



"From a broken cocoon, the butterfly dances away."



'Announcing the 1995 King of Fighters tournament.

The event will be conducted as the previous one, and we welcome both new and old victims- er, teams.

Break a spine, R...'



'Violent fighting to come again!

As a year flew-by from the excitement, we now declare the opening of our special team tournament again...'



'They're back to the heat for the answer they've long been searching for.

Is it their fate or just a bloody coincidence? It shall be clear, as three powers will be as one.

Now, the fourth phase is about to begin...

The King of Fighters '97. The story moves towards its violent destiny.'

Welcome- for some back, and for some for the first time -to a world of incredible fighters and dark secrets. This Earth, so like the one of our recent past yet so different, is home to countless persons capable of summoning and controlling supernatural powers through their martial arts. For many, the pursuit of these arts is an end in and of itself; both hero and villain after nothing more than the perfection of their fist and proving of their strength. But in the dark history of this world, a force has watched, waited, and is finally gathering together for its moment. Those whose blood and power are born of a threat sealed away in ancient times have plotted long and hard, and in just three short years those plans will come to fruition...

You, dear Jumper, will have the opportunity to be at the heart of all of this. For at least three years- from January 1st of 1995 to New Years Eve December 1997 -you will be on this world, and each year an envelope with a wax seal shall arrive for you; within, an invitation to compete that year in the King of Fighters tournament. Once an obscure tournament intended by its founder, Geese Howard, to find both the worthy and the dangerous, it has since last year been elevated thanks to a new sponsor... the vastly more dangerous and evil Rugal Bernstein. Of course, coming into 1995 it is common knowledge Rugal is dead. The aircraft carrier he lured the winners of the 94 tournament to was destroyed with him onboard, after all. But then, why does this new invitation still bear his R mark...? And what other powers might lurk behind the coming years?

A great many mysteries in this world are about to be revealed, inch by inch, starting in just a few short months. Time enough to decide who you are, rally your team, and prepare yourself for the competition. Take +**1000 CP**, and fight on.

Age & Gender:

Gender has no limits on one's role in this world, merely whether one can fight. You may keep or change your gender from your last Jump for free. Your age is either 15+2d8, or you can pay 50 CP to determine it.

Location: Roll 1d10, or pay 50 CP to choose.

1: Neo Geo Land, Osaka, Japan. This popular multi-story game park is a fun spot for young people to gather up, meet friends, play tons of video games, bowl, and more. Seems to be growing in popularity among fighters locally... maybe all the fighting games in this place give them inspiration?

2: A pier in Italy. A simple pier between a clutch of white buildings, this location is most notable for the fact you seem to have Jumped in... about a foot to the side of the pier, and are standing in shallow water. Fun. Maybe you can quiz the locals about a good spot to grab a bite while you let your shoes dry off...

3: Kyokugenryu Dojo, Mexico. Kyokugenryu is going international! That's the dream of founder Takuma Sakazaki, and he's going in big for the style's first international dojo. This dojo is several stories in height, with the area you landed on being a kind of extra-large elevator doubling as a combat arena. Be warned; if any member of the style spots you here and you're not affiliated with them (or even if you are) expect to have to square off before you can even explain yourself.

4: An aerial bridge in Brazil. Well, that's probably not good. This bridge set between two rocky canyon walls seems rather slapdash, though it holds your weight fine on arrival. It appears to be overlooking some kind of airfield... maybe you can get a ride elsewhere from there, if you manage to get down.

5: A tranquil hillside in China. A gorgeous cove, overlooking mist-swept roiling hills beyond, is flanked on both sides by small waterfalls curtaining the view. Statues and small offerings suggest this site may be sacred to some, so it might be wise to be respectful once you choose to depart.

6: The Illusion Bar, England. With a live jazz band in the background and twin waitresses looking your way to take an order, this fighter's bar feels both homey and surprisingly upscale. At least, that's the vibe all these large muscular patrons in three-piece suits and evening dresses gives off. Could be a good place to get your bearings, and a stiff drink for the road.

