



Generic Shotoclone 1.0 By Burkess

Welcome. You know how there's a lot of people who fight like Ryu from Street Fighter? You're visiting a universe filled with them.

You'll need these.

1000 Shoto Points.

Locations:

1. Any setting of your choice. But with lots of Shoto Clones.
 2. The Shoto Clone planet. It's entirely filled with people who use this kind of fighting style.
 3. Shoto Clone Portal World: This world leads to any setting in which a Shoto Clone exists. You can find your way back here too.
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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 Shoto 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.

Shoto Clone Skills: Free! You have an efficient fighting style that lets you dispatch three people who equal your physical stats because of your greater skill. And a physique that can hold up to the rigors of combat. Like all other Shoto Clones, you can fire a projectile attack, have a powerful anti-air attack, and a forward rush attack.

Spiritual Energy: Grants a reserve of power within you, one that enables you to enhance your attacks and enables supernatural feats of strength and prowess, as well as improving any projectile attacks you have. You're able to rapidly restore this energy by charging up. Training will expand this reserve, and also unlock new abilities.

Audience Effect: You'll be notified when fights are about to happen nearby and will arrive in time to watch them from the start. As long as you're just spectating a conflict, you can't be harmed by attacks that aren't specifically targeting you.

The Will To Win: You're able to power your body on will power and force it to keep moving even when your limbs are broken, and you should have passed out. Your will can take the place of your biological needs and keep you alive from truly ludicrous amounts of damage and situations. As long as you still have your heart and brain, you can drag yourself onwards.

To See The Sights: You can find things that are interesting to you with little effort. You'll be guided towards the nearest event you'd enjoy witnessing or participating in. If something you'd like will be happening soon, you'll get a sense of where to go and will know how long you'll need to wait.

Plunder Copy: When you land an attack on a target, gold doubloons spill from them. Each of these coins contains portions of their abilities and skills, letting you steal them to siphon them for

yourself. The greater the damage, the more doubloons will drop. If someone eats a doubloon, the ability contained within becomes theirs permanently as it's absorbed into them. The potential contained within the coin is labeled, so you know what's in each of them.

Mind, Body, And Clothing Sorcery: You have a special form of sorcery based around altering people's physical forms, minds, and conjuring clothing. With it, you can change practically any aspect about them. For example, changing their sex, height, weight, eye color, turn someone into a kemonomimi, and alter their personality to suit your needs. Among other things. If they aren't willing and allowing you to do this, you'll need to weaken them first to get major changes to become permanent.

Split Element: Choose two elements, such as fire, ice, wind, or earth. Your left side is capable of conjuring your first choice, and your right side enables you to control another.

Special Species: Are you a cyborg? A mutant of some kind? A vampire? A succubus? Pick an option, and you'll gain the associated powers. Further purchases can optionally make you into a hybrid, gaining all the strengths and shoring up the weaknesses. Anything that would let you beat a Kryptonian in a fair fight costs **500 points** and can't be bought with Shoto tokens.

A Dark Power: You have a personalized energy source you can tap into to enhance your power. It progressively makes you stronger when you seek to cast aside your humanity and give into it. In the event of your death, it'll revive you as an evil version of yourself who has temporarily surrendered to your darkest instincts. You return to normal when this wears off.

Soul Vampire: Your successful attacks siphon off bits of your victim's life force, stamina, and energy reserves and use that stolen energy to restore your own. When making prolonged physical contact, you can quickly drain and steal energy from your target until you've drunk them dry.

Find New Challengers: When you desire a challenge, fate intervenes to provide one for you. These will be scenarios in which you can test yourself and learn something new. You'll always gain some measurable improvement, even if it's in the form of a life lesson.

Always Growing Stronger: Your true potential has been unleashed and as long as you continue training and facing conflict, you'll keep growing. You have no ceilings on your progression. Actively seeking out danger and facing deadly situations causes your growth to skyrocket.

Fight Against Powerful People: You are destined to meet and interact with every notable and strong figure of the worlds you visit. There will be many chances to spar and test your might against the best any setting has to offer.

With These Fists: All of your attacks now inflict 5% of the damage they should have, even if they're blocked, guarded, or your opponent is invincible, immortal, or invulnerable.

Ghost Puncher: You can see invisible and intangible things and physically interact with them. You could punch a ghost despite them not having a body and inflict damage.

Soul Breaker: You can directly attack a target's soul with your strikes. Successfully damaging a soul and breaking it causes it to be completely destroyed, and your victim cannot be resurrected. This also usually kills your target. The souls of people who have trained them, naturally have powerful souls, or have abilities that empower them are notably more resistant.

Soulless Crusher: When you strike something that doesn't have a soul or soul equivalent, your attack completely ignores its durability.

Eternally Chasing: Your body can recover from any injury, no matter how great. As long as it didn't kill you right away, resting will fix it. Eventually. It takes at most 1 week for any of your wounds to heal and for you to be restored to perfect condition again.

