

Katana ZERO

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Version 1.1

(Note: **Heavy Spoilers for source material**, please play the game **first**. It's only a few hours long and it's **amazing!**)

7 Years ago there was a war between two factions, **New Mecca**, and the **Cromags**. The war lasted for 28 years, during which new mecca created the **NULL** project which took individuals with latent psychic potential, and put them on a drug known as **Chronos**, which allowed them to see the future, alongside a multitude of other time related effects, these **NULLs** were horrifyingly efficient, butchering everything in their paths, and though knowledge of the **NULLs** and **Chronos** never made it into the public eye, the child killings did. Forcing **New Mecca** to withdraw from the war. Now, in district 3 of **New Mecca**, conspiracies grind back into motion, the mysterious contractors known as **V** and **SNOW** pursue an unknown agenda, and all the while a former **NULL** known as the dragon, on instruction from his therapist of all people, butchers his way through men by the hundred armed with nothing but a **Katana** and **Precognition**. Welcome to the world of Katana ZERO. Remember to tread carefully, and you may just make it out alive, and remember. **Leave. No. Survivors.**

+1000CP

Origins:

Everyone starts somewhere, hm? Choose your gender and age freely, as long as it makes sense for your Origin.

Drop-In – You're, well, you. You **Drop-In** as you are, with the bare minimum paper trail to keep you off the governments shit list. **The world is your oyster**, don't squander it.

Spook – You're a **Government Agent** or part of some sketchy **Conspiracy** to do... Something, bring back **Chronos** eradicate the **NULLs** or good old **World Domination**. It's up to you. Remember to fanwank your conspiracy responsibly.

Thug – You? You're just a regular old **Contractor** doing... **Contract Things**, breaking legs, smashing skulls, your kind of a **Bad Person** but you like it that way, don't you?

Null (200CP) – You're a **NULL** one of the greatest soldiers to ever live, and one of the most tragic figures in this place. See you have these **Powers** they allow you to see into the future and plan your attack accordingly, slow down your perception of time, and even let you see your own death, and work to avert it, however they come at a horrible cost. They rely on this drug called **Chronos**, and the thing about it is that you need to shoot up on it once every 1-2 days, if you neglect this, your powers will begin to short circuit, and you'll begin to hallucinate, and eventually, **you'll become trapped in your own mind for all eternity, accompanied only by nightmares. You probably have some pretty bad ones from all that time jumping, huh?** Needless to say that will end your chain. **Don't let it happen.** (Take **Chronos Addiction** drawback for no points. You may get points for the upgraded version.)

Perks:

You know the drill, perks are discounted for their origin, and 100CP perks are free for their origins.

General:

Tunes (Free) – You have the entire soundtrack of KatanaZERO, it will play mentally, and will only play at your discretion.

Memories Lie (50CP) – Amnesia's a bitch, good thing you won't have to deal with it. This perk does two things, first it gives you perfect memory, indexing, and recall yada yada, all that stuff. But the second thing is much more important, it prevents you from losing memories from external circumstances, drug abuse, mind rape, head trauma, it doesn't matter, **you'll always have your memories.**

Drop-In:

Ballad of Strong Terry (100CP) – **God rest his soul**, you have the same charm level as **Strong Terry**. People just kinda generally like you, and your status in a community will elevate faster than it would normally, to the point that over the course of a few decades you could become just as widely respected as **Strong Terry** was in **District 3**.

Electrohead (200CP) – Damn, you're one hell of an **electronic musician** man. You can compose electronic music like nobodies business, though you have a propensity for **Synthwave**. Additionally, you're a master DJ and dancer, very few few could match you at the mixing table, or on the dance floor.

Contractor (400CP) – What, no not like that! You install things, you're a **skilled mechanic and engineer**, capable of creating moving laser security systems, crushers, and flying security drones. Just make sure you aren't installing these things for **the wrong people**.

Anti Precog (600CP) – **NULLs** are impossible to fight on even terms, with that damn **Precognition**, wouldn't it be nice if you just **didn't need to worry about it?** With this, precognition and similar powers just stops functioning around you, and you can finally fight on even grounds with those **NULL** bastards, this is indiscriminate, but toggleable if you have friendly Precog or similar users.

Spook:

Psychology Degree (100CP) – You have a **psychology degree**, and you qualify to be a psychiatrist, **that's it**.

Murd(ow)er Hotel (200CP) – **You're one mean businessman** my friend, you're capable of **balancing budgets, analyzing market trends, and scouting areas for potential business ventures**, and **more**. Keep an eye out for hostile takeovers though.

