



It's time for a

XIAOLIN SHOWDOWN!

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Origins

Xiaolin Monk

Whether you've trained in isolation for your whole life or been freshly recruited, you're dedicated to gathering as many Shen Gong Wu as you can and safeguarding them from the forces of darkness.

Heylin Warrior

The aforementioned forces of darkness, just as dedicated to gathering Shen Gong Wu, but for a much darker purpose - world domination, by any means necessary.

Mercenary

Good, bad, those are relative terms. Your primary concern is money, and who can pay you more of it. It's hardly your fault that evil pays better.

Civilian/Drop in

The Xiaolin Monks travel all around the world to find the Wu, and they end up meeting some pretty odd people in their travels. You are now one of these one episode wonders, without much in the way of kung fu skills but with other talents and connections to make up the difference.

Perks

Drop In

What You Know - 100

Not everyone wants to become a sorcerer of some great power and renown or a martial artist that goes around the world and fights in death defying battles, sometimes they just simply want to make a living. Pick an occupation of your choice and you can consider yourself skilled enough in that occupation to be practically a household name. This can include anything from being a game designer to the biggest, burliest, hardest-workin' rancher in Texas. Have some fun with it.

Grime Under Your Nails- 200

You aren't afraid to get down and dirty when the moment calls for it, you aren't able to really defeat a trained individual on the level of Heylin/Xiaolin levels of Martial Arts but you can however be well within your rights to defeat their minions quite handily. Use every trick in the book if you need to but you aren't afraid to get down and dirty with the best of them.

Madden Kombat - 400

It's all very well to be ready and able to throw down, but some might say the common man is at a disadvantage when faced against those who have dedicated their lives to the fine art of saving the world. Those people would be surprised, because more often than not the nature of Xiaolin Showdowns gives anyone who's decently skilled at *something* a fighting chance. Whenever you're entered into a contest or challenge of any kind, there will be a way to win it with your

particular set of skills, even if those skills are just from your in-Jump origin. You'd be surprised how effective even the most mundane hobby can be in the right Showdown.

Who You Know - 600

Some folks might tell you that with enough hard work and determination you can get anywhere, and those people are fools. Oh, hard work will keep you going, but to get started you need someone who knows a guy. To that end, this perk will set you up with contacts in future worlds that owe you a couple of favors, allowing you easy access to certain rare information or commodities and, once per ten years, entry into somewhere only the most well connected of folks can head into, with at worst an inconvenient caveat or two.



Xiaolin Monks

Martial Arts - 100

The one thing most people know about Xiaolin monks is that they invented Xiaolin Kung Fu, and with this perk you've received training equivalent to the monks that will let you go toe to toe with most of the threats here. You can optionally pay an extra 100 undiscounted points to be on Omi's level, knowing how to use a myriad of martial arts techniques with very strange names indeed that will give you the ability to go toe to toe with Chase Young himself, at least until he pulls out the Heylin magic or his lizard form.

Wu Intuition - 200

All that time spent poring over the old texts has paid off. Your understanding of the various Shen Gong Wu has progressed to the point where you have an improved sense of how they operate. With this knowledge you can figure out advanced applications of each Wu with a minimum of use time, and even combine the powers of multiple Wu to make them even stronger. Normally such an endeavor relies on experimentation and a not inconsiderable amount of blind luck considering how many of these things there are, but this perk will give you a vague sense of which ones will work well together if you have several close to hand.

Tiger Instincts - 400

It's not merely the martial arts that makes a monk, there's a nifty set of superpowers in the offing as well. The first and most obvious is the Wudai Elemental Power, control over one of the following: Fire, Earth, Water, Wind, Wood. The second is something that blurs the line between superpowers and training: the Tiger Instinct. This basically lets you unleash your martial arts skills without conscious direction; properly trained you can combo around a room full of mooks and have them out for the count within seconds, but it requires a specific state of mind to make use of and you have to actually *know* how to do martial arts in the first place. The third and final power is to combine your Wudai power with whatever Shen Gong Wu you happen to invoke along with it, allowing you to enhance its power in unexpected ways.

