

Barkley's Shut & Jam Gaiden v1

Many Years ago, Charles Barkley performed the Chaos Dunk, a cataclysmic event that heralded the end of B-ball as we know it. Many lives were lost, and many millions more were affected by this event, which caused the Sport itself to be banned. Many B-ballers were rounded up and killed by the B-ball Removal Force, headed by Michael Jordan. Many years after this event the world has become a Dystopia, as a shadowy government suppresses B-ball and the populace, and the Rich get Richer whilst trampling upon the poor. You arrive in this damaged world a week before Michael Jordan makes on last fateful visit to Charles Barkley home, and sets the latter off on the Journey of a lifetime.

You will be in this dystopian world for ten years. Keep in mind that this world is a lot larger than it was portrayed in the Part 1 of the Hoops Barkley SaGa. The B-ball catacombs for example span for many miles, and the same goes for most of the dungeons and locales in the game.

To Help you survive, take

1000 Choice Points (CP)

Now, either Slam with the Best

Or Jam with the Rest!

Age & Gender

Retain your gender from last jump; Your age is 1d8+20.

You may decide both of these for 50cp

Locations

1 - Neo New York

Perhaps the filthiest city in the Post-Cyberpocalypse. Crime runs rampant through the streets, and B-ball removal squad has the town locked within its iron grasp. You start off in your shitty, sparse apartment. It'll be time to pay rent in a few days. This is currently where Charles & Hoopz Barkley can be found. Too bad that won't last long...

2- Cesspool X

This small settlement can be found in the sewers beneath Neo New York. It is populated by people who have undergone surgery to give themselves the features of animals. They are a peaceful people, but they keep a stockpile of weapons to protect themselves from Hateful Raiders from the Surface. You awaken in the waiting room of a nearby surgeons clinic. He often takes advantage of the people that come to him for help...

3 - Proto Neo New York

This is city located beneath Cesspool X, which inturn is located beneath Neo New York. A small frontier settlement. All of its inhabitants are mutants, mutated by the fallout from the first Chaos Dunk. You awaken in the Inn. You probably only had enough just to pay for that night. Maybe you can earn you keep by take a job from Hunt Board. Horrifying monsters regularly plague this settlement...

4 - The Old Spalding Building

This is an abandoned factory, which used to produce the B-balls found all over the world. Now, its run down and abandoned, and many people believe that its now become haunted by its employees after a cataclysmic event. You awaken just outside the building. A man in fine clothing is standing near the entrance. It seems he's looking to hire someone to head into the factory in search of an experimental weapon...

5 - Liberty Island

The island where one can find the Statue of Liberty. It is now the home of a mysterious cult, the members of whom are infected with Type-2 diabetes, the type they could never cure. You awaken standing on the docks of the island. The ferry was just leaving. You hear tell that an ancient figure dwells within the Statue of Liberty, a great sage capable of curing ANY form of Diabetes. A man by the name of Yelmirb...

6 - Chup Mines

These expansive mines contain many miles of Chup and rare gems embedded within the walls. It used to only be inhabited by the brutal Duergar people, who used to mine the lovely gems in the walls. Recently however, the Duergar have been hired by Square-Enix-Goya, and have had to deal with all sorts of draconian laws forced upon them by their Djinn overseers. The Duergar Labor Union and the Djinn Representative have been trying work out something more amenable to both their peoples. Its too bad there isn't a neutral party to help work out their dispute....

7 - B-Ball Dimension

This dimension exists outside of regular space. It is pretty much heaven, and all the old B-ball stars and Legends can be found here (the dead ones, at least). You awaken lying upon the ground. An old coach helps you up, and tells you all about this place. He talks of a B-ball ranch, a dating service, and a GLADIATORIAL ARENA. Apparently, there's going to be a tournament coming up soon. The Champions never been defeated...

8 - Free Pick

Clispaeth has smiled upon thee! You may choose from any of the prior choices.

ORIGINS

Drop-In

You wake up lying in the middle of a road or field in your starting location. You have no past in this world, no prior memories or obligation holding you down, but you also have no knowledge besides what you come in with.

B-Baller

Trained in the secret & illegal arts of B-ball, you might be raised by your Ex-B-baller Dad (or Mom), or you might be raised by some kind of B-ball resistance or rebellion. Now, you have set out with their blessing, maybe to try and bring B-ball back, maybe just to perfect your skills.

