

The Adventures Of Bayou Billy 1.0 By **Burkess**



Welcome to Bayou Billy. A woman named Annabelle gets kidnapped, and a man named Billy goes to rescue her. Her kidnapper is a guy named Gordon, a local crime boss whom Billy has thwarted his smuggling operations. He's got a massive band of evil henchmen standing in Billy's way to rescue Annabelle and has set up a deadly gauntlet with himself as the final opponent. You'll need these.

1000 Bayou Points.

Locations:

1. Right next to Billy.
2. Gordon's Mansion.
3. Anywhere else on Earth.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Bayou Tokens. These can be redeemed to get anything you want here for free.

Mission Complete Jingle: Free! You can choose to play a tune anytime you accomplish something.

Funky Tunes: Free! You get a personalized soundtrack of funky tunes of the sort you'd find in this world.

Bayou Basics: You can wield any weapon and operate any machine as if you had a week to practice with it, while also having access to an instruction manual.

It's Up To You To Rescue Annabelle: When seeking to rescue or save someone, you'll know where to go next to help them. Your enemies will also politely wait for you to either die or be captured before they'll harm their captives.

Do you Have The Courage To Fight Gordon And His Men?: Your courage, determination, and will now scale to the challenge you're facing.

Former US Soldier: You have 10 years of experience as a USA Soldier who saw active combat. You can choose an occupational specialty. This is what you did while in the military and will provide extra skills and experience. Can be purchased multiple times.

Non-Military Career: You have 10 years of experience and memories in any non-military career. This can also include crime. Pick anything you want. Can be bought multiple times.

Bonk Combat: When you land attacks, you inflict a bit of hit stun on your target. This enables you to combo them with repeated hits. You can always tell how much total life someone has in them and how close they are to incapacitation and death. This includes yourself as well.

Smuggling Operations: You have an instinctive talent for who can be bribed and who can't. As well as knowing all about supply and demand. You have the skills to smuggle massive quantities of illegal goods while arousing minimal suspicion, and the people you manage in your smuggling operations gain these benefits.

Ideal Confrontation: You can set events up so that the timing works out well for you. This means you could arrange for someone to have a brutal battle in a city against your forces while

no passerbys and law enforcement are there to stop it. You'll know what to arrange and who to bribe to make this happen.

Kidnapping Operations: When you prepare to abduct someone, you'll know in advance what you'll need to bring to be successful. You're skilled at both stalking your prey and also sneaking, so you can get the drop on them. You have advanced hand-to-hand skills that'll let you subdue and hold them hostage. As well as the knowledge needed of how to securely imprison anyone you manage to kidnap.

Escape Artist: You're a master of escape and by studying a new means of restraint or locking someone or something up, you learn how to bypass it. You're also good at hiding items on your body and can pick most locks in seconds. You know how to lay false trails and have the endurance to run a marathon while sprinting non-stop.

Survivalist: You have all the skills needed to live off the land. You can skin and butcher an animal and identify all the bits that can be eaten. As well as knowing what plants are good to eat and what are poisonous. This also makes you deal 50% extra damage against animals.

Vigilante: You have your finger on the pulse of your community. This means when something happens, you'll learn of it. People will tell you, or you'll be there as it does. This helps you fight crime and take on criminals before they hurt anyone. Criminals will tend to focus on attacking you rather than other members of the community once they know you exist.

Goon Whisperer: You have a natural kinship with lowlives, cutthroats, criminals, and other scoundrels. If they're on the wrong side of the law, and they don't have beef with you, then they'll at least be neutral to you. You know how people like this think and what to offer to get them to work for you and keep working for you.

Beat-Em-Up Logic: You can beat power ups out of foes you're fighting. Dealing damage to enemies will cause them to randomly drop items. Including a chicken meal, which heals you. Knives, whips, sticks, bullets, and guns. And a bulletproof vest. In future worlds, this will update to include more things which are thematic to the universes you visit.

