you can easily hear a whispered conversation across a crowded room. You also gain greater situational awareness of your surroundings, passively taking in minute data that will let you more easily determine what will come next and may forewarn you of ambushes, traps or impending disasters. While not perfect it will be much harder to surprise or sneak up on you.

Stunning (300)- You're beautiful, it's true. Your facial features are in line with whatever standard of beauty you ascribe to (assuming they are within human limits), and you have a body with the precise proportions you desire (again, within human limits). Your skin is very nearly flawless and your hair is silky smooth conforming to most any style you try to put it in. Primary and secondary sexual characteristics will also conform to the size and dimensions you desire (still, within human limits). You will find that even in the midst of battle, soaked to the bone, covered in mud or on the verge of death, you still manage to look good.

Youth and longevity (300)- It is a sad truth that with age, the body declines. A once great master so vibrant in youth possesses less than 1/5th his full strength in old age. You are different however; by adhering to a certain set of simple daily exercises and dietary restrictions, you will never age, remaining youthful with all the appearance and skills you held in your prime of life. Similarly, your physical attributes will never decay and you can expect to live at least five times the normal human life expectancy. It may be possible to train others in these techniques but they too will need to abide by the exercise regimen and dietary restrictions.

Martial Art Medicine (300)- You may now apply your martial arts techniques to heal people instead of harm. Whether it be massage, chiropractic or acupuncture, you can now fix nearly any non-life threatening injury through a few sessions of your specialized treatment. You may even be able to regrow lost or severed nerves, restoring function to paralyzed limbs and reinvigorating aged bodies to near the prime of youth. There are limits to this and while you cannot do the impossible (regrow lost limbs or restore the dead back to life) nearly all of the accomplishments of modern medicine and then some are within your grasp using these techniques.

Enhanced Ki (300)- Some have ki. You have **KI**. You can feel it in you and channel it more easily, enhancing the normal effects of Sei and Dou ki to a much greater degree. Perhaps upon reaching the status of a master you may project your ki beyond your body, achieving techniques that can only be described as supernatural in nature. This perk stacks with any boost to ki, chi, aura or other general body-based energy field you may have.

Items

(Items listed under an origin are discounted for that origin. 100 CP items are free for their respective backgrounds)

General Items

Money (50 CP)- 1,000,000 Yen. Untraceable. Comes in your choice of cash, check or debit card.

A Gun (50)- A simple firearm that can be purchased in a licensed gun store. May be chemically propelled or an air-gun (and thus legal within Japan's borders). Will not jam, misfire or break under the conditions of a fight with a martial artist. You receive this in place of "Sword" if you choose the Marksmanship martial art.

Victory medals (50)- Whenever you successfully defeat a powerful opponent or enemy of great significance, a few days later you will receive a package containing a small medallion of near solid gold. The medal will have a symbol on it thematically related to the foe so defeated. While the medals may be sold for a profit, surely you wouldn't give up your precious trophies demonstrating how far you've come right?

"Sword" (free)- You receive a "sword". Not necessarily a literal sword; rather a tool that you carry into battle and which you place your heart, soul and trust in.

If you selected unarmed, this "sword" takes the form of a set of forearm or foreleg protectors, allowing you to fight against weapons wielders on equal footing. While rather small and not augmenting your strikes in any meaningful way, they seem to grow alongside you, inexplicably becoming more durable and fitting your body better as you increase in skill and mastery. At the beginning of your journey they will function as normal but well made metal guards. By the time you reach master status, these guards will not impede your movements in any way and you will be able to block wrecking balls or tank shells without any damage to yourself. Their durability will also increase to the point where virtually nothing short of superheated plasma will be capable of damaging them.

If you selected weapon however, you receive your choice of melee weapon. It acts and functions as though it were created using the "Secret of Steel" making it more durable than most weapons formed using modern metallurgic techniques. As you grow in skill the weapon will as well, allowing you to hit slightly harder, swing slightly faster and strike with greater accuracy than you would with any other mundane weapon. By the time you have reached master status, you will be able to use this weapon with robotic precision, able to cut or break through a modern tank. Of course without this weapon you will be unable to do nearly half of those things, but that

is the price paid when one embarks on the path of weapons. You may instead choose an existing weapon you have to receive this benefits, but it must be compatible with your martial art.

