

KUNG FURY

It is the 1980s. The streets of Miami are crawling with lawless punks, rogue kung fu masters, and rampant gangs.

While violence is at the order of the day, one man uses his super kung fu powers to fight crime, and so he became the best cop in the world.

But during an unfortunate series of events, a friend of the Miami Police Department detective and martial artist known as Kung Fury, is assassinated by the most dangerous kung fu master criminal of all time; Adolf Hitler, a.k.a Kung Führer.

Kung Fury decides to travel back in time, to Nazi Germany, in order to kill Hitler and end the Nazi empire once and for all.

Through an error in the time machine sends him further back to the Viking Age...

Now, you too shall arrive in this world, one week before the story kicks off. Maybe you can make a difference in this world.

But before you go, take *+1000 CP*, and arm yourself.

It's going to be a wild ride.

BACKGROUNDS:

Drop-In [Free]

Instead of gaining a history and memories in the world, you simply appear in a relatively deserted part of whichever location you rolled. Static and lightning heralded your coming, and you can hear a commotion nearby.

Cop [Free]

A regular duty cop clad in blue uniform, serving at the Miami Police Department. It's your job to keep the wretched hive that is the streets of Miami relatively clean. Expect your patrols to be eventful, and the gangs roaming the streets to be psychotic.

Hackerman [Free]

Perhaps you're not *the* Hackerman. But you're certainly almost as good, perhaps counted as the second most powerful hacker. Of all time. Whatever the case, it might be time to test your skills in the real world.

Viking [Free]

Ah, a warrior straight out of the Viking Age. The untamed wilds of the ancient past are your domain, and roaming beasts are a constant danger that has hardened you to battle. Through you know of, and fight, in the name of the gods only Thor the God of Thunder regularly speaks to your clan.

Nazi [Free]

In the 1940s, the worst criminal of all time, Hitler, was a kung-fu champion who rose to power in Nazi Germany. He was so good at kung-fu, that he decided to change his name to 'Kung Führer'. As one of his posse of Nazi soldiers, have served in Kung Führer's army of death for years, through where you go from here is up to you.

LOCATIONS:

Roll 1d8 to see where and when you start, or pay 50cp to choose any of these as you please.

1&2 Miami, 1985

3&4 Nazi Germany, 1940s

5&6 Asgard, Viking Age

7&8 Free Pick

PERKS:

I'm A Cop, From The Future [100. Free Drop-In]

Sometimes, you will be asked questions about yourself. With this, people will accept the most ridiculous and outlandish explanations of who you are and where you came from without blinking an eye. Whether they are true or not.

It's Holding You Back [100. Free Drop-In]

It seems you have gained a new 'talent'. Whenever you kill or defeat someone, you can come up with a cheesy pun to sprout as an one-liner.

Cobra Spirit Animal [200. Discount Drop-In]

One particular animal of your choosing will be your spirit animal. (Default is a Cobra) Depictions of these, and symbols incorporating it, which you either make or on things you use of will now be tied to you so thoroughly that anyone seeing the symbol will know on some level that it is yours. Even if they do not know you, or haven't seen it before.

Surfing [400. Discount Drop-In]

You are now able to maintain balance and keep standing on moving surfaces without fear of falling off, even when it makes no sense. You could stand on a car sailing through the air, while shooting people. Or even use an enemy mook as a surfboard.

Car Fu [600. Discount Drop-In]

It seems cars in this world don't quite work as they usually do. And now you can treat them like that too, and even carry this effect to other jumps. Casually flipping them spinning into the with your bare hands or using a skateboard as wedge is child's play. A small ramp could be used to send one sailing through the air for entire city blocks. And if you decide you don't like the look of it, shooting or crashing it will result in giant firey explosions.

Jump Fury [800. Discount Drop-In]

As you entered the jump, you were struck by lightning and simultaneously bitten by a cobra. You blacked out, saw images of ancient Shaolin temples and monks mastering the art of kung fu. There was an ancient prophecy about a new form of kung fu so powerful, only one man can master it: The Chosen One... well, Chosen Two now. When you woke up, you could feel your body mutate, into some sort of kung fu freak of nature. From this, you have gained new super kung fu powers. With this, you may jump into your car from a skyscraper, lift tanks by the barrel to smash nazis, fight in space without suffering ill effect, punch someone up to a ridiculous height, fight your way through a crowd of mooks, and level an entire city block with an all-out battle. But don't forget, you could still be gunned down.

