

Hajime no Ippo Jump v0.1

By Even1ngshade



“It's not about how many times you get hit. It's about how many times you keep getting back up.”

The ring is a battlefield. The bell is the gunshot. And every round is a war fought with fists, sweat, and heart.

You've entered the world of Hajime no Ippo, where a single uppercut can change a career, and the line between victory and collapse is razor-thin. This is a place where fighters train until their bones scream, and where titles are earned not just through punches—but through iron will.

Whether you're a featherweight rookie chasing your first win, a counter-punching technician, or a demonic slugger who lives for the KO—your story begins here. Can you rise through the ranks, earn your shot at the title, and become a legend?

The ropes are waiting.
The bell's about to ring.
Let's fight.

Starting CP: 1000

Setting: Modern-day Japan, starting around Ippo's early pro career. You may choose to fight in Japan, abroad, or climb both ladders.

Tone: Hyper-dramatic sports anime. Expect intense fights, emotional training arcs, rival duels, and ridiculous punching physics.

Origins

- **Out-Boxer** – You live on the outside, dancing around your opponent, using footwork and precision jabs to pick them apart.
 - *Free Perk: Dance of the Ring* – Your movement is fluid, your footwork elite, and your control of range is instinctive.
- **In-Fighter** – You thrive in the pocket, slipping past jabs to deliver brutal body shots and hooks from up close.
 - *Free Perk: Iron Pressure* – Your pressure is relentless. You control space with sheer presence and close-range instincts.
- **Counter-Puncher** – You don't move first—you move best. You read openings like books and punish every mistake.
 - *Free Perk: One Second Ahead* – You see the rhythm behind the chaos. One clean counter can end everything.
- **Slugger** – Your fists are cannons. You don't dodge—you destroy.
 - *Free Perk: KO King* – You hit like a truck. Even blocked shots rattle skulls. One punch. That's all it takes.
- **Hybrid Fighter** – You blend styles. You adapt. You evolve.
 - *Free Perk: Switch-Up* – Mid-match, you can shift between styles (e.g., outboxer to slugger) with surprising fluidity.
- **Coach/Trainer** – You don't step into the ring—but you forge champions.
 - *Free Perk: Second's Eye* – You see through fighters. Form, fatigue, fear—you read it all and whisper victory into their ear.

Perks

Position based perks are discounted for their Position (with 100 cp perks being free), and you can discount 1 perk for each price tier in General perks

General Perks

Free Perks (Pick Two, anything else is 50 cp each)

- **Boxing Fundamentals** (*Mandatory, doesn't count toward total*) – You've got solid technique, form, and footwork. Whether you're jabbing on the outside or slipping inside for a body blow, you know how to fight. It won't win you titles alone—but it keeps you standing.
- **Grit Engine** – You don't fold. You don't fade. Even when your legs tremble and your ribs scream, something inside you refuses to quit. The more desperate the round, the harder you fight.

- **Ring Awareness** – You always know where the ropes are, when you're cornered, and how much space you've got to move. You use every inch of the canvas like a seasoned pro.
- **Second Wind Freak** – When your tank hits empty, something lights up inside you. In desperate moments, you surge back with freakish stamina—like a man possessed.
- **Unbreakable Guard** – Your defense isn't flashy—it's reliable. Tight shell, strong chin, razor focus. You can survive storms that would break lesser men.
- **Will To Fight** – Even on the ropes, even down on points, even when your body begs for mercy—if there's one second left on the clock, you're still swinging. And sometimes... that's enough.

100 CP Perks

- **Rope Mastery** – You bounce off the ropes like a slingshot. Whether evading pressure or powering a counter, you use the ring's boundaries as weapons.
- **Chin of Steel** – You've taken hits that would shatter other fighters—and stayed on your feet. It's not invincibility, but your durability is mythic.
- **Flicker Feint** – Your subtle twitches, shoulder drops, or foot feints bait opponents into committing. Then you punish them for it.
- **Blood Rush** – Getting hit only sharpens you. When your blood's flowing, your reflexes and power ramp up—like your body gets angry at being hurt.