Xiaolin Mastery - 600

You have done it. You have mastered your martial arts, understood the scriptures, learned your elements and succeeded. You are now a full fledged Xiaolin Monk with all that comes with it, including the vaunted ability to create your very own Shen Gong Wu. You stand on equal footing with even the toughest Xiaolin Monk and with a little bit more training under your belt, you could even rival the skills of the vaunted Grand Master Dashi.



Heylin

Heylin Know-How - 100

You wouldn't be much of a Heylin Warrior/Mage if you did not have at the very least the basics down pat. You are now endowed with the skills equal to that of an initiate in the Heylin arts, whether that's in its magic or in a form of martial arts is up to you. Repeat purchases garners you both Magic and Martial knowledge.

Fair Play - 200

Why should you be concerned with silly things like rules? Did you miss the part where you're a *bad guy*? With this perk, any time you enter a contest or challenge you'll be able to get away with pretty much anything, as long as there's no specific rule about whatever it is you're doing. You'll always be aware of what rules any given challenge entails, the better to bend them like the proverbial mangled sheet of rubber they will soon come to resemble. You can, of course, choose to operate within both letter and spirit of the rules if you're more of the Chase Young type than the Wuya persuasion, but with this perk you'll always have options.

Cult Of Personality - 400

What every aspiring cult leader needs: Charm! You seem to just ooze it from every single part of your body and others can sense that. Your ability to draw others to you is quite an astonishing one, even able to convince the most staunchest of do-gooders that you can offer them something more than what their current path has offered them, be it riches, power, adulation. Of course, failing to follow through has consequences but I am sure you aren't one to renege on your promises right?

Heylin Magic - 600

The signature power of the Heylin side, this perk gives you the ability to tap into dark magics for all sorts of evil purposes. To start with all you'll really be able to do is stuff like energy blasts and empowering attacks with dark magic, maybe sensing Shen Gong Wu if you ask Wuya nicely, but if you train your skills you'll be able to pull off most of the stuff Wuya and Chase Young can do: levitating, standing on walls and water, stealing chi, turning people into cats, dark element manipulation, making big rock monsters, scrying and even turning country sized tracts of land into blasted hellscape, though it should be noted that Chase was only able to do that last one after he'd absorbed Omi's chi, along with that of an army of Xiaolin warriors.

Mercenary

Street Smarts - 100

You weren't raised with a silver spoon in your mouth, quite the contrary. You were raised by the streets, it being your home for countless years. Living this way has ingrained certain aspects into you, you are more observant of your surroundings, you know who to talk with the due respect and the knowledge of who knows what. Hit the pavement why don't ya?

Intimidation Factor - 200

To be a mercenary you need to be tough, you need to show them you mean business. There's something about you that just gives off this aura of intimidation, this unspoken threat that really makes people think twice about approaching you with anything but the best of intentions. Don't expect this to work on people who are supremely confident in themselves or those who find intimidating people interesting.

Sticky Fingers - 400

Much like a certain feline Shen Gong Wu thief, you seem to have a great talent for stealing and also moving with cat-like grace. Your skills extend to also being able to find and identify priceless artifacts, sometimes magical ones as well. Who knows, maybe you'll live up to the namesake

Untouchable - 600

In a battle for the literal fate of the world, it's important to focus on the little things. Little things like your own survival and continued health, for example. With this perk, you won't have to worry about whoever you work for suddenly turning on you and frying you for your impudence by simple dint of the fact that you're somewhere else when they get riled up, "vanishing while offscreen," as it were, and then deciding you aren't worth the effort to hunt down. This perk will only set up opportunities, it'll be up to you to make use of them.