BOSS BOSS BOSS (400CP) – That ungrateful **shit**, he betrays you after everything you've done for him? Pathetic, but now you have to deal with him. You **were a capable psychic**, but you took some **funky drugs**, and now you're **something else entirely**. You're capable of engaging targets in telepathic warfare, inducing vivid hallucinations in them, and granting you an illusory power set based on their perception of you, should you be controlling and manipulative your powers might manifest as stone pillar hands, should you be a brutal warrior in their eyes you might be able to attack them with blood and viscera, fanwank away. The ensuing battle is willpower based, and should they possess greater willpower than you, you will be destroyed.

Pharmacist (600CP) – You are an **accomplished pharmacologist**, capable of brewing drugs of a **similar caliber** to **Chronos**. You also know how to make **Chronos**. Be careful with this knowledge, there are a lot of people who would love to have your head, **and what's inside it**.

Thug:

(NOTE: you can only discount 1 capstone perk for thugs.)

Marketable Skills (100CP) – Yeah, **"Contracts"** we'll leave it at that, you're a very desirable person to have on board with any illegal operation, you know stealth, combat, torture, anything to make any job a job well

done.

Damn Tough (200CP) – You're tough, not just regular tough, but get **shot 7 times** and walk away, with no permanent damage tough.

"Contractor" (400CP) – You have a lot of **"marketable skills"** don't you? And you still can't get a job? Not with this perk you can't. This perk ensures that no matter where you go, there will always be someone in the market for your skills, whether these skills involve building houses, or **having a good time**. Now go get a job ya bum.

Brutal (600CP) – You really like to cause pain **don't you?** Well fear not. This perk has you covered, the less you care about something, the more damage and pain you'll cause it, if someone has the same significance to you as dog shit you could **bisect them clean with a single strike**. However, if you care about something in anyway, if you love it, hate it, or anything else, this perk will lose all effect on said object or person.

Ninja Arts (600CP) – Causing pain is **overrated**, you are an amazing ninja, capable of feats of swordsmanship such as slashing a swallow mid-flight, feats of agility like running on a wire, and trickery like disappearing in a puff of smoke and razor petals.

NULL:

(Note: You can only discount **One** of the 200CP perks if you're a NULL)

Psychic (Free, Exclusive/Mandatory, NULL) – You're a psychic, this is a prerequisite of the NULL program, on it's own, this perk allows you **limited psychic intuition** (manifesting as gut feelings). However, this perk becomes very special when paired with a little drug known as **Chronos**. When hopped up on the magic drug, you gain incredible psychic abilities, including **Precognition** which allows you to look up to 10 minutes into the future, and plan accordingly, and **Slow Time** Which slows your perception of time to 1/2 of what it normally is, however, **Slow Time** works off of a power meter, and can only slow time for 3 seconds of real time on it's own, this can be extended, but it would take multiple lifetimes of effort, to extend the time slow for even a second.

NULL Training (100CP) – You are a one man engine of murder and carnage, you're at **peak human fitness and agility**, and **trained in multiple weapon types and combat styles**. Additionally choose one **specific type of weapon** (like dirk knives, sledgehammers, **Katanas**, and one **specific combat style** at which you're an unparalleled master in.

My Approval (200CP) – Insults man, they really sting, and yours **bite**. You have a preternatural sense to say what needs to be said to really inflame a target, and what's more, your insults **tend to have the desired result more often than not**, causing a captor to kill your target for you after flying into a rage, causing your shrink to finally snap so you have an excuse **to beat his face in**. Just make sure you know what you want, **insults are hard to take back** once their out there.

Dodge Rolling (200CP) – Man, bullets suck, don't you agree? **They're such buzzkills**, getting in the way of your fun. Well this should help, you have mastered the art of **dodge rolling**, an art which allows you to dodge, well, basically anything, **even through laser security systems**. The only exceptions to this rule are **conceptual attacks, and omnipresent attacks**, for instance, you can't dodge roll the Thanos Snap, nor can you dodge roll a nuclear explosion. Oh well, it works for what it does though.

Blink (400CP) – Watch 'em line up, and then you go right down the middle. Your psychic abilities have manifested a **blink** ability, this allows you to **seemingly instantly teleport** to an unblocked location within **5 meters** of your present location, anything between that present location and wherever you're blinking to will be **sliced to ribbons**. On the downside you'll be **helpless for approximately 3 seconds** after using this ability, so use wisely.