200 CP Perks

- **"Zone" Entry** – Once per match, you reach the mental "zone." The crowd fades. Time slows. You fight with chilling clarity. Every jab feels preordained.
- **Iron Camp** – You gain the ability to train under hellish conditions without burnout or collapse. Roadwork, heavy bags, sparring wars—your gains are clean, efficient, and consistent.
- **Dempsey Rhythm** – You gain the preternatural ability to sync your body to a relentless, swaying rhythm—like Ippo's iconic Dempsey Roll. Whether it's bobbing, weaving, or comboing, you build unstoppable momentum.
- **Spirit Breaker** – You hit people in ways that rattle their *soul*. One clean body shot or stare-down might shake their confidence for the rest of the round... or career.

400 CP Perks

- **Comeback Demon** – The deeper the hole, the scarier you get. When the world expects you to fold, you explode into greatness. Like a phoenix in gloves.
- **Unstoppable Combo** – You've perfected one multi-hit sequence (jab-straight-hook-uppercut, for example) that flows so fast and hard that blocking all of it is near-impossible. A signature combo to build your legacy around.
- **Rivalry Ignition** – When fighting a rival who truly pushes you, your speed, power, and reactions elevate dramatically. The bigger the grudge, the higher you climb.
- **Silent Mind, Savage Hands** – You clear your thoughts completely in the ring. No nerves. No fear. Just instinct, muscle memory, and monstrous violence. It's like you become something else when you fight.

600 CP Perks

- **World-Class Spark** – Right now, you already have one world-level stat. It might be speed, reflexes, footwork, or KO power—but it's enough to make veterans double-take. You're not just promising—you're already dangerous.
- **Narrative Will** – Once per match, when the story demands it, your heart overrides your body. You'll get up when you shouldn't. You'll throw the punch that ends everything. You *define* the climax of the round.
- **Legacy in the Making** – Every match you fight feels like history. Coaches watch you with awe. Rivals dream of beating you. The moment you step into the ring, the air shifts—because this is your era, and the world knows it.
- **Iron Soul, God Fists** – You were born for this. Whether you believe in fate or not, your body, spirit, and mind are aligned toward one goal: becoming a champion that shakes the world. Others train to fight. You *exist* to fight.

Origin-Based Perks

Out-Boxer

- **Stick and Move** (100 cp): Your jab is fast, accurate, and annoying. Combined with perfect backpedaling, it keeps pressure fighters at bay and disrupts their rhythm.
- **Ghost Footwork** (200 cp): You glide across the ring like smoke. Your steps are so fluid it's like you're skating, and opponents struggle to cut you off or corner you.
- **Dominate the Distance** (400 cp): You control range like a sniper. Every inch of space is yours to claim or deny. Fighters can't close in without eating leather first.
- **Phantom Ring General** (600 cp): You make the whole fight look like choreography. You bait, pivot, and punish with such elegant precision that it's as if you're dancing around fate itself. A one-man clinic in motion.

In-Fighter

- **Rib Reaper** (100 cp): Your body blows are brutal and bone-crunching. Land just one good liver shot, and most opponents start wilting.
- **Sway and Smash** (200 cp): You slip punches like a ghost and respond with devastating hooks or uppercuts. In close range, you're untouchable and terrifying.
- **Corner King** (400 cp): When you get someone against the ropes, it's over. Your pressure, positioning, and combo timing go supernova—turning the ring into a cage.
- **Relentless Demon** (600 cp): Once you start punching, it feels like a storm hit the ring. Your pressure doesn't drain—it builds. You can throw 100+ punches in a round without slowing. No escape. No pause. No mercy.

Counter-Puncher

- **Still Waters** (100 cp): You're calm under fire. Even mid-barrage, you read the gaps. Your stillness makes you feel eerie—like you're just waiting for the perfect moment to strike.
- **Punish the Mistake** (200 cp): You automatically recognise the smallest errors—wide hooks, lazy jabs, bad foot placement—and punish them with pinpoint precision.
- **Void Step** (400 cp): Your movements are minimal, but deadly. Opponents swing at air, overcommit, and then you're there with a fist to the jaw. Even feints become dangerous around you.