Employee

You've clawed your way up the corporate ladder, and currently hold a high position amongst the ranks of a powerful Megacorp. This could be Square-Enix-Goya, or another such company. You've learned some cutthroat business tactics on your way up, both figurative & literal.

Dwarf

You're either a rank & file space dwarf, or some dwarven subspecies, like the Duergar. You've spent most of your life mining out the Earth, in search of wealth and gems. The Dwarven folk are known for their resilience & fortitude.

Perks & Skills

It's time to Slam Jam (Free)

Wherever you go, a remix of the Space Jam theme song that fits your current circumstances plays. Everyone close to you can hear this music. This perk combines with other music perks. Can be turned on and off at will.

Blessing of Clispaeth (100cp) (Drop-In Discount)

-You have been blessed by the goddess Clispaeth, the patron of the contemporary Monotheistic religion. Odds fall slightly more in your favour. Note that if the odds are rigged in some way, eliminating random chance, this Blessing does not work.

PhD in B-ball (100cp) (Baller Free)

-You have a formal education in B-ball, affording you knowledge of all its rules and traditions, as well as any variants. You also have the skills to complement this knowledge. You're not Shaquille or Barkley good, but you could be if you put in lots of practice. Using balls for combat purposes is included, along with a Soccer ball.

Show Me the Colour of Your Neo-Shekels (100cp) (Employee Free)

-Years spent climbing the corporate ladder have taught you that everybody has a price, and you know just what that price is. If someone is willing to sell something, you will know exactly how much they want for it. If they don't desire money, you know what they would want in trade or as collateral. If there is absolutely no way they would part with what they have, you know that as well.

Hearty Constitution (100cp) (Dwarf Free)

-Years spent mining for gold, gems & chup have hardened your body. Toxins of all sorts have a harder time penetrating your immune system. This includes both artificial & natural toxins. Note that potent poisons will still probably be able to penetrate your immune system and may even kill you, but their other effects will be lessened, so you'll at least get to leave some awesome parting words before you go.

Monster Hunter (300cp) (Drop-In Discount)

-The Ghost Dad. The Diabeastie. Horrifying monsters such as these roam the wastes, preying upon unwary travelers and defenceless settlements. It's a good thing you know a thing or two about hunting these creatures. Although you aren't that good at tracking, you usually end up in the paths of these monsters by complete happenstance. In addition, you are guaranteed to receive praise (and monetary rewards) for slaying the creatures. No matter where you are, you can usually find SOMEONE to reward you.

Gatorade Blood (300cp) (Baller Discount)

-The blood flowing through your veins is about 19.63% gatorade. As you exert your self more and more and work up a sweat, the gatorade releases electrolytes, re-energizing your body even as you push harder and harder. This has the net effect of reducing your energy expenditure and the amount of fatigue you suffer. Comes in several delicious flavours (also colours your sweat).

Hit'em High, Hit'em Low (300cp) (Employee Discount)

-You've become more efficient at leading your teammates/underlings, particularly when it comes to slick two-pronged assaults. You and your allies will never strike each other by mistake, and any attempts to overwhelm opponents with numbers in small-scale fights become much more effective.

Dire Duergar (300cp) (Dwarf Discount)

-Your bigger, meaner, and all-around tougher than other Dwarves. When in combat you can enter into a potent Rage, allowing you to swing faster and hit harder, and while you become less cautious and more prone to injury, you'll probably be able to shrug off those extra hits. Even after you leave the Rage, you'll usually be able to power through your injuries until you have the opportunity to rest, or to at least apply first-aid.

Zauberarmacy (600cp) (Drop-In Discount)

-A mighty tradition of swordmages, descended from... ancient Germany? Really? Huh. A Zauber is a magical sword, usually taking the form of a Katana. It can be used to channel the elements, allowing the user to throw up walls of fire, freeze foes in place, fry them with electricity, and many other things besides. Purchasing this grants one Zauber, in an element of your choice. Each Zauber can cast any Zauberarmacy spell, but using the spell it is attuned to powers up the spell.