Items

Monk

Xiaolin Robes - 100

This is a martial arts uniform for the Xiaolin Temple, basically the monk's outfit in the show. Self-cleaning, self-repairing and it even magically updates to show your highest Xiaolin Rank, all the way from a regular monk to the exalted station of Shoku Warrior.

Xiaolin Reading Materials - 200

This is a collection of knowledge that every aspiring warrior should at least attempt to study. It includes a tome of Xiaolin Showdown rules defining everything from common practices to extreme edge cases, a separate book of various martial arts maneuvers and how to perform them, and finally the Ancient Scroll of the Shen Gong Wu, a record of all known Wu with details of their powers.

Puzzle Box - 400

This unassuming box is a copy of the containers used to seal away Wuya in spirit form, created by Grandmaster Dashi himself. All you gotta do is crack it open, and the box's golden light will drag in your target and seal itself up inescapably, or at least until someone solves the puzzle. But it's not like any aspiring Boy Genius will find wherever you put the thing and solve it out of boredom, right?

Xiaolin Temple - 600

This mountain has a dojo situated at the very top; featuring an extensive training ground with everything you need to train martial arts, magic and Wu skills. The grounds are designed to adapt to whatever training you have in mind with various challenges to suit the situation, so whether you want to run a Project Freelancer-style minigun gauntlet, a bow and arrow shooting gallery or a magic rail-sliding course, this dojo's got you covered. Accommodations and a fully-stocked kitchen and pantry included.

Heylin

Heylin Garb - 100

What's the point of being evil if you can't look damn good while you do it, right? This outfit can be whatever look you want it to, so long as it looks sufficiently evil, and has been infused with dark energy to keep it looking and feeling fresh as hell.

Dark Spellbook - 200

This big evil tome contains various rituals and spells that use Heylin magic, along with lists of the various ingredients and reagents required to fuel them. Some of this stuff is kind of hard to

read and the ingredients are fairly difficult to find, you might wanna get some learned Heylin folks to help you out.

Lao Mang Lone Soup - 400

The fabled soup that turned Chase Young into the powerful menace that he is today. Normally, this soup upon consumption would turn you to evil and curse you with a wereanimal form unless constantly consumed. This particular recipe will just give you eternal youth and an animal form of your choosing. Fret not over running out, the magical properties of the bowl will replenish the soup every ten years.

Palace - 600

As the Xiaolin Monks have their sanctuary in which to recuperate after fighting long battles with the forces of Heylin, now so do you. This particular sanctuary is a full copy of Chase Young's own evil lair, though you'll have to get your own staff of ex-Xiaolin warrior cat slaves to attend to it. Comes complete with a dining room, a training room, an arcade, a pool and even a throne room in which to greet any comers who manage to make their way up to you.

Mercenary

Vital Gear - 100

What is a mercenary without their standard gear to help them carry out their missions? This comes with any gear that you feel would be suitable for your role. Hacking tools, lockpicks, guns, etc. This will keep you well supplied for any contract that you will end up engaging in. Do be aware that this won't give you something incredible like a godslaying blade or anything extremely magical, just top of the line mundane tools.

Shady Network Terminal - 200

The other thing a merc needs, besides tools and style, is jobs. And this terminal is packed full of them. Bounties, news updates pertaining to interesting artifacts, other mercs who are Looking For Group, it's like the entire underworld decanted into a convenient computing device of your choice. Updates every time you enter a new jump with a new criminal underworld.

Jumper-Bots - 400

You can hardly be expected to do all the work yourself, right? This is a set of twenty Jack-Bots that can be modified with whatever technological terrors you might happen to be hiding in your Warehouse. They're self-maintaining, self-repairing and even comically self-aware, if you want. That being said they do come apart pretty easy, so it's best not to rely completely on them.

Secret Evil Lair - 600

Boy Genius, Master Thief, Crime Lord - All these people need somewhere to hang their evil hats. This is a space personalized to your own taste with plenty of room for ill-gotten gains, as well as a luxurious bed and top-notch amenities. You can attach this to your Warehouse or have it show up in a jump with a convenient set of directions leading to it.