- **One Punch Legend** (600 cp): You only need one. Your ability to read, bait, and detonate a fight-ending counter is near-supernatural. Think Ricardo Martinez meets Date Eiji—when you punch, history changes.

Slugger

- **Weight of the World** (100 cp): Every punch you throw *hurts*. Even glancing blows leave bruises. Opponents block out of fear, not tactics.
- **Puncher's Pulse** (200 cp): You can feel your opponent's rhythm. When they breathe wrong or flinch too early, you load up—and fire something devastating.
- **Break Guard, Break Will** (400 cp): You shatter high guards, split shells, and melt confidence. After three rounds with you, even elite boxers start second-guessing their own defense.
- **KO Artist's Aura** (600 cp): Your presence in the ring *radiates* knockout power. Fans go silent. Cornermen tense up. And your opponents? They start fighting *not to lose*, instead of fighting to win.

Hybrid Fighter

- **Flow Shifter** (100 cp): You switch gears mid-fight—tempo, stance, range—with uncanny grace. One round you're a jab machine, the next you're brawling inside.
- **Style Reader** (200 cp): After two or three exchanges, you can tell exactly what kind of fighter you're facing—and how to dismantle them.
- **Adaptation Burst** (400 cp): If you're losing a round, your brain goes into overdrive. You develop new counters, angles, and patterns on the fly—sometimes mid-combo.
- **Evolve Mid-Fight** (600 cp): You mutate in real time. The longer the fight, the stronger and more unpredictable you become. Like Takamura in a deathmatch or Ippo learning *on the go*, your ceiling rises every round.

Coach/Trainer

- **Steel Instincts** (100 cp): You spot flaws the moment they form—bad footwork, loose guards, telegraphed punches. Your fighters improve just from your gaze.
- **Drill Serpent** (200 cp): You design brutal, targeted drills that forge monsters. Whether it's Takamura's sea fishing insanity or Ippo's tire slams, your fighters endure it—and thrive.
- **Corner Resurrection** (400 cp): When you speak during a break, it's like flipping a switch. Morale, focus, even injury resistance rises. You say, "Stand up," and your boxer rises from hell.
- **Forged in Fire** (600 cp): You don't just coach champions. You *build legends*. Anyone under your care grows at insane rates. Give you time and they'll outbox prodigies, outslug titans, and walk into the history books.

Items & Equipment

Position based items are discounted, you can discount 1 item in each tier for the General items, and you get a 300 cp Stipend to spend here. Feel free to Import Items as you like.

General Items

Free Items

- **Personal Gym Bag** – A beat-up but trusty gear bag. Always has fresh hand wraps, a towel, your favorite water bottle, and some weird lucky charm stuffed in the corner. Smells like hard work.
- **Sparring Gloves** – Well-worn 14 oz gloves with just the right stiffness and cushioning. Ideal for gym work, mitts, and hard sparring. Your punches feel real with these on.
- **Sweat-Wicking Tracksuit** – Light, durable, and comfortable. You can train, jog, or pass out on the floor in it. Absorbs heat and hides post-beating bruises reasonably well.
- **Notebook of the Ring** – A personal fight log. Automatically written in after matches, noting patterns, damage taken, and mental state. Reviewing it gives mild growth bonuses and boosts mental clarity before the next bout.

100 cp Items

- **Digital Punch Tracker** – A wrist-mounted sensor that tracks your combos, power, and timing. Useful for roadwork, shadowboxing or bag drills. Visualises how many punches you really throw per round.
- **Old-School Speed Bag** – One of those loud, squeaky bags from your gym's corner. You've tuned it to your tempo perfectly. Using it trains your rhythm and upper body stamina without needing a coach's eyes.
- **Hand Wrap Bundle** – A pack of never-tear wraps that protect your wrists and knuckles like armor. Comes in multiple colors—because looking cool *does* matter when you're about to eat jabs.
- **Ice Bucket and Stool** – A ringside corner setup. Sturdy, functional, and never leaks. When used between rounds (or after training), reduces injury effects and fatigue significantly.

