

SEGA MY CARD MARK III



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Comical Machine Gun Joe 1.0 By Burkess

Welcome to Comical Machine Gun Joe.

In this world, a powerful gang leader named Erdoba runs a vicious gang. One man named Joe stands against him, armed with a machine gun. The battle for the city is about to commence.

You'll need these.

1000 Comical Points.

Locations:

1. The City.
 2. Anywhere else on this planet.
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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 Comical Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be

purchased multiple times. Doing so provides an additive bonus.

Be Like Joe: You're able to perform enormous jumps, jumping several times your height, and can land safely from such heights. You have limitless stamina that enables you to fight as long as you'd like and go without sleep, and have extremely tight reflexes that would allow you to fight a dozen men at once in a gunfight and survive.

Crack Shot: Your accuracy gets a major boost, letting you perform trick shots and land difficult shots from outside your weapon or ability's effective range. Shots you fire in any condition, be it prone, running, jumping, or what have you, have the same accuracy as if you were standing still and had a second to aim at your target.

Three Lives To Live: Begin a jump with 3 extra lives. Refreshed after 10 years or upon entering a new setting. If you have the Pickup System perk, once per jump or every 10 years, you'll acquire an extra life through it.

Pickup System: During battles, special items occasionally spawn for you to take advantage of after defeating enemies. This includes items like fruits, bombs, and power ups that'll give you combat bonuses to use.

Erdoba's Secret Technique: You can create a fake body that you customize, designing it according to anything that's possible for your species. You'll then inhabit it and become it. If that body dies, you'll emerge from it in a place nearby unharmed. You can then initiate this ability to reconstruct your duplicate body. It was this process that enabled Erdoba to masquerade as a middle-aged male gang leader, when in reality she's really a Japanese school girl.

Live Another Life: Grants exceptional acting skills, that let you pretend to be a completely different person, mannerisms and all, and be believed. You can come up with characters and then design an entire persona for them, plotting out every detail of that identity, and then assume it seamlessly.

Recruitment Drive: You gain a forceful personality and a lack of inhibition for conflict. Being told no doesn't bother you, and neither does rejection. When examining someone, you get an instinctive sense of what you'd need to offer them to get them on your side. This same sense warns you if you're up against someone who can't be bought, or you can't pay the price to flip them to your team.

Don In The Making: Enables you to rule a gang and understand their needs and loyalties. When someone works under you, you'll become aware of what their desires are and how close they are to quitting you. You can reinforce someone's loyalty and ensure everyone is happy to keep your gang or organization healthy.

Crime Does Pay: You make lots of money in crime, having a major boost in luck for anything that's illegal. You are skilled at finding people who can help you make money. You have a sense of which people and business you can invest in, legal or otherwise, that'll pay out for you.

Threatening Instinct: Grants a gift for intimidation, letting you terrorize other gangs, civilians, and law enforcement alike. You naturally experience and intuit other people's fears, letting you know the best ways to scare them. It allows you to tailor your efforts to specific targets and give them a personalized experience they'll never forget.

Fame And Infamy: Your actions spread fear and awe in your wake, and those who witness them and are impressed are more likely to join you. If you won a shootout against a superior force, those who heard of you and have the same inclinations may come and introduce themselves. If you're a notorious gang leader, people who admire your strength and skill will want to join and will approach your members about it.

Gun Toting Vigilante: When you act outside the law, you'll be grudgingly overlooked by law enforcement if you were able to solve issues they could not. This protection wanes when you hurt people not involved in criminal activity or go too far, depending on local sensibilities. Gunning down a gang in the streets in a massive gun battle is acceptable. Shooting a fleeing unarmed purse snatcher is not.

Courageous Code: Grants the courage to fight for what you believe in, and when you live in accordance with your ideas of right and wrong, you grow stronger. When your ideals are tested, and you refuse to compromise on them, they become even stronger.

Advanced Vision: Seconds before a threat to your or another person's well-being appears, you'll see a ghostly image of it. An empty window would show a man popping out of it and firing a gun at you, in advance of it happening. This forewarning can give you a much-needed heads up.