7: A rain-swept forest in Korea. You appear at the edge of a forest, mere yards from a steep cliff-side drop. A tree nearby burns brightly with fire, struck recently enough by lightning that the rain and wind have not been able to snuff it out. The grass under your feet seems too wet to catch, which is good at least. A small tent, barely large enough for a few people, sits near the forest side, empty and abandoned with some light supplies and a roaring fire out front. Perhaps you can wait out the storm inside...?

8: Just outside of New York, USA. This oil refinery catches the rays of the rising sun beautifully, illuminating the industrial sprawl while casting its rays on the distant city just across the water. The familiar shape of the Empire State Building marks out where you are clear as day. Now, to find a way out of here...

9: Missile Base, Location Unknown. Bad luck, Jumper. You're somewhere you shouldn't be; in the den of a dead man. This missile base is the secret headquarters presently of Rugal Bernstein, having survived his brush with death and only grown stronger and more twisted from it. Should he or his minions find you here, destruction may not be the worst thing they can inflict on you... best find an exit, quick.

10: Stage Select. Choose any location from this list.

Origins:

Who are you in this world? Pick one Origin; while any Origin can be taken as Drop-In, you may find any other than Team Jumper problematic...

Team Jumper: Whoa, where did you come from? You guys are out of sight! Literally. None of the players here will see you coming, which at this stage is only starting to be beneath notice. Oh well, as long as you can fight, folks around here should accommodate you easily enough.

Standard Team: You are a fighter with a history, more than likely having competed in these tournaments before either as a single fighter or in last year's team battles. Even if you didn't, you have enough of a history that most folks will have heard of you, and expect a challenge when they cross fists. Select a team from the Training section marked 'Standard Team'; you may choose to replace a member canonically on that team, or just act as a fourth member that can be swapped in when needed.

Edit Team: Strange times make for strange alliances. Some folks don't fit into any team, or only fit in accidentally. Some step aside to make room for others, while others fill gaps. And some are just weird! If you wish, you can select a team from the Training section marked 'Edit Team'; you may choose to replace a member on that team, or just act as a lone wolf, drifting between teams and even fighting on your own for what you truly desire...

Hakkeshu: The Eight Heads of the Orochi. Led from the top by the Four Heavenly Kings, these are the modern incarnations of the most powerful of the Orochi Clan; mortals bound to the divine spirit Orochi by blood and power. In ancient times, they fought at the spirit's request, seeking to wipe out humanity to prevent it from doing further harm to the natural world and Orochi's creator, Gaia. However, three clans of humans worked together and sealed the Hakkeshu and Orochi away. A later ploy allowed the Hakkeshu to be reborn into the world, and over centuries their incarnations have sought the seal of Orochi to free him and begin the purge anew. You now count among their exalted ranks. If you wish, you can select a team/entry from the Training section marked 'Hakkeshu'; you may choose to replace a member on that team, or to instead be a new ninth member acting on your own. Though if you are, the others may prove wary. Be warned; they've already seen to the death of one Hakkeshu who tried to retire from their bloody pursuits...

Perks:

All Perks are discounted at 50% to their Origins, with 100 CP Perks free for their Origins.

Note: if in a prior King of Fighters Jump you took the Origin Team Jumper, you retain your discount for this section only regardless of Origin in this Jump.

General:

Fighting Fit (Free): It wouldn't do for someone to be in a fighting tournament who wouldn't even pass the physical. So take this Perk. It provides you with the stamina, durability, and general strength to hold your own against your average opponent on the street even before any other training. Oddly, this Perk stacks with itself to enhance those categories again and again, but you can only take it once in this Jump...

Holding Back (100): The tournament is only going to get more lethal from this point on. Those working behind the scenes are literally out to destroy humanity, and those who defy that desire may find themselves as collateral damage. However... until those forces out themselves, you're still in a fighting tournament where the goal is to **not** murder your opponents. And given how much power you're likely playing with, that could be challenging. To avoid the kind of accident that could get you disqualified for, you know, killing people, take this Perk. With it, you can simply decide that you're Holding Back, and from that point on the worst you can do is knock an opponent out.