Take it into Overtime (600cp) (Baller Discount)

-You know more than others, that sometimes, things come right down to the wire. With seconds left on the clock, you know how to push your body harder than ever. Whenever you've got a minute left to succeed at some kind of physical activity (including combat), you become twice as strong, twice as fast, and double your stamina. In the final second before your time is up, you quintuple these bonuses, meaning a TENFOLD boost to your base strength, speed & stamina. As a word of caution, be wary of abusing this with time magic. Stretching out that last second plays hell on your body. Be prepared to collapse from fatigue if you try to stretch this bonus out.

Gun'sbraster (600cp) (Employee Discount)

-You love firearms so goddamn much. From Handcannons to regular Cannons, and everything in between, you know how to craft, repair and improve all manner of firearms. Not only that, you also know how to make the most of your firearms. You've got the fastest trigger finger around, and you know how to do sweet trick shots, like bouncing bullets off of solid surfaces, and knocking objects out of peoples hands. With a bit of ingenuity (and a lot of practice), these skills can be transferred over to other sorts of ballistic weapons. if it spits projectiles and has moving parts, you're all-OVER that shit.

Awakening of the Artisan (600cp) (Dwarf Discount)

-Once in a lifetime, every Dwarf feels the urge to stopping destroying, and to create something. Also known as entering a "Fell Mood," by some, this allows the young Dwarf to craft something beautiful and exquisite. This could be sturdy blade, a colourful quilt, and many other things besides. Although this item is (usually) not inherently magical, it makes up for it

with superb craftsmanship. All such items almost never break or dirty, and each one is engraved with past memories and experiences of the crafter. Note: Due to your unique situation, you will be able to experience your Awakening of the Artisan once every Jump, as each Jump is effectively a new life. The Fell Mood will hit you when you need it.

Special

Chaos Dunk (800cp)

-Okay. This, this is some dark shit right here. You have unlocked a latent potential usually only found in the Barkley bloodline. With it, you can call upon the most destructive and random energies inherent in B-ball, and channel them into a powerful, soul-shattering dunk. As the B-ball strikes a solid surface, it releases Chaos energy with the force of a 150 megaton blast, all but obliterating anything in a several mile wide radius, both on a physical and metaphysical level. Usually only the user is left alive after the use of such a great force. In addition, the Fallout and radiating energies from the Chaos Dunk cause unfettered mutations in an even larger area around Ground Zero.

-Naturally, there are some limits to this power. First, the Chaos Dunk draws forth particular energies that are usually only found in this particular universe. These energies are present in other universes, but using the Chaos dunk completely drains that universe of B-ball energy. The universe would probably recover from this, but not quickly enough for you to use the Chaos Dunk more than once per jump. Second, once you initiate a Chaos Dunk, it cannot be stopped. **NO EXCEPTIONS.** If you decide you want to take back the Chaos Dunk, you can funnel the energy back into your body. You **WILL NOT** survive this, and you will be ejected from Jumpchain if you do this.

YOU HAVE BEEN WARNED

Gear

Wall Scrolls (50cp)

These scrolls can depict a variety of things. Scantily clad anime babes, encouraging slogans & phrases, and a billion other things besides. You gain two such scrolls with every purpose depicting whatever you want. Can be purchased multiple times.

Neo-Shekels (50cp)

A decent chunk of change. \$1000 worth. Go nuts. Can be purchased multiple times.

Square-Enix-Goya Cannon (100cp)

This antique firearm was one of the first weapons Square-Enix-Goya ever put out. It fires large explosive bullets as fast as you can pull the trigger, and it seemingly never runs out of ammo. Its a very sturdy weapon as well, and can stand up to stress. They sure don't make'em like this anymore.

Ensorcelled Weapon (100cp)

This piece of medieval weaponry, usually a hammer, axe or pick, has been enchanted by dwarves. What do you mean what kind of enchantment? It's enchanted. That's it.

Sugar Counter (100cp)

This small gauge detects the levels of sugar in the air. Important if you're heading into sugar heavy zones. Outside of the jump, it becomes capable of detecting anything harmful contaminating the area, including forms of magical & metaphysical corruption.

The Stash (100cp)

This worn Adidas dufflebag contains an exceptional store of medicinal pharmaceuticals (drugs). Contains 5 doses each of Chup, Flintstones Multivitamins, Insulin & Alcohol. Useful for curing a variety of status effects, or for recreational use.

Nikes (100cp)

This is a sick pair of sneakers. While wearing them, you run faster and jump higher, and they never ever wear out, always as though they were fresh from the shoebox. Comes in several colours and styles, your choice.