Precognitive Dodging: Your body will dodge and maneuver itself out of the way of attacks, as they're about to be launched. If someone goes to shoot you, you'd start to dodge even if you didn't know about it.

Gang Boss: You fire weapons considerably faster, and it takes 5 full rounds from a machine gun to kill you. Your potential for violence and cruelty can physically be felt by others as a form of pressure around you. This makes it obvious to them how dangerous you are and will prevent many from crossing you.

Disturbance Convergence: If you control an area, you and anyone who belongs to your group will become aware of disturbances in that area. If there was a guy in combat with your gang on one part of the city, every member would know of this and can converge on his location.

Shrinking Effect: Impose an effect on people that, upon being killed, causes them to revert to a miniaturized form of themselves. In their mini state, they can cling onto someone and weaken them. They'd need to be killed a second time to die. If left alone, they'll eventually regain their full size and be restored to normal. If you applied this to your allies before a battle, you could lose fewer of them.

Items:

Machine Gun: Free! Everyone here has one of these. It never runs out of ammo or needs maintenance.

School Uniform: This Japanese school uniform improves your skill with guns and increases your rate of fire. You can switch its looks at will, altering it to suit your needs. Do you want a skirt? Pants? To change the color? For it to look like formal wear? As long as it somewhat resembles a uniform, it can do it.

Snazzy Suits: Improves your ability to do crimes while wearing them. Jobs will go smoother, you'll conveniently be overlooked at crucial moments. The better the person wearing the suit is at crime, the more benefit they'll get out of it. If someone touches the suit, and you want them to have one, they'll gain their own copy of the suit.

Red Hat: Increases your rate of fire with a projectile weapon or attack the longer you fire continuously without stopping. If you wielded a weapon that never needed to stop firing, you could unleash a horrific hail of attacks.

Spider Bodyguard: This spider deflects all bullets and redirects them back to the sender. It's as large as a human and will use itself as a shield to defend you.

Bomber Pig: This pig ally creates and throws bombs at your enemies. If you ask, they'll give you bombs for you to use on your foes.

The Town: This is a replica of the town that Erdoba took over. It's got a saloon, a down town area, a harbor, and a graveyard. There's a mysterious location within called fairy land, with trees that have balloons growing on them, giant mushrooms, and trees with arms, mouths and eyes. The town is yours to do with as you please, as you own it.

The Adventures Of Machine Gun Joe Comic: A comic book that details the events of this world, filling in as they happen. It also covers previous worlds you've visited and will do so for future settings as well.

Wishing it so will spread machine guns to the world, causing the knowledge of how to make them and the technology to do so to become common. As well, animals with strange abilities will appear, such as pigs that create bombs and spiders that deflect bullets. Settings with unique animals that don't appear on earth will also mutate to have special abilities.

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

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

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 Comical tokens, same as you got.

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

Leave When The Story Finishes: Free! You can leave this jump when Joe succeeds, fails, or gives up on his quest to defeat Erdoba's gang. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Be The Main Character: You are Machine Gun Joe. You must defeat Erdoba and her gang.

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

Warehouse Lockout: You can't use or access your warehouse.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Be The Main Badguy: You gain on the shape, memories, skills, and body of a Japanese school girl. Your goal is to maintain a criminal gang for at least one year without it collapsing or falling apart.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Comical points as you spent. They don't like you and want to defeat you.

The Boss Dislikes You: You're number 1 on the Erdoba gang's hit list. They'll attempt to shoot you on sight, and their boss, Erdoba will approach you herself to settle the score.

Joe's Next Target: Machine Gun Joe will come after you after Erdoba is defeated. He's highly skilled in battle and is quite dangerous. If you are Joe, then you'll encounter an enemy equally powerful as Joe from Joe's past. Said enemy wants to have a duel using machine guns.

The Cops Get Involved: It turns out gunning down hundreds of people in the streets is illegal and tends to have law enforcement come after you. The police are now much more active and will be an inconvenience for anyone trying to act as a criminal or vigilante.

Ending Options:

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