My Mind Is My Own (100): A common trait of the Orochi Saga, and indeed one that runs throughout all of the King of Fighters, is manipulation of mind and soul for the benefit of dark powers. Even the strongest warriors may find themselves bent to the whims of others, sent into blood-soaked rages or forced to fight on behalf of those they despise. It would not do for a Jumper to be sent into such a situation without at least a chance to protect yourself. This Perk grants considerable resistance to all forms of mental or spiritual control by others, and even should some force manage to gain a measure of control or wrest some away from you, you'll by sheer force of will still be able to somewhat control your actions. In this way, you can at least adhere to certain codes, such as aiming your wrath only at able fighters instead of innocent bystanders, or even pool all your mental reserves to lash out at your controller in a single burst.

SDM (200): The Super Desperation Move. When the fight has dragged on, damage traded on both sides, that's when the best fighters showcase what they're really capable of. As you battle and deal/receive damage, you can build up a reserve of energy. This reserve, when fully charged, can be exploded forth in a spectacular display. Select a Training you possess when you purchase this (see Training below) and come up with a supercharged version of its capabilities, be it a lightning quick flurry of blows, a massive energy ball, or whatever else would be appropriate. If you connect to an opponent with this, you'll likely do considerable damage even if they defend against it.

Team Jumper:

Strange Style (100): Your travels have flavored your style, such that even if you faced someone an equal in your chosen arts, you'd have the edge. Anyone attempting to read your stance or movements for an advantage will see those efforts dulled as you move a little faster here, slower there, stop shorter and lunge longer than they would have anticipated. Especially handy against foes who can normally read an opponent's every move...

Ragtag Group of Misfits (200): Hey, where did all these freaks and geeks come from? Are they even friends? Comrades? Whatever the case, they seem to be handling themselves pretty well as a team. Any time you're teamed up with people you've never worked with before, you can ignore any biases or confusion that would normally arise from that. You just gel well together, which by itself could befuddle foes, and if nothing else will save time when you just want to skip to the ass-kicking.

Here Comes A New Challenger (400): The power of Fiat and the Jumpchain put a King of Fighters invite in your hands. This Perk might explain why folks simply accepted it. So long as you show competence in that chosen field, no one will question it if you insert yourself into matters with no prior history. After all, you're clearly an awesome fighter, so why wouldn't you be here fighting?

Challenge Mode (600): Jumpers get strong. Fast. So fast that it becomes unfair for the locals almost immediately. And there's rarely a reason to bring that power even close to within striking distance. Challenge Mode offers that reason. If you choose to lower/weaken your powers to within 10% of your opponents (which this Perk allows you to do if you couldn't otherwise), making it a fair fight they can potentially win, you'll gain two boons. First, any boon you might have gotten from winning is doubled. Flat out. Prize money, bounties, magical powers and artifacts... you earned the prize? You earned double. Second, while normally it takes a very specific kind of setting or person for this to be applicable, for you defeat really can equal friendship. If you make it a fair fight but still overcome them, but don't kill them, you gain an incredible boost in any effort to win them to your side. Make it fair, make some friends.

Standard Team:

Brothers In Arms (100): Your team isn't made up of random people. It's made of friends, family, loves and comrades. And those bonds only make you stronger. Whenever collaborating with friends (Companions included), you all gain a boost to your general aptitude and fortitude.

You've Got A History (200): Fighters on the street whisper your name. Crime bosses stare out their penthouse windows into the night, grimacing at the idea you're not under their thumb. The real powers of this world know your name, in all the right ways. When you enter a Jump- this one included -you can take a skill or ability you're adept in and has any sort of relevance in that world. So long as you're not a Drop-In, you'll have a general reputation among those related to it of your choosing. This isn't powerful enough to make every fighter in the world think of you as the champion of champions, but it will open a lot of doors and put a lot of people in the mindset you were hoping for. What you do with that once you're actually in front of them is up to you.