Gamma (600CP) – You're a **Gamma NULL**, what does that mean, it means you're probably one of the

greatest warriors in history, that's what. Your psychic abilities have become greater, allowing your **Precognition** to see up to an hour into the future, and your **Slow Time** to slow your perception up to 1/12 of it's normal speed, your power pool is similarly increased, giving you up to 7 seconds of slowed perception. However, the greatest boon of this perk is that any of your **other psychic powers are boosted up to 3 times their normal strength**. When you go, you go hard. **Show 'em how it's done tiger.**

Items:

Apartment (Free All) – A simple studio apartment, it changes according to your Origin, with **Thugs** having a party studio, and **Spooks** having a luxuriously furnished apartment, and so-on. However it will always include 3 things: A kitchen, A TV, and a place to sleep, no restocking food though. After this jump it will update according to your current in-jump origin, and can be imported into a setting, or stuck onto your warehouse, your choice.

Basic Weapon (Free All) – A simple weapon, a Katana, a Handgun, what have you, it's yours, and if broken it will return to you in a couple days.

Distinct Outfit (Free All) – Thing about this place is that the character designs are all very unique, don't you wanna stand out as well? This option is your very own unique outfit, done in the style of a KatanaZERO character, not much else to it.

Smoke Canisters (100CP/300CP) (Free **Drop-In/Thug**) – A satchel/bandoleer/whatever you want as long as it's not more advanced than the former options, of 10 smoke canisters. These smoke canisters will detonate on impact, releasing a huge cloud of thick non toxic smoke, it's pretty easy to wave off, but a good distraction nonetheless. For an additional **undiscounted** 200CP this comes with a pump-action canister launcher, and an additional 20 canisters. Regardless of which option you choose, the canisters replenish daily.

Motorbike (200CP) (Discount **Drop-In**) – A motorbike, it's exact make, model, and paint job is up to you, but regardless, it has remarkably good gas mileage, is capable of speeds up to **220MPH**, and retains **all modifications added to it**. It's always nearby when you need it, and will reappear in your warehouse after 10 days if it is broken or lost.

Replays (400CP) (Discount **Drop-In/NULL**) – Whenever you complete a set of rooms or an area, a videotape appears somewhere in your warehouse, when viewed, this tape depicts what you did in real time in that area. All tapes are marked according to your specifications.

Dragons Katana (100CP) (Free/Discounted **NULL**) – A **simple, sturdy Katana**. It is durable enough to deflect hundreds of bullets before breaking, and will always find it's way back to you should you lose it, or give it to someone to cut up drugs. Is only free if taken before the Savant Knife, otherwise it's discounted.

Savant Knife (100CP) (Free/Discounted **NULL**) – It's a simple, hiltless dagger, he may be little, but he's got **big** plans. It can be swung much faster than the normal katana, with much of the same lethality as one, however it's range is absolute piss. Is only free if taken before the Dragons Katana, otherwise it's discounted.

NULL Uniform (100CP) (Free **NULL**) – A set of clothing consisting of a black jumpsuit, a short high collared army green cloak, a similarly colored set of shorts, knee high combat boots, and a green beret and sunglasses. This is the uniform the **NULLS** wore during the **Cromag War**. It's light, and breathable, but also sturdy, and insulating. It can stop small bladed weapons, and tiny caliber rounds, but you likely won't encounter either of those. It's still useful to own.

Claymore Prototype (200CP) (Discount **NULL**) – This sword is a huge friggin' sword. It's not made of any special materials, but it's capable of destroying riot shields in a single swipe, and smashing large caliber bullets out of the air. It's a bit slower to swing than the standard katana though, and it lacks the **special finesse** of one as well.

Prism Sword (200CP)(Discount **NULL**) – This sword is a Jian style sword, with a **rainbow** vitreous blade that when swung, makes a liquid sound, and seems to leave behind a liquid like afterimage. The blade is **unbreakable**, and people cut by this sword, will have their blood spurt out in a **random** color. It's almost exactly the same as the Dragons Katana otherwise. Whoever coined the phrase "Paint the town red" had no

sense of **style**.

Headhunters Assault Rifle (300CP) (Discount **NULL**) – This assault rifle is something very unique here, it's an orange assault rifle with two under slung attachments. It comes with a box magazine and fires with the same fire rate as a modern Uzi, and is chambered in the local equivalent of 5.56 ammo. The first attachment is a grenade launcher, which fires sticky grenades with an explosive radius of 3 meters. It's most interesting attachment is a heat ray, which is capable of immolating an adult target from the inside out, it takes a moment to charge though.

Phoenix Blade (300CP) (Discount **NULL**) – This sword is a scimitar, with a trigger linked to a canister on the blade. When the trigger is held down and the sword is swung, the canister emits a gout of white hot flame, capable of melting solid steel. The canister will not get in the way of the sword's ability to cut. It's almost exactly the same as the Dragons Katana otherwise.