You Got A Permit For Those? [100. Free Cop]

Nothing seems to phase you. Laser raptors, insane arcade machines, punks walking down the street with uzis and assault rifles, you've seen it all. You are able to keep a calm, confident exterior, no matter what craziness might be happening around you.

Sudden Appearances [100. Free Cop]

Simply walking into a room normally would be too bland, wouldn't it? Now you have the curious ability to go unnoticed when walking into a room, or when meeting up with people, atleast until you call attention to yourself in some way. To others it'll appear as if you are just suddenly standing there.

Humanoid Dinosaur [200. Discount Cop]

Perhaps you would like to follow in the footsteps of Triceracop. Perhaps you would prefer to be the Tyrannojumper Rex. Regardless, you may pick one species of dinosaur to become a humanoid version of, gaining some minor increase to your physical ability as appropriate.

Excellent Shot [400. Discount Cop]

Wildly firing away simply isn't your style. Instead you make every shot count, with a preternatural ability to aim. It is virtually impossible to miss your shots and going for the center of mass is an unnecessary crutch. As such, tricks like getting a headshot every time or exclusively shooting your enemies' crotches would be child's play for you.

I Came Back In Time For You [600. Discount Cop]

Whenever someone you care about is in danger, you will get a sense of that. If you follow this instinct, you'll find a way to get to them no matter how hard it would be, as long as it isn't actually impossible. If you set out the moment you get this feeling, you'll even arrive in the nick of time to save them from whatever threatened them.

You're The Best Damn Partner I've Ever Had [800. Discount Cop]

It seems you are on the fast track to good relationships now. Simply helping someone out with a modicum of effort will provoke a disproportionate amount of gratitude, and saving someone once would make you his lifelong best friend. Even someone who would normally never take a new partner would buckle and accept you if you showed him you cared. Of course, this doesn't only work in making friends...

Hardcore Hacking Mode [100. Free Hackerman]

If you're looking to be a succesful hacker, you have to be able to able to hack fast enough. Now you too have unlocked the power of the hardcore hacking mode. You can tap keys on your keyboard really fast at random, to type out ridiculous amounts of code in a short amount of time. You could even do this without looking at the keyboard or screen, as long as you look cool doing it.

Technobabble [100. Free Hackerman]

Wait a minute. Using an RX modulator, you might be able to conduct a mainframe cell direct and hack the uplink to the download... And now, you too can understand what Hackerman is saying. You could even talk like that yourself, and shroud your speech in incomprehensible technical babbling.

Hacking Into... [200. Discount Hackerman]

Only lesser hackers have to worry about such things as compatible computers, machines, or software. The hackerman has transcended this, and you can now hack into any technological system as long as you can somehow get to it, despite the logical problems an ordinary hacker would encounter. Now you too can hack into the alien mothership without a problem.

Trace That Call [400. Discount Hackerman]

You can now trace phone calls, to get the location of the caller... And the identity of the caller, as well as a small portrait of them, and a little bit of general information on them such as any aliases and place of residence. Even if you know nothing of them, and they have been missing for almost forty years. Even after the call has already ended, and the receiving phone destroyed.

Hack Wounds [600. Discount Hackerman]

You can now hack away the wounds people received to heal them. More powerful beings are harder to hack, due to their wounds necessarily being more severe. And wounds can only ever be removed, not hacked onto healthy people. Of course, you can't 'heal' corpses this, unless they have been dead for only a very short time (since otherwise the wounds are the least of your problems), and only if they have physical wounds to hack away.

The Most Powerful Hacker [800. Discount Hackerman]

Now you may hack yourself into a transformation. Using any keyboard to start it, you can assume the form of a ten-feet tall computer-themed robot, with a monitor showing a pixelated version of your face as the head, and wielding a keyboard gun that shoots pixelating, explosive lasers. After this jump, you may simply take this as an alternate form instead.

Coming Down From The Mountain [100. Free Viking]

Making a dramatic entrance is practically second nature to you now, always able to pick just the right moment to do so. And introducing yourself can be made just as dramatic, a short themesong starting whenever you give your name to someone new.

Epic Pecs [100. Free Viking]

Your muscled physique is truly glorious, akin to the gods themselves. Just walking around, you might pass for a professional bodybuilder if you so wish. And if decide to forsake the use of shirts, you can expect all who see you to be in awe of your truly epic pecs.