Summoning The Swarm: Choose an animal that exists on Earth. You can conjure intelligent animals of that genus who will fight for you. The smaller the animal, the more of them you can summon at once. Picking “whale” would let you drop a whale on your opponents. Picking “ants” would allow you to blanket a city in them.

Powers Are Muscles: Enables you to train any ability you have to improve its flexibility and versatility. You’ll be able to find and create new uses for even the most simplistic and rigid powers, and use them in ways you couldn’t before. It works even on things that normally can’t grow or expand.

Speak To The Heart: You can engage in honest telepathic communication by transferring data between the hearts of any number of participants in an exchange. You can also initiate this process by trading blows with someone.

Going Ten Rounds: Makes you inexhaustible and grants unlimited stamina. Overexertion doesn’t damage your body. Sleep becomes optional.

Reading Auras: You can read other people’s auras, which have records of everything they’ve done and accomplished in them. It allows you to gain a lot of information about them and know what kind of person they are.

Mimicry Tactics: Can improvise how to perform techniques you see, creating your own versions using the powers you have access to. The copied abilities could be notably inferior if you lack too many of the required components.

Combat Regeneration: When in battle, you’ll gradually start to heal your wounds, as long as you haven’t been hit recently. Being damaged halts this healing and requires you to wait again.

Blocking And Guarding: Any attack that you can prepare for and raise your guard in time will do 1/10 of the damage it normally would.

Motivation Through Fear: The threat of your existence can inspire others to make fabulous strides and rapidly become more powerful. It works fastest if you have an antagonistic relationship with them. And even faster if you give them a reason to be afraid.

Big Eater: You can eat as much food as you like, as fast as you like, without getting sick or gaining unwanted weight. The food you consume is perfectly digested within moments, and rapidly restores your health, mood, and stamina.

Super Occupation: Are you a Super Sentai? A magical girl? A Princess saving, fireball throwing plumber? You gain the associated powers and equipment you need for your role. Anything that would let you beat a Kryptonian in a fair fight costs **500 points** and can't be bought with Shoto tokens.

Your Soul As A Weapon: You can weaponize your own soul, forming pieces of it into physical constructs that are as tough as reinforced steel with the added strength of your soul. It also enables you to establish a duplicate of yourself, letting your soul step out of your body to fight alongside you. There are many other tricks you can learn with this soul manipulation, such as using it to enhance your attacks and fire projectiles.

Projection Teleportation: You can teleport by projecting yourself to a new location, within roughly half a mile of your starting point. It leaves after images as you travel. The ability to create after images can be used separately from a teleport, letting you fake people out.

Becoming A Master: Can teach your perks and abilities to others, giving your student the needed powers and internal energies to use them. If an ability requires special genetics, you can teach it to a student by having them consume a DNA sample.

Eternal Rivals: Enables you to form mutually beneficial rival relationships. When someone agrees to be your rival, they'll gain insight into ways they could challenge you, and you for them. By facing each other, you'll both discover holes in your defenses and ways to upgrade your offense. Each person's natural talents will be unleashed to hone their skills in a way that best works for them.

Recolor Options: You can change your skin tone and coloration of your features at will, and save any number of customization options. It also works for clothing you're wearing and gear you're using. You can share this ability with others.

Parry Timing: You can initiate a parry that negates the damage you'd have taken from an attack if you activate it right at the moment before the attack would have landed. It creates a shockwave that can stun people nearby, letting you also start to beat on them.

Super Meter: This meter charges itself from energy gathered when you hit things and get hit. It enables you to use a variety of powerful special attacks that are far stronger than your normal moves, becoming progressively stronger as the bar gets fuller. You can also spend a portion of this meter to perform a "Breaker" attack, which ends an opponent's combo and creates a shockwave that throws everyone nearby back. You can also spend some meter to enhance your normal attacks, adding new effects and making them hit harder.

Combo Mechanics: You can juggle people with your attacks and loop together moves that flow into each other. This provides a small stun effect for each blow that lets you quickly toss in another attack before your opponent can react.

Fight Me For 100 Rounds: You can declare a fight with someone, and if they agree, it'll play out over a number of rounds you've decided. At the end of each round, won via time out or knock out, both combatants will be healed, and the fight will start over again. The first to reach the required number of wins is the winner. The only injuries that will remain are the ones dealt in the final round.

Boss Transformation: Enables you to enter a transformation that augments your power by three times. It's guaranteed to last long enough for you to settle the fight you activate it in.

Outside of combat, you start off being able to maintain this state for 3 minutes, and it grows with time spent in it.

Friendly Hospitality: Ability to find work, places to stay and payment for jobs to keep afloat. If you wanted to live as a traveler and wander the world looking for good fights, you'd have plenty of ways to support yourself while doing so.

Conveniently Relevant News: You'll hear news that's relevant to you as it happens. If people need to contact you, they'll also find a way to get messages to you that you'd want to hear.