200 cp Items

- **Basement Sandbag** – A giant, slightly unstable heavy bag you hang somewhere personal—garage, dorm, warehouse gym. Hitting it builds raw power and slowly improves your explosive KO potential.
- **Underworld Tape Reel** – A series of grainy fight tapes from international rings—some seemingly lost to history. Reviewing these unlocks unique styles and weird tricks you couldn't learn anywhere else.
- **Grudge Match Poster** – A large, signed event poster from your first truly personal match. Hanging it nearby boosts morale, motivation, and punching intensity—especially before rival rematches.
- **Pain Management Cream** – Smells awful. Works miracles. Rub it in post-fight to reduce muscle trauma and fatigue dramatically. A gym legend says Takamura used it before knocking out a bear.

400 cp Items

- **Narrative Camera Drone** – Follows your training arcs and title matches, recording cinematic highlight reels with slow-mo, corner audio, and dramatic lighting. You always look good when it matters. Coaches sometimes use this for scouting. Rivals fear being on the wrong end of a “viral KO.”

- **Fighter's Training Clock** – A vintage wall clock with sweat-stained leather trim. Time feels slower while you're doing drills or bagwork nearby—letting you train longer and with more precision per minute.
- **Underground Challenge Invitation** – Grants access to a shady but elite circuit of back-alley or unsanctioned fights. Winning builds raw fighting experience and reputation—but lose, and people will remember.
- **Glove Shrine Locker** – A secure, scuffed locker that holds all your gear, journals, mementos, and title belts. When opened before a big fight, your confidence spikes. Some say it “remembers your journey” and boosts morale with every visit.

600 cp Items

- **Title Belt of the Era** – A gleaming championship belt, earned or symbolic, that resonates with the spirit of legends past. When displayed or carried into the ring, your aura spikes massively—opponents feel the weight of narrative on their shoulders. You gain bonus motivation, crowd favor, and narrative momentum when defending or reclaiming it.
- **Legacy Gym Ownership** – You gain full ownership of a respected local boxing gym, complete with sparring rings, old-school training equipment, dorm space for hungry fighters, and a few legacy rumors. Fighters who train here grow faster and attract real rivals. Between fights, you may run it as a facility, breeding the next wave of warriors.
- **World Stage Credential** – Grants you access to international circuits—Las Vegas, Mexico City, Moscow, Manila—where monsters dwell. While fighting abroad, your talent catches attention quicker, and you gain a small fanbase that believes you're "the next one." Good luck proving them right.
- **Golden Trainer's Watch** – A battered timepiece once worn by a world-class coach. Wearing it while cornering or training someone amplifies their growth rate and comeback ability dramatically. In solo use, it grants you momentary flashes of tactical genius mid-fight—perfect for turnarounds.
- **Hall of Broken Records** – A hidden training chamber beneath your gym, covered in shattered personal bests and challenger nameplates. Every time you push past a limit here—speed, stamina, impact—a new plate appears. While training inside, your rate of improvement dramatically increases when you've recently lost a fight or hit a plateau.
- **Jumper's Boxing Gym** – A full-scale, elite-level boxing gym built wherever you land. It includes two rings (sparring + pro regulation), custom bag stations, a weights zone, video analysis room, recovery baths, sleeping quarters, and a war-room for strategy prep. It attracts gritty hopefuls and rising contenders. With each belt earned or rival defeated, the gym gains a deeper aura of respect—boosting training gains, morale, and fight prep for everyone inside.
- **Kamogawa-Style Dojo Expansion** – A spiritual successor to the Kamogawa Gym, forged under your watch. This isn't a fancy facility—it's a *proving ground*. Your sparring ring creaks. Your heavy bag swings like a pendulum of pain. But fighters trained here hit harder, fight longer, and carry their scars like armor. The more pain endured within these walls, the more legendary their results become. Can be relocated post-Jump, and companions trained here retain their edge.

Origin-Themed Items

Out-Boxer

- **Speed Rope Elite** (100 cp): A high-resistance jump rope tuned for rhythm and footwork. Trains your ankles, calves, and timing to maintain constant motion even late into fights.
- **Pivot Sole Inserts** (200 cp): Special shoe insoles that improve weight shifting and rotational balance. Your footwork becomes near-silent, boosting evasiveness and ring control.
- **Ring Map Watch** (400 cp): A digital wrist coach that tracks your positioning and foot pattern during fights. After review, it highlights micro-errors and missed evasions—making you an even harder target.
- **Ghoststep Training Mask** (600 cp): A high-resistance breathing mask designed to improve endurance while sharpening lateral motion. After weeks of use, you move like a phantom in the ring—nearly untouchable.