Not Your First Tournament (400): The King of Fighters began life as a series of one-on-one contests. It was only last year that the new sponsor, Rugal Bernstein, changed that. Even now, some who have come to these three tournaments have only before ever known singles competition. And yet, they seem to adapt remarkably well. Now, so can you. If you're familiar with the basics of what is being asked of you- for example, cooking -then you can adapt instantly to new rules, complications, or sabotages- for example, having to work with a weird ingredient, or being judged by a ravenous dragon. This could come in handy when the rules change again in a few years...

Fist Of Legend (600): The Orochi should not be stoppable, not by mortal hands. A divine spirit born of the earth, with a small cadre of empowered warriors capable of snuffing out the lives of an entire packed arena with a simple motion? What common man could overcome that? And yet, thankfully for humanity, this is a world where heroes (and villains) can overcome even gods and devils. This power

is simple; so long as you are using your own power and not working through another, there is no such thing as an unbeatable foe. Even if they should be light years beyond your grasp, your fist can reach them and hurt them, if only slightly with each blow. Persevere, pick your moments, block and dodge and strike like your life depends on it, and you may pull off a miracle.

Edit Team:

Lone Wolf (100): What an odd talent to be found among those used to fighting in teams. You are remarkably accustomed to relying on no one but yourself. This not only makes you less susceptible to fatigue as you fight multiple opponents, but it makes you more easily able to spot when an 'ally' plans to betray you, and makes it more likely you can survive that betrayal. Handy, since the company you keep may prove as mercurial as your own...

Boss Tier (200): When you fight alone, your power seems to amplify. It's as if the Gods themselves deem you worthy of matching the prowess of those you face and humbling them with your raw ability. Any time you fight by yourself, you find your fortitude and power increased considerably, with your attacks sometimes able to overtake the powers of your foes when they normally couldn't.

Master's Grace (400): A lone warrior might have made more sense in older times, but those times have passed this world by. In these years and those to come, fighting alone is reserved only for the greatest champions or darkest foes. To that end, you might need an edge to get you by. This Perk will amplify your energy reserves several-fold, as act as a general improvement to any Training you take; not so much that you could turn a joke of a style into a God-killer with this alone, but enough that someone else using that style would know they were in a master's presence.

True Path (600): Comfort is a luxury for the old world. The ones you come to the contest with might not be the ones you end up with, at least when contending with monsters and nightmares against whom failure could mean the very end of the world. When the times comes, your preferences or specializations mean nothing; only the fight, and the outcome. When using this Perk, any other Perks or Training you possess that depends on fighting alone, or with allies, or even with strangers functions permanently in all those circumstances.

Hakkeshu:

Of The Blood (100): The Hakkeshu, from the lowest to the highest, bear within them power that elevates them high above the common rabble. Even those that merely descend from them or are affiliated by later oaths to the Orochi may find themselves able to tap into this power, albeit with greater difficulty in control. Any supernatural ability you have associated with your Training is heightened, abnormally more powerful than it should be.

Donning Scales (200): How is it that a handful of admittedly powerful beings has been able to spend over six hundred years searching the Earth, unknown to the common man, and even evading the reach of those who would destroy them? Simple; the Hakkeshu are experts at hiding in plain sight. So long as you do not drop the act in front of others, you are now an incredible deceiver. You vanish into your chosen role so utterly, it practically becomes a second you, indistinguishable by any means short of supernatural to discern the truth behind your smiles. Stride up to your unwitting prey, and sink your fangs deep in Orochi's name.

RIOT (400): The blood of Orochi is power. True, raw, divine power. Even those graced with but a

taste of it can reach heights no mortal could dare dream of, if only for a time. You may now invoke this, though doing so comes with no shortage of risks. You can strike harder, faster, leap and dart with incredible speed, and even invoke this to survive wounds that would otherwise kill you once every ten years. However, it has a downside; without extensive training, this state is unstable. A soul unused to it could descend into a berserk frenzy, striking down friend and foe with equal vigor. And should some fool try and use its power to survive death too often, they may find their mortal vessel too small to contain what they summon up. Remember these words, Jumper; 'Only a member of the bloodline can contain such power.'