Dimension Whistle (100cp)

This small whistle summons a tornado that brings you to the B-ball dimension, an almost heavenly realm where B-balls greatest legends rest. Unlike the original Dimension Whistle, this whistle can bring you there & back at-will. All you have to do is play a short tune, and you will be whisked away. Outside of the jump, it can be used to bring you to & back from your Warehouse, without even needing to use the key. Only transports you & your companions. Keep in mind, you cannot see the area that you left from inside your warehouse, and it always places you as close to this area as possible (without placing you *inside* of something).

Tupperware Armour (300cp)

This mighty suit of plate armour crafter of Modern Tupperware plastic is beyond resilient. Along with being very hard to penetrate, it also keeps your internal temperature, allowing you to resist extreme heat & cold.

Shazam (300cp)

A mighty Djinn fancies himself a rapper. He's not much of a wish-granter, but he has the physique of a star B-ball player. When he's not needed, he likes to hide in a boombox. The boombox works like a boombox, but all the channels play the Djinns poor covers of hip hop and rap songs.

Monstar (300cp)

One of the Monstars has sworn fealty to you. He comes from a distant planet, where he was used and abused daily, due to his puny size. He put a stop to this when he absorbed the powerful B-ball energies at the Space Jam. He now has all the skills of a star B-ball player, but amplified several times. He can jump high and run fast, and his throwing accuracy (whether he's throwing a B-ball or not) is incredible. Can switch between puny and monster forms at will.

Cyborg (300cp)

This B-ball star was left crippled due to some horrific B-ball related incident, but survived due to the intervention of a shady terrorist group. He is now Half-Machine, Half-B-ball. He is exceptionally tough, and is equipped with an powerful eye laser. He is rather single-minded in fulfilling your orders, and isn't terribly good at interacting with people. Surprisingly good at poetry.

B-ball Egg (300cp)

A strange B-ball shaped egg. It hatches into a young 11-year old boy when exposed to the energies of the Chaos Dunk that occurs in a few days. This kid is a prodigy, learning and picking things up really quickly. His body is just as sharp as his mind, and he has excellent reflexes & hand-eye coordination. He is also very pure of heart, and is absolutely incorruptible.

Shrekmono (600cp)

An artifact craft by Dwarven smith. Depicting an ancient slovenly God, this piece of clothing is so beautiful, that your foes cannot bear striking you, for fear of damaging this fine garment. At least, not unless you make and outward signs of aggression. Then they will strike with full force. But until you show violence and aggression, your enemies will hold back (at least on the physical front. Mental assaults are fair game).

THE B-ball (600cp)

This is an artificial recreation of the B-ball utilized in the Space Jam. It contains shards of various B-ballers souls, specifically Patrick Ewing, Shawn Bradley, Larry Johnson, Muggsy Bogues, and of course Charles Barkley himself. Firstly, the wielder of the Ball gains Patrick's Wisdom, Shawn's Reflexes, Larry's Willpower, Muggsy's Speed, and Charles's Strength. Second, it generates a fantastic amount of energy. Not QUITE enough for a Chaos Dunk, but with some ingenuity, it could be used as a self-sustaining power source. Lastly, it is a weapon of GREAT power. When used with the intent to harm another, it catches fire, and splashes those it hits with liquid burning rubber.

Drawbacks

Al Bhed (+100cp)

Al Bhed is an ancient language, thought long lost to history. With this drawback, everything you and your companions read is written in Al Bhed. You can find written Primers which teach you how to understand this language. Unfortunately, each Primer only translates one letter, meaning you have to find twenty-six of them.

Vidcon Pump (+100cp)

A floating talking gas pump follows you wherever you go. It insists on “educating” you of the qualities and virtues of Japanese Vidcons, as well as the flaws of American made vidcons. It constantly tells you that your opinions are garbage. It cannot be killed or harmed or impeded in anyway. It hounds you wherever you go.

Unfinished Surgery (+100cp)

When you went in to get some surgery done, the Surgeon attempted to extort you. You were unable to pay it off, and now you look disgusting. In many places people will look upon you with disgust, but keep their mouths shut, and in some particularly backwater places, others will attack you with torches and pitchforks.