Sword of Masters (300CP) (Discount **NULL**) – This sword is a European style broadsword, with a golden hilt and a blue handle. It's indestructible to normal damage and attacks, and if given a moment to charge, will shoot a bright blue energy projectile when swung. It's almost exactly the same as the Dragons Katana otherwise.

Experimental Chronos Substitute (200CP) (Discount **Thug/Spook**) – You know those side effects to **Chronos** I mentioned earlier? Well this drug skips all of the positive effects of **Chronos** and goes straight to the eternal nightmares. Make sure, you know what you're doing when you stick someone with this.

Your Favorite Gun (300CP) (Discount **Thug**) – Fuck you love this gun, it's always on your person, it's powerful enough to take a skull clean off, it always has just enough ammo to get the job done, it's perfect! Gold plating optional.

A Helicopter (400CP) (Discount **Thug**) – This is a helicopter, it has front mounted high caliber machine guns, and side mounted rocket pods. Just make sure and watch out for **NULLs** on motorbikes. If destroyed it will reappear in your warehouse after a week.

Your Office (100CP) (Free **Spook**) – It's an office, specifically yours. It has a fireplace, some nice bookshelves, and a desk. Anything done in it takes on a professional vibe.

Huge Corporation (200CP) (Discount **Spook**) – It's your corporation man, a multi-million dollar operation, that rakes in large amounts of money yearly, you don't need to manage it, but you can butt in to make important decisions, after all you are the owner. Specifics are up to you, but remember to fan wank responsibly.

Scientist Corps (400CP) (Discount **Spook**) – A think tank, staffed by the greatest scientific minds money can buy. These scientists are unquestioningly loyal, and at the top of their respective fields., and with each jump will update to be as such. You get to choose the labs specialty, but by default it's chemistry and pharmacology.

Chronos Supply (600/1200CP/2200CP) (First option Discount **Spook**, Second/Third option Discount Upgraded **Chronos Addiction**) – This is a case of 10 **Chronos** syringes, there is nothing special about the syringes or the **Chronos** contained within (aside from the usual), and the case replenishes at the end of every week. However, if you want to pay a little extra, you can get a shipping container container, containing about 1000 doses, that replenish each week, and the formula to make **Chronos**. The third and final option nets you the same as the second option, but without the side effects, this nets you a shipping container full of side effect less **Chronos and the recipe to make more**. Taking this improved version of **Chronos** will purge a person of their addiction, and can reverse some symptoms of withdrawal. If taken with the upgraded **Chronos Addiction** Drawback, then you won't receive any of the options purchased until you have completed the Jump normally, however you may discount any tier of this.

Companions:

Because no mans an island right? Even the **protagonist** needed a bit of company. Companion limit is 8.

Import (50CP) – You can import a companion with 600CP to spend on perks, origins, and items. They cannot become a **NULL** through this option.

OC (100CP) – Want a newguy? Don't want to bring onboard a canon companion? Take this option to get a new companion during your stay here. They have 600CP to spend, though they cannot become a **NULL** themselves.

NULL (200CP) You can use this option to create either a new NULL companion or import an existing companion into the role of a **NULL**. They gain 300CP to spend on Perks/Items

Headhunter (400CP) – A brown haired **NULL** soldier, desperate to remain alive, driving her to the edge. Perhaps you can help her? She has 'Psychic', 'Null Training', 'Dodge Rolling', And 'Blink', she may not be a Gamma **NULL**, but she's damn close in terms of skill. You may discount him if you manage to convince him to come along without Social Fu perks.

15 (600CP) – A blond **NULL** swordsman searching for a way to get back at the people who made him a **NULL** in the first place. He has the full **NULL** perkline, save 'My Approval' as well as the Dragons Katana item. You may discount him if you manage to convince him to come along without Social Fu perks.

0 (600CP) – The protagonist, the main character, the star of the show. He's losing his grip with reality, but a little bit of **psychotherapy** ought to help him straighten out. He has the full **NULL** Perkline, save Blink. You may discount him if you manage to convince him to come along without Social Fu perks. The little girl accompanies him, but for some reason cannot be killed or imported.

Drawbacks:

No CP Limit, go Nuts.

Quick Visit (+0CP) – Don't want to stay here too long? That's fine, this place isn't super fleshed out outside the plot, and you might not want to play worldbuilder with it. In that case, you simply need to reach the end of *0/The Dragons* story. Whether you resolve it yourself, or let it play out as is, is up to you, just make sure your time here is interesting.