Drop-in Items

Data book (100)- You possess a small book (or PDA or cellphone or other such storage device). It instantly organizes and records any and all information you have obtained on a person that you have personally met. No one but you and those you allow to read it may view the information within making it excellent for keeping track of secret sensitive information.

Headquarters (200)- You have a base of operations wherein your loyal minions may congregate. Usually it takes the form of a decrepit office building or the like, but a world-appropriate version of it will appear in whatever world you arrive in. It comes with basic utilities and is both tax and amenities free (as there is no indication that it exists in public records). It can easily house upwards of fifty dedicated employee's at a given time. It is still rather sparse and only as defensible as the average office building but no one will question your ownership of it or seek to take it for themselves. You will find a similar building under your control in every future world you travel to.

Blade Wire (400)- A specialized tool of assassination. A set of reinforced armored gloves with a retractable wire around 100 meters in length. This wire is very thin and is difficult to see unless one is paying attention. It can easily cut through clothes and human flesh like a hot knife through butter. It is most effective when used as a trap, but may also be used to supplement the user's maneuverability and acrobatics as it is easily extended, retracted and flung when used in conjunction with the attached gloves. It is able to cut through cloth, flesh, bone, and wood but may stall or snag on metal or sufficient body armors. Purchasing this gives you basic training with this specialized tool but not mastery.

Delinquent Items

Entrance fee (100)- You receive a mysterious scholarship. Regardless of the institution be it a trade school, a university, a fine arts program or even a martial arts dojo you will always have the currency (and other obscure entrance requirements) that will allow you to begin your studies at said institution. You will still need to come up with the money for regular tuition fee's on your own however.

Electrified weapon (200)- Select a mundane melee weapon or import an existing weapon you have. That weapon now has a small but durable internal mechanism for storing and releasing electricity, about on par with that of a standard taser. This energy may be released as

you strike with it, increasing the power and may be operated continuously for about an hour before needing to be recharged. It charges to full in about 5 minutes from any electrical outlet. It may be possible to increase the battery life and storage of this weapon as well as its total electrical output but that would require knowledge and technology not available in this world.

Resistance suit (400)- A simple yet surprisingly effective series of springs and straps that may be worn on your body and easily concealed under normal clothes. While worn, this suit reduces your speed, agility, strength and stamina by half. Wearing this continually however will let you slowly but steadily train yourself through simple everyday activities as even lifting a glass of water or walking around becomes viable weight training. It will continue to adjust to your strength and limits as time goes on, always reducing your physical attributes down to 50% of their maximum potential. It may be possible to increase this limitation even further, but that would require a level of science and mechanical engineering beyond what is available in this world.

Disciple Items

Self Help Books (100)- You possess a small bookcase filled with titles on self-help and “how to do X”. These books are mundane in nature but will be a good reference if you decide to take up a mundane profession or hobby such as gardening, cooking or carpentry. You will find that these books let you learn mundane skills more easily and quickly than normal, letting you read and retain the information in half the time as any other self-help book on the market. They may be shared with others.

Mesh armor (200)- A vest of mesh armor that is lightweight and thin enough to be concealed under normal clothing but still incredibly strong. While it will not block kinetic blows or punches it will easily stop most slashing and piercing weapons with no virtually no chance of breaking or being penetrated. Even firearms may be withstood by it, but it could still be pierced by anything stronger than an anti-tank rifle or similar high caliber armor piercing round.

Koetsuji Training Apparatus MK infinite (400)- Designed by Akisame Koetsuji, this training apparatus is the pinnacle of his positive-punishment training machines. An utter monstrosity of science and martial arts, it allows the trainee to be physically locked into the machine for up to an hour at a time wherein they must engage in vigorous endurance and resistance training or suffer needles, electric shocks, and electric shocking needles. It is the ultimate training machine, able to push those below the class of master (or those still within normal human limits) to have a physique on par with an olympic athlete when used daily. While it will still provide strain and resistance for those in masterclass this will be but a light workout to them (filled with pain, agony and more pain). It may be possible to improve the resistance this

machine provides further but that would require scientific knowledge light years ahead of this world.

(Warning: turning off your sensitivity to pain will nullify any benefits you might receive from this machine as you simply will not work hard enough without the threat of imminent pain. It's been proven by science afterall).