In-Fighter

- **Body Blow Dummy** (100 cp): A weighted training dummy designed for hammering hooks and body shots. Emits feedback when you land strikes clean—training your precision in the pocket.
- **Chain Bag** (200 cp): A brutal hanging bag filled with shifting chain links. Every punch echoes through your arms and back. Builds explosive power and grip endurance for inside fighting.
- **Iron Core Vest** (400 cp): A high-weight training vest that shifts load unpredictably during road work and sparring. Builds rock-solid balance and midsection strength.
- **Rope Ring Arena** (600 cp): A specialised sparring ring with slightly smaller dimensions and stiffer ropes. Trains you to fight in tight quarters and dominate up close. Boosts your corner aggression permanently.

Counter-Puncher

- **Reflex Ball Strap** (100 cp): A head-mounted elastic ball tool. Trains eye-hand coordination and teaches you to strike without tensing up. Helps polish reaction speed without flinching.
- **Slow-Motion Gloves** (200 cp): Padded gloves calibrated to give you exaggerated weight feedback. Training with them improves counter timing and muscular efficiency under pressure.
- **Strike Echo Recorder** (400 cp): A handheld analysis tool that replays sparring exchanges at multiple speeds. Perfect for studying feints, punches, and movement rhythms. Gives a +1 to prediction and bait setups.
- **Quiet Room Gym** (600 cp): A soundproof, distraction less private space designed to isolate your senses. Trains you to feel shifts in rhythm through body language and breathing alone. Unlocks near-psycho fight reads.

Slugger

- **Ankle Weights of Wrath** (100 cp): A pair of brutal, high-density ankle wraps worn during pad work and roadwork. When removed, your raw step-in speed increases—and so does the impact of your punch.

- **K.O. Mitts** (200 cp): Oversized punching mitts used for partner training. Forces you to commit fully to each strike. Builds knockout mechanics and punch explosiveness.
- **Impact Gauge Bag** (400 cp): A reinforced heavy bag with embedded sensors. Displays numbers for each punch's impact—turning every workout into a high-score challenge. Training with it builds ruthless finishers.
- **Bonecrusher Gauntlets** (600 cp): Custom sparring gloves built to resist damage and emphasise kinetic transfer. With time, you learn how to throw shots that shake opponents to their *core*. Some trainers refuse to hold pads for you anymore.

Hybrid Fighter

- **Stance Switcher Mat** (100 cp): A floor mat with changing foot placement indicators. Builds ambidextrous coordination and helps develop alternate styles mid-combo.
- **Mirror Combo Drill Screen** (200 cp): A smart mirror that lets you spar against a projection of yourself—or your last opponent. Your instincts grow sharper after every simulated exchange.
- **Tactical Spar Notebook** (400 cp): A battered logbook containing thousands of drill variations and “what if” combat scenarios. You can run these as real-time mental rehearsals, improving adaptive reflexes.
- **Adaptive Resistance Ring** (600 cp): A custom ring for solo drills. As you train, the ropes subtly pull, tighten, or push—simulating crowding, fatigue, or shift in terrain. You gain battlefield flexibility under any condition.

Coach/Trainer

- **Corner Stopwatch** (100 cp): A classic handheld stopwatch that sharpens your timing as a corner-man. Lets you manage cooldowns, water breaks, and motivation spikes with deadly accuracy.
- **Training Blueprint Board** (200 cp): A fold-out whiteboard containing thousands of high-level regimens for conditioning, technique, and mental warfare. Can be tailored to any boxer's growth arc.
- **Ghost Spar Recorder** (400 cp): Captures real fights and plays them back as full-speed holograms. Ideal for prepping your fighter against future rivals—or studying legends.
- **Legacy Gym Lease** (600 cp): You gain access to an aging, spirit-soaked gym once used by a world-class trainer. Every fighter who trains here learns faster, hits harder, and believes deeper. Rivals may come knocking just to spar.