Laser-Raptor Hunter [200. Discount Viking]

The Viking Age is a harsh time to live in, and roaming laser-raptors are a constant threat to those that do so. From their eyes they may shoot terrible lasers, but still they shall one day go extinct. Through battle techniques passed down by the Vikings, you have learned how to bring that day one step closer. Now you may riddle them with bullets from behind a hill, or other cover, uncaring that there is no way for you to shoot them in a straight line. Of course, if you ever need to shoot other things, you could use the same ability on them. Never again shall you be bothered by such things as cover or line of sight.

T-Rex Rider [400. Discount Viking]

It is Viking tradition to ride giant wild animals into battle, such as giant wolves or even a mighty T-Rex being the most common mounts amongst them. As one of their number, you are extremely skilled at both riding these beasts, and taming any giant wild animals or monsters you encounter. As long as it is larger than a horse, wild, and predatory, you will know how to tame and ride it.

Thooooooooor! [600. Discount Viking]

With a great shout, you may call upon whichever deity whose names you called. They will be guaranteed to hear your call, but will in no way be guaranteed to be friendly or even required to show up and react at all. Still, if you would like to call attention to yourself, or wish to speak with an allied god, this would be useful.

Norse God [800. Discount Viking]

With this, you have become one of the great Norse Gods who are allied with the Vikings. Now a great presence, many times as large as a man, you may speak with a voice akin to the booming of thunder, shake the ground with your steps, teleport through lightning, and shoot bolts of lightning powerful enough to make people explode into a bloody mess. Through if you wish, you may choose another elemental to hold dominion over, if you would prefer not to copy Thor.

Aryan Mustache [100. Free Nazi]

You have a really, really good looking mustache. You could make grown men cry like a baby, just from looking at it, as their mustaches will never be as good. Of course, if you don't actually have a mustache due to some circumstances, then you might simply be able to evoke the potential for a mustache that amazing to exist, and achieve the same result.

We Are Not So Different [100. Free Nazi]

And now you can actually convince people of that, becoming better at worming your way out of sticky situations and convincing would-be heroes to stand down and join you. It still won't help you against the truly heroic through.

Nothing Can Stop Me And My Army Of Death [200. Discount Nazi]

Your army of death will believe you wholeheartedly, even if others may not, while your speeches able to sway the most stoic of faceless masses to cheer for you. When addressing massive crowds, you are in your element, able to keep calm and speak as a true leader.

Is This Ze Police? [400. Discount Nazi]

Taking out your enemies just got a whole lot easier, because you are just a phone call away from shooting them. By shooting into the receiver of a phone, you may cause the bullet to travel through, and shoot back out of the other end of the line. If you keep shooting, you can even cause the receiving phone to hop around madly and lay down fire on everything around it. Destroying either phone ends the connection through.

Jump Führer [600. Discount Nazi]

You are a true Kung Fu Champion, the equal to the legend of Kung Fuhrer himself. And aside from great mastery of the art of kung fu, you have also gained even greater talent and mastery in something else... Hying yourself up. Now you may convince everyone and anyone that you one of the most powerful beings to ever exist, even if you do not back this up with any demonstrations of your great and terrible might.

Nazi Science [800. Discount Nazi]

In the 1940s, Hitler and his posse of Nazi soldiers conducted experiments for years, to claim the throne of Kung Fury. Through they were never able to figure how to master the art of Kung Fury before he disappeared from the face of the Earth, their experiments into Kung Fu robotics and Kung Fu DNA showed great promise, through perhaps not truly on the level of Kung Fury... They just needed a little push, and now you too know of these Kung Fu sciences and may be able to finish what they started.

Aesthetics! [200]

If you're going to be living here, you will need to look the part. And with this, you will. Gaining a heavy boost in appearance and badassery, according to your preferences, this will make you seem like you could fit right into this over-the-top cinematic universe.

ITEMS:

Gun [Free]

Pick a gun, any gun. Perhaps you'd like a simple handgun like what the police has in use, or a nazi pistol? Maybe you'd prefer something with a bit of oophm like a viking minigun, perhaps an assault rifle or submachine gun like those that are popular with street punks nowadays. Or maybe you already have a favorite you'd like to bring in. Whatever it is, you'll be able to keep shooting it without a care in the world. Reloading is overrated anyway.