Endless Coils Of The Serpent (600): You cannot kill the Hakkeshu. Oh, do not mistake this for them being unbeatable. Even Orochi can be beaten, driven back into slumber and silence; were this not so, mankind would have been wiped out long ago. No... their mortal forms can be broken. Their life, snuffed out. But you cannot kill the Hakkeshu, for they are their souls, and those souls shall not stay dead. Those in this era who bear these titles are, in fact, merely the latest incarnations of them. And by many means, those souls may return yet again. You now possess this eternal nature of the Hakkeshu; should you be slain, you may persist and in time reincarnate. While during your Chain you may only do this once every Jump or ten years, whichever is *longer*, post-Chain it shall be in effect indefinitely. So long as your soul exists, you may invoke this power. Be warned, though; it takes time to be reborn, and if you have not been reincarnated prior to your time in a Jump ending, it will count as a Chain Failure regardless. Perhaps in future you or your fellow Hakkeshu might find an alternate way to use this...

Training:

It is not enough to possess skill in this world, for the skilled are many. It is not enough to possess power, for even Gods can bleed and eternal life can be snuffed out. To survive the trials ahead will require both in tandem and then some. Take on whatever Training you can afford, all the martial arts and abilities mundane and supernatural you may manage. But never assume it is enough by itself to buy you victory in this world... that will still require effort, practice, and luck.

Gain a **200 CP** stipend for Training section only, with a bonus **+100 CP** for Edit Team and **+200 CP** for Team Jumper Origins.

All Trainings are, where applicable, discounted to Origin at 50%. There are no free Trainings, regardless of Origin. Standard Team Origins gain their discount for the marked Standard Team they chose, as do Edit Teams and Hakkeshu. If a Training has multiple Origins listed, it can be chosen by any character with that Origin for the purposes of receiving a discount.

Hero Team

AKA Japan Team, this group comprised of Kyo Kusanagi, Benimaru Nikaido, and Goro Daimon made their international debut in the first team tournament in 1994, and immediately became known as champions to contend with. Fortunate for them, as these coming years will see them thrust time after time into the heart of the struggles for mankind's survival. (Standard Team)

Honed Steel (100): This training is markedly traditional, merely consisting of Judo techniques and striking training. Barely worth mentioning in a world of Gods and Devils... except for the fact it *keeps* working even against them. If you can manage to grapple an opponent, much to their likely horror, they'll find any supernatural advantages or defenses they possessed are temporarily suspended. Not long or complete enough to do more than a simple throw or slam in most cases, but one truly hasn't lived until they've watched a self-proclaimed God get dunked on their head with little more than a satisfied grunt from their opponent.

Lightning and Grace (200): Shoot boxing techniques, when well focused, are deadly enough on their own. Combine it with electrokinesis? Now you're a contender in these parts. With the power to summon and discharge electricity through your strikes, blending into your very bones and granting you limited bursts of speed so fast you leave after-images, you can make a real statement anywhere with this Training.

Flames of the Kusanagi (400): These are the skills of a true scion to the Kusanagi clan. Inheriting their ancient martial art and its unique empty-handed combat style, you blend it with Chinese boxing and a power only a select few possess; the gift of pyrokinesis. Combined together this would be a lethal enough package, and against mortal foes it certainly is. But this combined power will earn its name as a cleansing exorcising flame in the coming years; the blows born of this Training can badly weaken beings whose presence in this world is especially dangerous. Summoned godly beings, demons from the pits of hell, even angels on the warpath. While alone this power cannot seal truly eternal threats, it can plow through these beings and those they empower, if wielded correctly. Prove yourself worthy of the flames, Jumper, and few foes will be able to permanently call themselves your betters.

Fatal Fury Team

Three men from the streets of Southtown, the Bogard brothers Andy and Terry are joined by their close friend Joe Higashi in this tournament. Bonded and driven by a need to avenge their father's death, Andy and Terry have traveled the world to perfect their style. Though they once thought that revenge behind them, the events of this era will make it clear that they are not yet beyond the trials and tragedies of Southtown, as they not only clash with the forces of the Howard Connection yet again but find themselves drawn deep into the Orochi conflict... (Standard Team)

Young Champ (100): OSHAA! It's not enough to be a badass, you gotta make them know you are! This grants considerable Muay Thai prowess, making your elbow and leg strikes lethal and making you solid in the clinch. But where it really shines is in how undeniable your enthusiasm is! You'll never find it lacking when needed, helping you relish the good times and power through the bad. This even bleeds into your combat, making it so the fury you strike with can burst forth in unexpected displays, the sheer force of your best blows summoning gales that can further damage opponents. Your legend is just beginning, Jumper!