Prodigy Items

Dojo (100)- You have inherited a dojo. A small but relatively clean area wherein sparring and martial arts may be studied in quiet contemplation and resounding rivalry. It holds all of the basic training materials and aids needed to educate disciples in your martial art, or engage in light-training yourself. In future jumps, this will act as an add-on to your warehouse.

Stretching machine (200)- A special machine designed to make just about anyone flexible and loose enough to perform martial arts. All that's required is an uninterrupted 8 hour period, a partner, and a willingness to put up with a hellish agony the likes of which mortal tendons were never meant to experience. After using this machine, a person will be as flexible as a Yoga Guru.

Secret of Steel (400)- An illustrated guide created by the greatest master of weapons the world has ever known. It keenly details the techniques, methods and set-up required to create weapons using traditional Japanese techniques. This text goes beyond that however, and if the directions are followed perfectly it can be used to forge weapons, armor, and tools that are far better than anything that could possibly be made even with the most advanced metallurgic technology. Objects created—while still composed of steel—will be significantly stronger than steel and can withstand blows from a Martial Arts Master. Blades made using these techniques will be preternaturally sharp, able to cut through stone, steel and perhaps even more with proper strength and training. Such bladed weapons will almost never lose their edge and require virtually no maintenance. Armor made using these techniques is nearly indestructible and will never rust or corrode. Normal tools will work with such efficiency that even primitive tools can accomplish feats of scale equivalent to highly advanced modern technology. For example, a scythe made with these techniques could harvest an entire field in the same amount of time as a combine harvester or a simple hoe could do the work of a tractor-towed plough.

Companions

Master (One free to all) (300)- You have a master (or perhaps a friend who happens to be a master). As the name implies they have mastered their particular brand of martial arts and are capable of teaching disciples. Their appearance, personality age and background is roughly up to

you but they will likely treat you as a student or underlying for the majority of your time here. They are of fair strength, able to stand against most of the threats in canon, but are not at the level of masters from Ryozanpaku or YOMI. As their student, they will seek to educate you to the best of their abilities, putting you through training and allowing you to grow in your particular style of martial arts. You will be expected to follow all of their commands; even the ones that seem (and likely are) suicidal. You must also treat them with the deference and respect a master deserves. They in turn will seek to protect you from master-class threats while you are in the disciple class. However they will expect you to handle disciples and normal martial artists on your own. Once you have left the disciple class and become a true martial art expert (usually in about five years of training), they will disappear from your life, leaving a mysterious note that you must become stronger on your own. You must then find your own path, honing your skills as a martial artist above and beyond the norm, fighting, training and surviving against Master-class threats alone. Upon surviving this period as a martial artist (usually another five years), they will rejoin you treating you as a peer and grant you the last bit of knowledge you require to reach the rank of a true master.

You may instead choose a canon member of Ryozanpaku as your master (if a Katsujinken) or a member of YAMI(if a Satsujinken) but must take “The Shadow War” drawback for no points. You may purchase more than one master at a time but your studies will be split between them and you will only ever gain the benefit of one bit of masters wisdom.

Disciple (1 free to drop-in) (100)- During your jump, you form an inseparable bond with someone else in the disciple class. This may be any cannon member of Ryozanpaku, YAMI or other disciple class character seen in the manga. They will become either a peer or rival to you and may serve as a benchmark for your growth. They will not however reach master class until the end of the jump. You do not need to take “The Shadow War” drawback with this as you are not obligated to participate in any of their battles...though doing so anyway may help them survive.

Import (50) per person or (300) to import a group of 8. Each person you import gains one origin free as well as 600 CP to spend however they choose. The may take a maximum of 200 CP worth of drawbacks.

Drawbacks
(Maximum 600 CP)

Bills (100)- You are forever indebt to an unknowable third party. You will never have enough money for more than meals and even then, you will need to collect coupons and only shop during

sales. Any income you earn will vanish when you are not looking and you will be forced to live an impoverished existence throughout the course of this jump.

Loveless (100)- Who knew continually practicing martial arts everyday could make everyone so attractive? Sadly any and all true intimacy will be denied to you. You will never achieve a state of mutual affection with anybody and any and all attempts at romance or acts of physical intimacy are utterly doomed to failure. You're better off surely though right? I mean, who needs love when you can punch through steel. Right? RIGHT?!