Clothes [Free]

Of course, you're going to need to dress the part too. Drop-Ins get a jacket and outfit similar to that of Kung Fury himself, Cops get an standard police uniform, Hackermans get a disheveled outfit and glasses akin to those worn by Hackerman himself, Vikings get fur clothes with a horned helmet appropriate to their time, and Nazis get a full nazi uniform with optional gasmask.

Personal Transportable Cellular Telephone [50cp]

It features 645 Channel Capacity, 10 number memory speed dialing, aaand an electronic security lock. This revolution in communication could make it possible for more and more people to have a phone in their car. Orders yours now and get a special deal on multiple purchases, as many as you want for 50cp a piece. They're guaranteed to work anywhere, anytime. Even without phonelines or electricity.

Hoff9000 Sportscar [100cp. Discount Drop-In]

A blazingly fast and extremely durable sportscar, equipped with its own AI modelled after David Hasselhoff. You could jump in here from a skyscraper's roof, and it is aerodynamic enough to be launched into the air with a small ramp. Comes with a full infinite fuel tank, and will be replaced in the warehouse whenever it gets destroyed or abandoned. Warning: Do not hassle the Hoff.

Badge [100cp. Discount Cop]

With this, you can identify yourself as a police officer. Arrest people for obstruction of justice, they're breaking the law! Even in other worlds, showing off this badge will cause people to believe you are part of the law enforcement.

Keyboard and Powerglove [100cp. Discount Hackerman]

Truly indispensable tools for any burgeoning hacker, these will serve you well for all your digital needs. It'll even be rearranged into any configuration you like, and can be connected to any electronic device without issue.

Giant Wolf Mount [100cp. Discount Viking]

Any good Viking needs a mount to ride. As such, you have tamed a giant wolf, now this loyal beast will carry you astride its back and fight alongside you. Of course if you already have a loyal pet or mount, you may bring them instead, which will even let it take on the large size of a giant wolf if they were smaller. And if you wish to forsake riding a beast entirely, you could simply tame a laser-raptor instead so that it might follow you as a loyal pet.

Speeching Stage [100cp. Discount Nazi]

Every good speechcrafter requires a stage to speak on. And with this you have one customized to your own tastes, and decorated with symbols representing you. While you are standing there, you will always be heard by your audience, no matter how large the faceless masses are. And any enemies that would come to stop you are strangely likely to stand directly in front of this when they arrive. Good thing too, because that makes it all the easier to riddle them with bullets from the concealed minigun turret.

Kung Penthouse [300. Discount Drop-In]

A lavish penthouse, styled to resemble an ancient Shaolin temple, situated on the largest skyscraper or mountain in the general area. Its luxurious interior is furnished and decorated to match your tastes exactly, and any broken furniture or windows will be inexplicably repaired a few hours afterwards. From here, you have a perfect view of the surroundings. And when you leave for other jumps, you may take this penthouse with you. You may either have it be integrated there to appear on the largest skyscraper or mountain close to wherever you appear, or simply have it be accessible from your Warehouse.

The Crotchshot Pistol [300cp. Discount Cop]

Getting shot by this gun always hurts atleast as much as it would hurt a normal human to be shot by a normal pistol. Even if it doesn't do any actual damage, or the target would normally be incapable of feeling pain. If you ever wanted to shoot an alien god in his Familienjuwelen, this is the gun for you. And of course you may also give this property to a gun of your own instead.

Room full of computer [300cp. Discount Hackerman]

The very best you can get here in the 80s, and equivalent to the entirety of Hackerman's setup. From here, you will be able to hack most everything electronic on the planet. In future jumps, this setup will upgrade itself somewhat, to the general technological level of that jump to maintain the edge it gives you there. It will still maintain its 80s appearance through.

Mjölnir [300cp. Discount Viking]

Carried by mighty Thor, this hammer is a weapon fit for a god. Merely wielding it and channelling your power through it is enough to enhance any divine abilities you posses, and it can even create portals to future times. This one may even be shrunk to a size that a mere mortal may wield it, or have it's power be gifted instead to a melee weapon of your own. But be warned: It may accidentally create such a portal when smashing someone, sending them to the future instead of destroying them. And while casting people to the future is easy enough, sending them back in time is beyond this hammer.