Drop-In

Kimiko-Grade Wardrobe - 100

This is a little different from the other outfit options, consisting of a good-sized closet that you can put in your Warehouse or any other property you have. Stand in front of the door, think of the outfit you want and open it up, and your outfit will be there, pressed ironed and ready to rock. If any outfit thus produced should be damaged or stained, just pop it back in the closet and it'll be all fixed up by the time you pull it out again.

Style-Mobile - 200

Because walking is for plebs, dragons are for monks and teleporting is for evil people. This limousine is the apex of comfortable travel: mini-fridge and snack dispensers that never run dry, automatically cleans itself and it even has a robot driver that is 100% guaranteed to not swerve off the road or crash into pedestrians. It even has modes that allow it to fly or submerge all the way down to the ocean floor.

Plot Convenience - 400

If there's one thing the monks are good at outside of gathering Shen Gong Wu, it's running into people who have exactly what they need to keep the plot of an episode moving. And now you have it too! Once per jump, or every ten years, this item will manifest a convenient way to circumvent a single obstacle to get you where you need to go, as long as you follow through. An invite to a party will require you to match the dress code, an old dude with a boat will urge you to heed his warnings and that dude you met on the basketball court will need an eye kept on him so as not to fall to the machinations of evil.

600 - Headquarters

Cause what's the point of being in big business if you don't have a big business HQ, right? This is a central operations facility for the occupation you picked up with **What You Know**, defaulting to a skyscraper filled to the top with office space if for some reason you don't have the perk. Whether it's a Big House for your ranch or the main production facility for your video games, this has all the equipment and people you need to run a worldwide company.

Shen Gong Wu

Fun fact: Sheng Gong Wu literally translates to “Divine-made weapon,” which certainly fits their general purpose in the show. Despite this, a given Shen Gong Wu can do just about anything, from generating blasts of fire and lightning to transforming into vehicles to traveling through time and space. Given the wide array of powers and abilities it’s only natural that a Jumper would want to start with at least one Wu. The following price tiers are more of a loose guideline than anything else, but the Wu given as examples are hard-locked to that tier. Monk and Heylin Origins get a discount on two Wu of any price tier, Mercenaries get a discount on one Wu up to Tier 3.

Tier 1 - 100

This tier covers Wu that either have no direct combat applications or those that aren’t as versatile in such situations. Examples include the vehicle Shen Gong Wu - the Silver Manta Ray and Shen-Ga-Roo amongst others - as well as the Ants In The Pants, Juju Flytrap, Monkey Staff and Mind Reader Conch. The Wu that focus more on mobility like the Mantis Flip Coin, Longi Kite and Wings of Tinabi also fall into this category.

Tier 2 - 200

This Tier covers most of the direct combat Wu. Things that you can point at someone and start smacking them around with it, but nothing that causes permanent damage. The Eye Of Dashi, Sword of the Storm, Cannon Blaster, Star Hanabi, Fist of Tebigong and Mikado Arms all fall into this tier.

Tier 3 - 400

It’s at this point that the Wu start to get... weird. This tier covers the Shen Gong Wu that have more esoteric and situational powers. The Gillls of Hamachi, Falcon’s Eye, Lotus Twister, Monsoon Sandals, Rio Reverso, Woozy Shooter, Wushan Geyser and (sigh) Sweet Baby Among Us all fall into this category.

Tier 4 - 600

Hoo, we’re really playing with fire now. This Tier is reserved for the Shen Gong Wu that are just plain *dangerous*, things that the monks constantly strive to keep out of Heylin hands at all costs. The Reversing Mirror, Sapphire Dragon, Heart Of Jong, the Yin and Yang Yo-Yos, Kusuzu Atom, Emperor Scorpion, Fountain of Hui and the Sands of Time are all Wu that fall into this category.