High Up Connections: You have the power to buy things without arousing suspicion. So you could get hundreds of jeeps and military helicopters if you had the cash for it, without tipping anyone off. You'll always have secret connections that'll let you get your hands on illegal and dangerous goods for higher prices, but zero risk.

HUD Mode: You have direct statistical data readouts on your current condition, ammo, and the enemy's life, as well as your progress to an objective. It constantly updates itself to remain accurate.

Long Distance Monologue: You can project images and audio of yourself and your surroundings to someone far away from you. This enables you to taunt them or communicate with them.

Crime Boss: Your durability and strength are three times that of what they'd usually be. You have an aura of intimidation that works on those who are weaker than you and lack courage. It makes them give in and not fight back, or follow your lead. Very courageous people and those who are fearless will be able to fight back against this.

Bayou Gang: You can summon a variety of people. They're normal, but strong humans. They'll do your bidding and follow mental and verbal commands. You can also choose to summon some animals, such as hawks and crocodiles. As well as equipment like vehicles, weapons, and helicopters. You can start off summoning 100 at a time, and will resummon the ones who get defeated automatically. At either your location, or the location of another of your soldiers. Furthermore, you'll gain more proficiency with time.

Side Scroller Logic: You can choose to turn the world around you into a side scroller. Meaning, three-dimensional movement doesn't exist here. It's all 2d. This could have major advantages for you and will trip up opponents who aren't used to experiencing this.

Walk Into It: You can pick up and equip any item by making physical contact with it. This also goes for consuming food or drinking something. It happens instantly and you gain the benefits.

Unstoppable: Any attack that hits you will always have the knock back or force from it affect you for less than a second. Someone could be repeatedly punching you in the face and there would be nothing stopping you from doing the same to them.

Bit By Bit: You'll encounter enemy forces in groups of 3 to 5 at most now. This enables you to take on hundreds of foes in much smaller chunks.

The Sly Dagger: You have a talent for slipping in and out of combat. Attacking where people least expect it. You can even go unnoticed if there's other people nearby to take the attention away from you.

Wild Pilot: You can perform all sorts of tricks in vehicles and use them exceedingly recklessly. But somehow safely. This includes wildly swaying back and forth in a helicopter, narrowly avoiding trees while firing machine guns. And other such tactics.

The Flying Knife: You can leap twice your normal height and throw knives with pinpoint accuracy. Whenever you reach for a knife, one will appear for you to use.

Commando: Your ranged attacks are always as accurate as if you took the time to aim. Regardless of how you fire them. You have the physique of a body builder and can survive dozens of gunshot wounds.

Elites: You can anticipate attacks before they happen and will block them. You become around 8 feet (2.44 meters) tall and gain a highly powerful muscular body. You're 5 times as durable and strong as you would be without this.

Bayou Body: You don't experience fatigue anymore, and you have the physical strength to lift heavy stones over your head and throw them, as well as suplex grown men and toss them dozens of feet. It also takes a lot more punishment to bring you down, to the point where you'd survive multiple gunshot wounds and two grenades before you'd die.

Arena Lock: You have a special technique that allows you to trap someone with you within a space of roughly a mile. And the only way for them to escape is for you to be defeated or for you to let them leave. You can teach this to other people.

Ambush!: Like a crocodile, you have a talent for lying in wait and attacking when someone least expects it. You'll be able to find hiding spots even in places you wouldn't normally be able to, and you can sense vibrations through the ground and water to know when your prey is coming close, so you can surprise them! Your gear also continues to function underwater and in similar conditions, so hiding with your gun to shoot someone won't end with you ruining the gun and your ambush failing.

Amphibious Assault: You can merge your body with liquids and travel through them. You can rematerialize your body at will. Perfect for ambushes.

Animal Tamer: You can call animals to you, and they'll come running, swimming, or flying to where you are. They naturally want to do your bidding and can understand complex commands and will execute them to the best of their ability. No animal will harm you without provocation. Even animals that are as intelligent as humans can be somewhat influenced, and will start off neutral towards you.