Fanservice (100)- No matter what you do, what you wear or how much you prepare, you will almost invariably find yourself losing your clothes. Battles where you are just getting into/out of a bath as well as when you are changing clothes will become increasingly frequent occurrences for you. When you do fight it is guaranteed that your clothes will be removed or destroyed in the process. Hope you don't plan on wearing anything nice or fancy because it WILL end up in tatters.

Sexist (100)- You are physically incapable of bringing harm to the opposite sex, your body rebelling against any lethal or potentially painful techniques you use against them.

Crippled (200)- You are crippled in some way. Perhaps you are paralyzed from the waist down. Perhaps you are missing an arm and a leg and can only function at ¼ your true power through the use of special prosthetics. Perhaps you are simply blind and unable to see your opponents. Whatever it is, it is likely debilitating and will make your efforts here much more difficult. (May be taken up to twice. Each time taken applies to a different crippling aspect)

Beyond Perverted (200)- No matter what you do, your libido will overpower common sense and any sense of morals you might have had before. You will risk life and limb for dirty mags and will likely greatly injure yourself for the sake of being near someone you find attractive. Nearly everyone you meet will shoot you dirty looks, aware of your perverted nature on sight.

The Shadow War (200)- In this world there is a secret war between the martial artists of the Katsujinken and Satsujinken. In the modern era these polarizing philosophies have come to be

embodied in the organizations dubbed Ryouzanpaku and YOMI respectively. You will prove an integral part of this conflict and will undoubtedly be drawn into the events of the main plot as well as be present for all major conflicts therein.

The Superman (300)- you've pissed off Hayato Furinji, the invincible superman. Master of 108 techniques which border on the supernatural. Able to bend battleship cannons, flip tanks and defeat five hundred master class Shaolin warriors at once. In 5 years, he will find you no matter where you are. His sheer strength and worldliness allows him to instantly identify and counter any supernatural ability or power you may have before you can even use it. You must successfully engage him in a "conversation" with your fists lasting no less than thirty days. If you are able to survive this onslaught he will acknowledge your strength...only to challenge you to another rematch in another five years. He will have spent all of this time training and be roughly twice as strong. Failing either of these fights will count as a loss.

Amnesiac (300)- It seems upon entering this world you fell prey to one of Hayato Furinji's one hundred and eight techniques, completely erasing your mind of any and all traces of your identity save for your backgrounds memories of this world. You and any companions you bring will be affected by this technique and will behave solely as though this was the only world you had ever known. You will not be able to consciously utilize your previous abilities, and if they are brought about by an accident, you must re-learn their proper use and conditions through trial and error.

Impossible! (300)- Very nearly so. All of your previous powers have been erased. Nothing of your previous journeys save your body mod remains. Even your entry to the warehouse has been barred.

Vs World (600)- You have been declared public enemy #1. Where you ask? Everywhere! You will be hounded day and night by martial artists, elite special forces units, bounty hunters and low class masters. And they only show up on the slow days. You will face the combined might of Ryouzanpaku, the Shinpaku alliance, Yami and Yomi, all of whom will seek to kill you, recognizing that you are an existence far too dangerous to exist in this world. Should you manage to defeat them, masters who have secretly trained in secluded mountains and forests for

fifty years will emerge with abilities that are eerily similar to the powers of your greatest enemies from previous jumps. As you fight your techniques and powers will be analyzed thoroughly by the entire world who will continue to develop new strategies and plans for defeating you. Sleep is for the weak anyway!

Epilogue

Congratulations you survived ten years here. As usual you have three choices.

Go home- Return home with all your collected gear, abilities and companions.

Stay- You've taken a liking to this world, it makes sense to you and you think you could stay here forever.

Move on- You're not done yet. You proceed along to another world of your choice for another ten years.

Notes

On animalistic incorporation; it must be a real world animal you are imitating.

On Combat empathy; using it on more than one person at a time is similar to having two conversations at once. It is doable but much more difficult than if they were one-on-one.

Changelog;

Added bolding, fixed some typos.

Switched the victory medals and self-help books.

Provided more benefits to "stunning"

Added in option to gain a cannon disciple class companion

Signed

Zediekiel, Wabbajack4Life