Final Clash: When your attack meets your opponent's, you can initiate a clash. This involves you both repeatedly attacking each other at high speeds in an attempt to overwhelm the other. The loser of the clash takes all the combined damage of both combatant's series of attacks, while the winner isn't damaged at all. It also enables you to perform a beam struggle, assuming you countered a projectile attack with one of yours.

Pushing Past Limits: When you decide you want to get stronger, your intuition will lead you to ways to do that. This enables you to assess yourself and others for strengths and weaknesses and identify the areas that need improvement. And most importantly, create effective training plans for how to do that.

Sneaking And Creeping: There's always a convenient spot nearby for you to hide in when you want to spy on someone or observe them. You're also a very skilled at stalking and sneaking around.

Prehensile, Shapeshifting Appendage: Each purchase gives you 2 shapeshifting appendages of your choice that can finely manipulate tools, with each having greater efficiency than a pair of hands. For example, you could have a set of wings that turn into jet engines to help you fly faster. Or a couple of tails.

Items:

Your Gi: Free! This is your fighting gi, which comes with gloves, shoes, and a headband. You have it in hundreds of alternate colors, materials, and patterns, as well as variations of the design. While wearing it, you'll always be 100% alert and have the mental clarity to fight at your best.

It can be something other than a gi if you'd like. Such as a black dress or some ancient noble's clothing. When you meet someone who desires clothing, you can share this with them, and they'll gain their own outfits.

The Book Of Shoto: Anyone who reads from this book will develop abilities like the ones you can find here. Someone who already has these abilities can read the book to draw new insight on ways they can train and become stronger. If you choose to, reading the book all the way to the end will cause people within the setting to develop these same sorts of powers.

Shape-shifting Equipment/Weapon: This is gear that changes its shape to fit your needs. It could turn itself into a sword, and then become a pair of gauntlets, and then a whip. The strength of this versatile tool scales with yours.

Assist Equipment: This is a large wooden crate. Thinking of a perk, item, ability, or so on will cause it to create something that improves the power and ease of use of what you thought of by over 25 percent. Placing the item it gave you back in the box will let you reset it so you can get another one.

Training Room: This room can be programmed for training sessions. It conjures up past opponent's anyone who enters it has heard about or encountered and lets you fight them. The injuries people receive here aren't permanent and don't carry over outside the room. It also has a training mode that will have it display attacks you can use on the dummies it summons, to help you perfect your style.

Carrying Sack: This sack is far larger on the inside than it is on the outside. It's able to comfortably fit everything you own within it, and it lowers the weight of the things contained

inside, so you can carry it over your shoulder. Reaching inside enables you to pull the item you're thinking of out, regardless of where it is in the sack.

Tournament Pass: This pass will get you into exclusive tournaments, either as a competitor or an audience member. You get a new one once you use it up. It comes with a tablet that gives you news on when notable events are happening, and has a calendar app.

Your Stage: This is an environment you can summon at will, superimposing it over the area. It starts off as a blank white space, roughly one mile long, that loops around on itself. But spending time here will imprint upon it your true nature, and cause it to reflect that, changing itself to suit your whims.

Your Groupies: Gives you a large group of followers who wait on you hand and foot, taking care of your needs. They see you as a celebrity and will accompany you anywhere. A third of them are competent fighters.

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 Shoto tokens, same as you got.

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

Leave When The Story Finishes: Free! You can leave when you want unless another drawback conflicts with this.

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

Item Lockout: Your items from outside this jump have been transformed into humanoids with abilities based on what the items themselves do. They're scattered across the setting, and you'll have to beat them to reclaim your gear. They'll revert into the items they're based on when beaten.

Warehouse Lockout: Your warehouse will spawn a copy of you from every jump you've previously visited, which you must defeat one by one. Then, your warehouse itself will step forward to confront you, having gained access to all the attacks and abilities you used to defeat your previous selves. Upon winning this fight, you're given the right to use your warehouse.

Power Lockout: You can't use abilities from outside this jump here. If you do, everyone else in the setting gains access to it as well.

Power Lockout 2: You'll be forced into combat with a physical manifestation of every perk and item you purchased in this jump. Winning these battles entitles you to the use of your purchases.

Companion Lockout: Your companions must be defeated in single combat, where they'll be compelled to do their absolute best to defeat you before they can enter the jump.

Be The Main Badguy: You must host a fighting tournament and make people believe that you have evil plans for the world and must be stopped.

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 Shoto points as you spent. They don't like you and want to defeat you.

The Boss Dislikes You: You've drawn the attention of a major antagonist and now must handle that.

When Worlds Collide: The Shotoclone portal world has exploded, and now portals across the universe are opening everywhere. Warriors will pour in, drawn by the promise of battle and tough opponents. They'll choose to take what they want and claim what they desire with their fists. And you're stuck in the middle of it.

Ending Options:

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