Specialty Equipment

- **Iron Stair Sprint Boots** (100 cp): Weighted boots designed for explosive stair sprints and balance drills. The resistance adjusts subtly as your legs grow stronger, ensuring continuous challenge. Over time, they develop your dash speed, foot control, and ring entry power—until your first step feels like a punch.
- **Concrete Body Pad** (200 cp): A brutal chest pad used for absorbing body blows. At first, it leaves bruises; later, you barely flinch. With long-term use, your core becomes iron. The pad adapts to your conditioning level—doubling down if you've recently leveled up your strength or taken a punishing fight.
- **Bloodline Sparring Gong** (400 cp): A sparring bell that triggers “trial rounds.” Every time it's struck, it calibrates sparring difficulty to your current weakness—speed,

guard, rhythm—and pushes you through adaptive, scaling fights. The longer you train with it, the closer its simulations mimic your next real rival.

- **Mid-Round Resurrection Bucket** (600 cp): A ringside recovery tool that works only between *earned* rounds. The more grueling your fights or training arcs, the more effective its mental reset becomes. It doesn't heal wounds—you *remember* why you fight, why you stand, and push past limits that held you back the last time.

Companions

You may import up to 8 companions. They each get 600 CP to spend on perks and items (though you may share from your own pool if you wish).

Import Options

- **Stablemate Import** (Free for 1 | 50 cp per additional): Your companion joins your boxing gym or training camp. They train alongside you, develop complementary fighting styles, and naturally sync with your training arc.
- **Rival Import** (100 cp): Your companion appears as a fierce competitor in your weight class or national ranking. Your storylines will challenge and push one another—sparring becomes war, and matches become legacy moments.
- **Coach or Second Import** (200 cp): Your companion takes on a support role—trainer, tactician, cutman, or gym owner. Their presence enhances your strategic, technical, and mental development. They will work behind the scenes to help you grow.

Canon Companion Recruitment

You may also choose to recruit characters from the *Hajime no Ippo* world. These characters retain their core personalities, fighting styles, rivalries, and arcs—and will react accordingly to your choices, progress, and gym affiliations.

- **Kamogawa Gym (100–200 cp each)**: Ippo Makunouchi, Takamura Mamoru, Aoki Masaru, Kimura Tatsuya, Genji Kamogawa, Yagi (Gym Manager). These allies bring elite-level grit, training variety, and deep camaraderie.
- **Rival Fighters (150–200 cp each)**: Miyata Ichirou, Mashiba Ryo, Sendo Takeshi, Volg Zangief, Ricardo Martinez, Bryan Hawk, Date Eiji, Itagaki Manabu. Recruiting them may require defeating them, training alongside them, or earning their respect in the ring.
- **Supporting Roles (100–150 cp)**: Kumi Makunouchi, Nekota Ginpachi, Fujii (Reporter), Coach Hama Dankichi, or even recurring opponents like Saeki or Karasawa. These companions support your mental, emotional, or media arcs.

Team Synergy Upgrades

- **Sparring Soulmates** (100 cp): You and a chosen stablemate train together like demons—banging mitts, bloodying noses, and laughing through exhaustion. Over time, you instinctively sense each other's timing and movement. Sparring together grants faster growth, better rhythm, and emotional stabilisation after setbacks.
- **Corner Trust** (200 cp): You and your coach/second have ironclad trust. Their advice always cuts through the noise, and you can hear their voice even when the crowd is

deafening. Once per match, their call gives you the clarity needed to avoid disaster or turn the tide.

- **Gym Fire** (400 cp): Your gym becomes a forge of steel. Fighters from your camp grow faster, support each other more openly, and even evolve techniques by adapting each other's habits. When facing rivals from enemy gyms, your squad fights like a unit—even in solo bouts.
- **Signature Combo Style** (600 cp): You and one or more companions develop a distinct, named offensive style—like the Kamogawa-style Liver Blow barrage, a hybrid counter-punching flurry, or a tag-sparring rhythm that mimics elite exchanges. This combo can't be mimicked without living it—and it becomes infamous among trainers and commentators alike.