Were-Duergar (+200cp)

Oh no! You have been afflicted by a terrible curse, causing you to rise as an angry Duergar every full moon. Whilst in Duergar form, you will lash out at anybody and anything close, intent only on causing bloodshed and acquiring wealth. With effort, you can hold back your rage, and prevent yourself from harming others. You CANNOT prevent the transformation, however, and you cannot use any other form of shapeshifting or body modification in Duergar form.

Wanted (+200cp)

You are wanted, dead or alive, by the B-ball removal squad, and they will not stop until they have apprehended/executed you. They will send heavily armed and armoured squads of trained men that dog you at every turn. What’s worse, they have connections with pretty much every major organization within the setting. You will only find solace in the wilderness,

or residing with Anti-Government B-ball revolutionaries and terrorist organizations. Of course, these options have their own risks.

B-Ball Mutation (+200cp)

You were exposed to great levels of B-ball energy, usually the fallout of a Chaos Dunk, and these energies warped and twisted your body. It may have simply misfigured you, or it might've done something more exotic, like warp your hands and feet into B-balls. Expect this mutation not only to hinder you socially, but physically as well. You can still change forms, but ALL of your forms will possess these mutations.

Insufficient Science Points (+300cp)

When you made the transition to this world, something in your head got knocked loose. Now, you have absolutely NO idea how to operate any form of mechanics or technology, or the fundamentals behind how such things work. Even the simple mechanisms of using guns or vending machines escape you, and if taught, you will promptly forget any knowledge you might have acquired. Don't even think about touching something as high-tech as a computer. It could have dangerous and catastrophic results.

Type-2 Diabetes (+300cp)

You have contracted Type-2 Diabetes, a debilitating disease that no body has ever been able to develop a cure or vaccination from. Expect these ten years to be filled with crippling pain. Every movement sends pain through your body, leaving you unable to concentrate on much of anything. Even if you would be unable to feel pain, this disease will find some way of making you miserable. All though there is one person who can help those with Type-2 Diabetes, with this drawback, he will be unable to help you even if he wanted to. Absolutely NOTHING can cure you of this horrible disease.

The Space Jam (+600cp)

You arrive in this world in time to witness the Space Jam! Not only that, it appears that you will actually be participating! You will be on the side of the Looney Tunes, and you will be taking Michael Jordans place. Oh, and your nifty powers? Don't worry, you get to keep those. However, your opponents, the Monstars, possess the mighty reality warping powers of CARTOON PHYSICS. They are absolutely unkillable; not only this, they will be able to walk off pretty

much all attempts you make at disabling them, whether its though pain, physical restraints, mental domination, or stranger more exotic things. You, however, are not blessed with such capabilities. If, for example, one of the Monstars crushes you, it could actually do some serious damage. Even when the game comes down to the wire, you won't be able to pull out some deus ex machina bullshit like Michael Jordan. You're going to have to win this competition with your blood, sweat and tears. At least your teammates have cartoon physics. They pretty much lack B-ball skills however, so you will have to teach them, and teach them fast.

Failure to beat the Monstars will result in them enslaving you, so that their master can use you as an attraction at his fun park, Moron Mountain. This will be very humiliating, and you will lose all of your powers. You will have to do this until you die. It also counts as you deciding to stay within this universe.

After you beat the Monstars, after exalting in victory for all of five minutes, you will flash forward to the normal start of the jump, and must deal with the ten years as normal. You will not be remembered as being the man that beat the Monstars. The Looney Tunes will steal all the glory.

THE END

You know the Drill. Your Options are as follows:

Stay Here

Go Home

Keep Jumping

Notes

No, you cannot substitute your companions in for the Space Jam. It HAS to be the Looney Tunes.

Zauberarmacy Spell List

Fire Zauber: Throws up a Wall of Fire, deterring enemy attacks and melting projectiles that pass through it.

Ice Zauber: Freezes an enemy through solid. Capable of instantly killing weaker enemies, but stronger enemies will probably break out.

Water Zauber: Summons a storm of poisonous rain over the area, poisoning and weakening enemies while leaving allies unharmed.

Wind Zauber: Slashes create cutting gusts of wind, slicing enemies to ribbons.

Thunder Zauber: Shoot bolts of lightning from blade, capable of arcing between nearby targets.

Muscle Zauber: Skull-shaped projectile seeks out an enemy and saps their strength, speed and intellect.

Snail Zauber: Slimy projectile coats an enemy, preventing it from moving.

More Notes Pending