The Annabelle Effect: Someone will show up to save you in the event you get captured, and they'll know precisely where to go to do this. If you don't have anyone like this in your life who would save you, then a random group of heroic bystanders will be mobilized to make an attempt. This also alerts anyone who would help you, even if you don't know them. Your enemies will make up excuses to keep you alive, and also will wait until after any potential heroes who are trying to save you are defeated before harming you. They'll always try to take you alive if it's at all possible to do so.

Practice Mode: You can pull yourself and others into a physical simulation. It lets you create a variety of scenarios and events so that you can practice them. Because it's a simulation, no

injuries or harm anyone receives here sticks. This includes creating enemies who behave realistically, and fights while driving. As well as gun battles in the bayous. You can decide on the fly what's simulated and what isn't. Completing a practice mode gives you a thematic benefit when attempting a challenge similar to the one you did in the simulation. For example, starting with 100 extra bullets when you do a shoot out if you've practiced shootouts.

Sound Mode: This allows you to listen to the music of life. You'll find every area, person, scenario, and item you come across has a personalized soundtrack. Sound Mode enables you to collect and listen to all of this music in one place. It also gives you the ability to hear it wherever you go.

Game B: You can choose to insert yourself into the story of another person or group. They'll let you tag along with them, and you'll cooperate for the same goal. They won't question it much unless you betray them.

Suplex City: You have a collection of grappling techniques you can perform at melee range. Throws, chokeholds, suplexes. You're a specialist in this sort of fighting, and always have the strength needed to lift and throw anyone or anything you've grabbed.

Shooting!: You have the reflexes and skills at marksmanship that'll let you survive a battle against 100 men with guns in a forest and walk out of there alive and with all of them dead. You can shoot explosives that are thrown at you out of the air. Snipe a missile fired out of a missile launcher before it reaches you. Spot and take out a sniper just as he's starting to aim at you, and your trigger finger is fast enough to blast most foes before they can even get off a shot.

Conservation of Ammo: When you successfully shoot someone, the bullet, projectile, or energy you used for the attack gets refunded. If you hit two or more people with the same attack, you get a reward in ammo equal to the number of victims.

Driving!: You can drive a car at 200 miles per hour (321.87 km/h) and still manage to fight and shoot while also avoiding obstacles. You can set your driving on "autopilot" so that your body will take care of driving while you focus your mind and attention on other things. Your autopilot driving is as good as it would be if you were paying 100% attention. You can squeeze extra speed out of any vehicle and push it harder, letting you double its speed at the cost of creating strain on it.

Item drops: Beating people causes objects to drop out of them. This can include a variety of useful things, such as weapons, or items that can heal your wounds, like roast chickens, which you can eat just by walking into them.

Assemble the Gang: Fate delivers disposable soldiers to you from across the world, all of which will be willing to work for what you're capable of affording and will do the sorts of jobs you

need doing. You'll also draw in some exceptional recruits, roughly 1 in 100 being "bosses" who stand above the others in leagues of both skill, experience, and presence.

Shoot-em-Up Power Ups: While in a ranged battle, you'll spawn random power ups. They can be collected by shooting them or walking into them. This includes a special vest which makes you invincible for 20 seconds. A first aid kit, which fully heals you. An hourglass, which lets you fire any ranged attack without consuming ammo or resources for 20 seconds. A star, which kills all nearby enemies. Bullets, which give you 40 ammo or restore 40% of your max ammo capacity, your choice. And 1-ups. They look like you and give you an extra life. You'll resurrect if you die by spending one.

Thinking Of You Is What Got Me This Far: You have a talent for romantic one-liners and speeches. You gain a boost in power proportionate to how intense your emotions are and how much danger someone or something you care about is in.

I Never Want To Let You Go: People's fond memories and positive feelings involving you don't fade. If someone loves you today, they'll still feel that way 20 years from now.

Use The Blaster: You can summon a Nintendo light gun at will. It hurts just like a real gun does and doesn't need to be reloaded.