Drawbacks (up-to 600 cp available)

+0 CP

- **Different Gloves** – You drop into a different boxing-themed world instead of *Hajime no Ippo* (e.g., *Ashita no Joe*, *Megalo Box*, *Baki*'s underground circuits). Your perks and equipment adapt to the tone, but the story shifts. In a world like *Joe*, your heart breaks faster. In *Baki*, your skull might.

+100 CP

- **Glass Body** – Your chin and ribs aren't what they should be. You're not fragile, but you don't recover well from big hits. You'll need flawless defense, clever gameplans, and maybe a few prayers to avoid knockouts in crucial moments.
- **No Favoritism** – Kamogawa doesn't like you. Neither do the matchmakers, gym reps, or promoters. You'll need to *force* the world to recognise your worth—by winning so hard they can't ignore you.
- **Eternal Understudy** – You're never the "next up." There's always someone just ahead of you—better ranked, more hyped, or more dangerous. You'll have to upset the system just to get your shot.

+200 CP

- **Warrior's Injuries** – Your hands ache. Your knees creak. You've picked up lingering damage that flares up mid-fight, especially if you push too hard. Proper management and training can help, but the ring will always remind you that you're mortal.
- **Overlooked Talent** – Even when you win, they doubt you. "Fluke." "Hype." "Lucky punch." No matter how far you go, the crowd never cheers quite as loud—until you prove it, again and again.
- **Heartbreaker's Spotlight** – You've got a growing fanbase—but it's not the good kind. Drama, rumors, and manufactured rivalries keep you in the media's eye. One mistake in or out of the ring, and they'll eat you alive.

+300 CP

- **The Rival You Can't Beat** – Someone out there has your number. No matter how much you grow, they *always* push past you in the rankings. You can try to dethrone them, but it won't be easy. Your first win against them—if it ever happens—will be the stuff of legends.

- **Too Much, Too Soon** – You’re thrown into the spotlight way before you’re ready. High-level opponents, intense title fights, and public pressure hit you all at once. Survive... or become another footnote in boxing’s graveyard of “promising kids.”
- **Boxing is Pain** – You feel every hit. No superhuman recovery, no adrenaline masking. The body reacts exactly how it should: it hurts. Even with high stats and training, you’ll experience pain the way most fighters fear it—visceral, real, unforgettable.

+400 CP

- **Legacy Shadow** – You carry someone’s name—an older champion, a disgraced fighter, or a ghost from the gym’s past. Everyone compares you to them. Even your victories feel like borrowed echoes. You’re constantly battling their memory in the public eye—and sometimes, even in your own mind.
- **The Kamogawa Curse** – Every breakthrough comes with a cost. You finally learn that new technique... but get knocked out trying to master it. You make it to the finals... but someone you care about loses everything. For every major gain, you suffer a dramatic setback. This isn’t bad luck—it’s the kind of growth only pain can teach.
- **Down, But Not Out** – You will be knocked down in every major fight. Even if you dominate 11 rounds, round 12 will floor you. You *must* rise—and the longer the Jump goes on, the harder it gets. Eventually, getting up may be the entire fight.

+600 CP

- **Walking Punching Bag** – You don’t dodge anymore—not because you can’t, but because your story demands punishment. Every major fight you enter becomes a slugfest. Your defense weakens at crucial moments. If you want to win, you’ll need to outlast a storm that would crush most men. Eventually, the fans cheer not for your skill—but your ability to survive.
- **Fist of Tragedy** – You become a monster in the ring—but one with a terrible cost. Your punches break dreams. You retire rivals. Your own stablemates pull away. Spectators love your knockouts, but you start to lose sleep over them. Even if you win the world title, you’ll wonder how many men you had to *ruin* to get there.
- **Your Final Bell Is Coming** – You only have so much time. Whether due to a hidden injury, an old trauma, or sheer fate, your time as a boxer is ticking down. You *will* reach a point where your body can’t continue. Everything you build in this Jump must be built knowing your final fight is approaching. Maybe you’ll go out a champion. Maybe you’ll go out on your back. But you *will* go out.

Note

V0.1 made the jump