Companions

Canon Companions(50-100CP): Why else would you journey here if not for the glorious characters that exist in this place? A purchase here grants a chance to convince the one you wish to bring with you to join along, while an additional purchase will guarantee you a set of circumstances that will allow you the greatest chance of convincing them to come along.

Heylin Minions(50CP): What is a Villain without his minions, a hand without their fingers? A purchase of this gifts you with 10 competent minions that will follow you to the ends of the earth and back from the sheer awe of your power. Repeated purchases allow for more minions in quantities of 10.

Xiaolin Apprentices(100CP): A Xiaolin Monk is not without his fellows in arms, these are aspirants who have ventured up to the xiaolin temple in the hopes they too have what it takes to become xiaolin monks. These are a group of 10 monks that will relish in learning all that you are willing to teach. Repeated purchases allow for more minions in quantities of 10.

Xiaolin Monk(100CP): A fellow aspirant that arrived with all the others, drawn here by either a want of knowledge or purpose it is unknown. What is known is similar to Raimundo, they displayed a meteoric potential for growth in the ways of the Xiaolin, but thankfully remain humble(for now). They come with the **Martial Arts, Wu Intuition and Tiger Instincts** perks.

Heylin Ghost(100CP): It seems Wuya was not the only Heylin that was imprisoned in such a manner by a Xiaolin. On your travels you discover another cube prison much like the one Wuya was trapped in and free them. They are grateful for your assistance and pledge that if you

manage to help them regain their corporeal form, they will have their undying loyalty. Comes with the **Heylin Magic** and **Heylin Know-how** perks.

Drawbacks

There's no limit on drawbacks, but try not to screw yourself over too much.

+ 0: Chronicles Toggle

Xiaolin Showdown was a good show. Xiaolin *Chronicles* was... not so good. This toggle makes it so you can include as much or as little of the material in Chronicles as you like.

+100 Mega Flirt

Hellooo Ladies! Similar to Raimundo, you have a penchant to flirt with anyone you find remotely attractive. This would not be an issue normally, but you have not grasped the concept of time and place for these sorts of things. Expect to trip over your own feet or be distracted during the worst of times, but who knows...maybe you'll end up at least getting a number out of this.

+200: Ping Pong

Are you sure you want the points? Absolutely sure? Well, okay... Here's Ping Pong. He's going to be following you around for the duration of your stay, with all that he brings with him, and you can take him as a companion when you leave, if you want.

+200: Nemesis - Sibini

Sabini is... a bit of an odd one, which for this show is saying something. He's a weird bug-like spirit thing that mostly resembles a tarantula given a vaguely humanlike form. But his powers are far more dangerous than his appearance would suggest; as a spirit Sabini has the power to possess others, overriding their wills with his own and using their bodies to make mischief. And he's decided that you're the perfect target. For the next ten years, this spirit will be out to make your life as difficult as possible, whether by possessing you or those around you. He won't kill you, or lead you into lethal situations, but he'll be muscling in on your Showdowns as often as he can get away with, and his nature as a spirit means he's bound to have an unfair advantage in quite a few of them. Late in your stay, the Mosaic Scale and Monarch Wings will reveal themselves; two Shen Gong Wu that Sibini will take great interest in. The Monarch Wings will remove his need for a host, while the Mosaic Scale is the only object in this world that can hold him; anything you bring in from other worlds that could contain him will simply not work if you take this drawback. You must claim these two Wu and seal Sibini away once and for all, or you will fail your chain.

+200: Thieving Kitty

Easily the most capricious of the Heylin adversaries, Katnappe(pronounced Cat-nap-ay, in case you were wondering) is basically this world's answer to Catwoman; out to steal whatever she can get her claws on basically for the hell of it. And she's decided that her next target for the foreseeable future is you and your stuff. Once swiping Shen Gong Wu loses its luster she'll start targeting your Warehouse, making off with anything she can carry. As for how she does it, remember that the Golden Tiger Claws are very much a thing and she's not afraid to use them. If you haven't gotten back everything she's stolen by the end of your time here, you'll fail your chain.