The Receptionist (+50CP) – Throughout the **Third District** you'll keep running into an individual who keeps taking odd jobs as a receptionist. She's **nice enough**, but very chatty, and something of an **otaku**. The worst that can really happen with her is that she'll waste a few minutes of your time. If **killed** you'll find her again the next time you go somewhere with a reception counter with no memory of the incident.

The Red Option (+100CP) – You're one rude dude my friend, you keep on interrupting, demanding things, it's bound to get on peoples nerves, hope your good spending the next few years without a lot of friends.

Homeless (+100CP) – You're a bum, homeless, probably addicted to alcohol, but not that's required by this drawback. Nothing else to say.

Anger Issues (100CP/300CP+) – You get angry real easy, for 100CP this is just you getting peeved easier than most, but for 300CP this means you fly into murderous rages instead of just getting angry. Be careful man, there are things you can't take back.

Sadist (+200CP) – **You're fucking sub-human**, any opportunity to cause pain or prolong suffering you'll take in a heartbeat, and aside from all the social negatives this carries, causing pain isn't the most efficient way to go about things.

Psychopath (+200CP) – You're a psychopath, incapable of feeling empathy with other human beings, or remorse for your violent actions. Be careful you don't scar yourself for life when you come out of this jump.

The Therapist (Null Only) (+200CP) – You're being managed by the therapist, an enigmatic figure who supplies you with **Chronos** and contracts, he's got anger issues, and failure to see his contracts through, or looking to far into the source/history of **Chronos**, and you'll have problems to contend with...

Psychotherapy (Requires 'The Therapist') (+400CP) – ...Like dealing with a mutated flesh abomination, if you **disobey/disrespect the therapist enough**, he'll inject himself with **multiple psychic power boosting drugs**, and gain the effects of **'BOSS BOSS BOSS'** if you fight him long enough **he'll transform into a nigh invincible flesh monstrosity, capable of warping reality**, hope you can fight that.

Comedy and Tragedy (+300CP) – You are haunted by two masked entities, **Comedy**, and **Tragedy**. They are **powerful psionic entities**, though they will not harm you directly, preferring instead to mock you. **Wherever they go, misfortune follows.**

The Two Masks (+300CP) – With this drawback, at some point during your stay, you will be forced to make a choice, between **your life**, and the **life of someone close to you**, it's possible to save both of your lives, **but it will take a lot of work, and a lot of luck.**

Chronos Addiction (+200CP) – You're addicted to **Chronos**, the wonder drug responsible for the **NULLs**, with it you gain a unique perception of time (outlined in the 'Psychic' perk) however **you also suffer from severe and vivid hallucinations**, and you should be trapped in your own mind forever, reliving your worst nightmares over and over for all eternity, but for some reason you will never progress to this stage, the hallucinations will still be crippling though.

When the Drink is gone only the Bottle Remains (+400CP) – Whoops, guess your safety net's gone. Should you go too long without **Chronos**, you will be trapped in your mind forever. **Remember to keep up**

with your daily dose junkie...

Cromag War (+600CP) – This drawback places you 28 years before the start of the game, in the midst of the cromag war, a brutal war between New Mecca & The Cromags, basically equivalent to the Vietnam war of our world, but with precognitive **psychic super soldiers** running around. As a drop-In or a thug you're a Conscript, as a spook you take the role of a general, and **NULLs** are, well **NULLs**. You'll be forced to do some horrible things in this war Jumper kill children, burn vilages... And any perks that would help you deal with the trauma are either muted or outright disabled. And when you get back everyone is going to hate your guts. And as a **NULL** there's the lovely possibility of getting cut off from **Chronos**, should you rebel or fail to complete a mission, which would spell your end. You leave on the same date you would normally leave, extending your stay to 38 years.

The Iron Mask of No Items (+600/800CP) – This drawback locks out all of your **Out of jump items and powers** (warehouse included), leaving you at just your bodymod. For an additional 200CP **you may also lock out you bodymod**, I hope you know what you're doing in that case...

Zero, not Hero (+800CP) – You're being hunted by either **0**, the main character of Katana ZERO, or **15**, a **NULL** of similar power and skill. With their **Chronos** abilities, **you might as well just lay down and accept it now**.

Notes:

BOSS BOSS BOSS In plain words: You engage someone in a fight in an imaginary world, where you have invincibility, and a power set based on their perception of you. Should you lose, you die.

Changelog:

1.1: Split the chronos addiction drawback in two, added cromag war drawback, added homeless drawback, added quick visit drawback, edited **BOSS BOSS BOSS**, Grammar.

1.0: Created