I Love You, Annabelle: You have an empathy ability that lets you open a two-way street between you and someone else. It allows you to feel precisely what they feel, and they do the same for you.

Items:

Bayou Clothing: Free! You have a set of self-cleaning, self repairing clothes that let you fit in around here.

Flail: This is a long flail with an enormous chain. It deals fantastic damage when you spin it fast enough. It never causes any damage to the wielder, even if you hit yourself by accident.

Chicken Dinner: This is a respawning chicken dinner. Eating it fully heals you.

Meatball: You'll automatically eat this if your life runs out. It causes you to be fully restored. You get another using practice mode. You can earn a second one from beating up 100 enemies. The 100th will drop another meatball. You can get more only after you use up the ones you've got.

Stick: This weapon is super effective at killing crocodiles. You can beat people with it too.

Knife: This is a knife that's balanced for stabbing and throwing. If an enemy picks it up and tries to use it, it'll cause them to accidentally cut themselves.

Whip: This has terrific power and reach. You can swing through a forest like Tarzan if you have good enough timing. Each crack of the whip will summon a guard dog to attack your enemies.

Gun: A 6 shot revolver. Going through the motions of reloading will cause the gun to spawn new bullets for you to use.

Bullet-Proof Vest: This vest enables you to take more damage and is both knife and bulletproof. If you haven't taken damage in a while, it'll start to self repair until it fully "heals."

Gas Can: This is a constantly refilling container of fuel. It alters itself to be compatible with any vehicle.

Grenades: You have a bandolier of 10 grenades that gives you a new grenade after 3 seconds have passed and one has been removed.

Jeep: You have a jeep that can reach speeds of over hundreds of miles of hour and can still take turns. It has a gun turret on the side for shooting with that you can operate while driving.

Helicopter: This is an attack helicopter. It has turrets and room for lots of people to shoot from.

Plane, Poles, Oil, and Water: You have a plane that's capable of dropping bombs, puddles of oil, pools of water, and placing metal poles in patterns of your choice.
One hundred Large Rocks: You have 100 very large rocks that make vehicles explode if they come into contact with them. You just have to will it to place a rock somewhere, and it will appear. Placing a new rock when you have all 100 already placed will move another rock of your choice to that location.

Elite Combat Suit: This suit improves your durability and raises your physical damage. It adds an improvement to any ability which makes you tougher or stronger.

Your Mansion: This is a replica of Gordon's mansion. It's an opulent estate with many rooms and a respawning patrol of guard dogs and guards.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Bayou tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Another Captive: Someone you care about has been taken alongside Annabelle, and now you have to save them unless you want them to get hurt. They won't be harmed as long as you go on the quest to rescue them. If you don't have anyone you care about, someone like that will be created for you. You can take them with you as a companion if they survive.

You're also a captive: You got captured too, along with Annabelle. If you make an escape attempt, your captors will try to kill you. You'll either need to escape yourself from a highly fortified secret base or wait for Billy to save you.

Tough Driving: The roads are in ill repair and there are boulders you'll encounter that can really mess up a car.

You're Next: Billy has marked you as a priority target and will go after you once he's done with Gordon. He's convinced you're a major threat to him and Annabelle.

Bad Hit Detection: The enemies can slip out of attacks by glitching themselves so that it misses. They'll exploit this and try to position themselves to take advantage of this.

No Stuns: No one in this world recoils from taking damage, and they can all power through any attacks that hurt them.

Item Lockout: You can't bring items from outside this jump into this jump. Or use your warehouse.

Power Lockout: You can only use the perks you find here, nothing from outside of here.

Companion Lockout: You don't get to bring any companions into this jump.

Gordon's Collection: 20 items are taken from your warehouse at random and are given to Gordon and his men. They know how to use them.

Power Walk: You can no longer sprint. Your maximum speed is now a menacing power walk.

Limited Attacks: You now can only punch, kick, jump kick, and use weapons. All other forms of attack don't work.

Longer Stay: You'll spend 10 more years here.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?