+200: Heylin Adversaries

Yin and Yang. Night and Day. Just as these two facets in life exist, so does one concrete fact: Heylin will always be in opposition to Xiaolin. Where Xiaolin are honorable, noble and kind, Heylin are the opposite. By taking this, you have guaranteed that any permanent alliance or neutrality with Heylin is off the board.

+300: Obsessed with You

You seemed to have picked up a fan of sorts. Only this fan is a competent warrior obsessed with getting you to serve them and only them, no others. They will do their level best to get their hands on you and to generally use every method in the book to get absolute control over you. I should not have to mention that you do *not* want this to happen.

+300/600: Spirit Form

So, something went a bit wrong when you dropped into this world, and now you don't have a physical body any more. You're essentially in the same state as Wuya, unable to use your various powers or handle most items. If you were able to get your hands on the Serpent's Tail and Reversing Mirror along with the details of a specific ritual, you could get your body back. However, for an extra 300 points even this option will be closed to you for the totality of your stay.

+400: Just a Sip(Lao Mang Lone Soup)

Well, you've made a rather poor decision. You've drank from the most evil bowl of liquid in the setting, and now you'll be paying the price. The Lao Mang Lone Soup turns you irrevocably, irredeemably evil and bends your every thought towards advancing a goal of world conquest. Whether or not you work with the likes of Chase Young or Wuya to bring that goal about is up to you, but whether alone or in a group, you'll be opposing the Xiaolin monks every step of the way. And once you start drinking this stuff, you can't stop drinking it. Your recipe won't require anything so rare as a dragon as ingredients but it will be universally unpleasant to drink and time-consuming to make, taking at least a full day to find everything you need and another to actually brew the stuff. Once your mandated time in this world is up Jump-chan will swing by and dump a bucket of Yin-Yang World juice on your head that'll turn you back to normal, but if

you choose to stay in this world you'll have to face up to the consequences of whatever happened while you were an evildoer.

+600: Nemesis - Chase Young

Well, it was nice knowing you. You've caught the interest of arguably the single most evil being in this world: The Heylin Master Chase Young. Your nature as a Jumper holds just as much fascination for him as Omi does, if not more, considering that by your very nature you could spread evil's dominion to a potentially unlimited number of universes. He will leverage every last neuron in that evil genius brain of his towards your corruption without regard to its cost, putting you in unwinnable situations, making you compromise every principle you have, turning anyone and everyone against you and leaving himself the only way forward. Find allies, resist temptation and fight to your last breath and you might just come out on top. If you submit to him and aren't released from his service by the end of your stay, Jump-Chan will pull the plug on your chain to spare the multiverse the wrath of an unrestrained Heylin Jumper.

Notes

No, I am not making up any of the names for these Wu. Yes, Ants in the Pants is a thing. No, it's not all that useful as a Shen Gong Wu.

On Wu Intuition: Raimundo was able to combine the powers of the Sword of the Storm and Eye Of Dashi to essentially fly for a short period of time, and he knew how to do it because he'd studied the Wu extensively. As to what combining other Wu would do, fanwank it. A good place to start would be to look at which Wu have the most similarities, like firing blasts of energy or magically conjuring something or other.

A full list of Shen Gong Wu can be found here:

https://xiaolinpedia.fandom.com/wiki/Shen_Gong_Wu#From_Xiaolin_Showdown

No, the Style-Mobile, Shady Terminal and Old Reliable don't actually exist in the show but we were out of ideas at the point where we wrote those up.

One final note: For those of you who will undoubtedly be screaming at the Just a Sip drawback, Chase Young himself has gone on record as saying "One can only be truly evil if one *chooses* the path," and no one's forcing you to take that drawback.