Reichsadler [300cp. Discount Nazi]

The height of german engineering, this is the great Eagle that represents their glory. And now it will serve you. It is a giant, golden, mechanical eagle. Somehow still able to fly despite its weight and enormously durable, this robotic bird will do it utmost to carry out your will and protect you from any danger.

COMPANIONS:

Companion Import [100cp per companion, or the full eight for 600cp]

Teamwork is very important. So, why not call in your entire crew with you as backup? You can import companions up to the standard limit of eight, with every import gaining a free background, the freebies of that, and 600cp to spend as they like.

Canon Companion [300cp]

Through maybe you'd prefer to pick up someone from around here instead? You will still have to convince them to come with you, but if you ever wanted to partner up with Triceracop, ride around with the Vikings, or even introduce the Hoff to the multiverse, then here's your chance.

T-Rex Mount [200cp]

Or perhaps you simply wish to ride on the back of a T-Rex, one that knows the true value of teamwork and friendship? Fully sapient and capable of speaking, it usually contents itself with carrying riders around and fighting at their side. When appropriate through, it will voice its lessons of teamwork and jolly cooperation.

Drawbacks:

Hamtastic [+100]

For the entirety of your time here, you will be massively overacting in everything you do. Overly dramatic whenever you're talking, prone to smashing phones when you end a conversation, and prone to sprouting one-liners all the time.

Kung Face [+100]

Despite whatever emotions you might be feeling, or how dramatic the moment is, you'll be completely incapable of showing emotion in either your voice or face for the duration of this jump. Atleast you get a great poker face out of it.

Yeah. That's my bicep. [+100]

You constantly feel the need to point out blatantly obvious things, even when you are sure everyone already knows what you're saying. What's worse is that you will also have trouble figuring out the obvious without pointing it out or having it be pointed out.

Valley of the Laser-Raptors [+200]

And now it is swarming with them everywhere. Even if they should have gone extinct thousands of years ago, they will be swarming around you. Anywhere you go, they will follow. Around an area as large as a valley or decent city will be entirely overrun by them as the cause chaos and hunt for prey. You'll never be able to wipe them all out, or truly chase them away from you.

True Survivor [+200]

The gangs of punks that terrorize Miami and other cities of the 1980s want to take you down. They'll focus on you to the exclusion of most everything else when given the chance. And even should you be in another time period, they'll find a way to go back in time to get at you. They are heavily armed, completely psychotic, and somehow there's always more crawling out of the woodwork.

Kung Führer Wants To Claim The Throne [+300]

Hitler and his Nazi soldiers know about your Jumper status, and figured that if they can find and kill you, he will become the Jumper himself. Whether or not that is true, there will be many attempts on your life by timetravelling Nazi soldiers, kung fu robots, artificial kung fu masters, giant mechanical birds, tanks out of nowhere, and even by Kung Führer himself. They also seem to be quite a lot more competent than they would otherwise be...

Time Travel Escalation Loop [+300]

Whenever the timeline is messed with, the results never works out for you. It might empower your enemies, retcon an entire army of death into existence, or cause horrible things to happen. No matter what you do, this'll happen every time some travels through time. And of course, people *will* be time travelling. A lot. Even if you try to go back to fix it, it'll only get worse.

Arcade Jumperbot [+600]

A custom-build Arcade Game Kung Fu Robot hates your guts. It has superstrength, ridiculous durability, great skill in kung fu, lasers fueled by coins, and a bad attitude. It'll scales up in power to pose a threat to you, and will both attempt to kill you and cause general mayhem while it's at it. May shoot puppies. If you manage to defeat it, it'll repair itself and reboot after some time. If at the end of the jump, you've beaten it hard enough and often enough that it fear or respects you, then you may take it along with you to other worlds as a Companion.

ENDINGS:

You've made it through ten years in this mad world of kung fu and crime, congratulations.
All Drawbacks are revoked, and you now have another choice to make.

I need you to send me back to Earth. Pronto: Perhaps this has all been a bit *too* much for you. You can back home with everything you've gained so far, if you'd like.

Game Over: Maybe you finally found a place where you fit in and feel at home. Maybe you just love the ridiculous action commonplace here. Either way, you can stay here. Your affairs will be put in order back home.

What am I gonna do? My job: It's been fun, but now it's time to move on to the next universe for another ten years of adventure.

Made by CleanupAnon.