Whole-Body Weapon (200): Melding the fiery arts of Shiranui-ryu Ninjitsu, the bone-breaking strikes of Koppouken, and the powerful chi techniques of Hakkyokuseiken, this panoply of skills makes you a threat in almost any situation. This well-rounded Training means that even when learning new arts that should only focus on a single attribute or attack type- like traditional boxing -it will enhance all your martial arts skills as you onboard and adapt those teachings to all your other facets. Just be careful you don't get so absorbed into learning and perfecting yourself that you start ignoring the folks around you, hm?

Hakkyokuseiken Wanderer (400): This Training is arguably the most diverse available here in terms of how many things it touches on. Boxing, karate, kung fu, kick boxing, and raw brawling all are touched on by this, blended together. What holds these various skill-sets together, though, is mastery of Hakkyokuseiken. This art, famed and ancient, teaches the student how to channel and perfect within themselves the energies of the earth, enhancing one's natural abilities and making it easier to both learn and develop new arts. With this Training, you can deftly not just learn new styles as you challenge their practitioners, but can make them uniquely your own as you do so. This won't automatically grant you the explosive power of wielders such as Terry Bogard or Geese Howard... rather, it is the start of your own journey to become as powerful as they if not more, by your own hand.

Art of Fighting Team

Beware the power of Kyokugenryu! Hailing from Southtown originally, though competing to see their craft spread to the four corners of the globe, the team of Ryo Sakazaki (son of the style's founder Takuma and widely seen as next in line to run its leadership), his childhood friend and rival Robert Garcia, and his younger sister Yuri Sakazaki are ready to take on all comers! That said, while the art has experienced quite a history in its short time existing, nothing these three young aces have done before could have prepared them for the conflict yet to come; the worst Kyokugen ever faced before was mobsters, not ancient unkillable divine spirits! But then, what better test to prove how amazing it really is? (Standard Team)

Unorthodox But Effective (100): Kyokugenryu was not developed for use by women, but that didn't dissuade Yuri from developing her own unique variation on it. You now have this abnormal variant under your thumb, combining the chi harnessing and swift striking of Kyokugenryu with a wide array of original moves devoted to even more rapid movement and wild attacks. Slaps with your open palm can be chained like a machine gun volley, and even a flying hip attack can carry the weight of a solid kick in the teeth. Fight like a wild flying swallow, and make them all regret underestimating you.

Refined Technique (200): Some people have to struggle for every ounce of ability. Some, however, are prodigies. Born with some inexorable quality that gives them a natural edge in their field. Yours is Kyokugenryu. While training in Kyokugenryu in general gives one rapid striking and chi defense, this Perk focuses on how the art can be translated into other forms. Enhanced speed and agility, the ability to deliver thundering kicks quick as jabs, and to maintain one's cool and poise all the while. With talent like this, you might need to reinvent how you fight every few years just to not get bored...

Inheritor Of The Art (400): Ryo Sakazaki began these tournaments following in his father's wake, trusting him to lead the charge. Yet, by 1996, Ryo found himself as de facto leader, forced to step up his power and ability to keep proving on the global stage the worth of his family's martial art. This Training grants you a master's skill with Kyokugenryu, but more importantly grants you a boon when entrusted to take up the torch of others. Whenever you are chosen by a leader to represent some greater cause they've trained you in, be it a combat style, magic, or more mundane skills such as cooking or the arts, you'll gain a moderate boost to those abilities for the duration of your time acting on their behalf.

Ikari Warriors Team

Soldiers of fortune, mercenaries tested and hardened in the worst combat zones this world has to offer, yet in the same breath heroes devoted to finding and stopping the gravest threats to man in every era. The Ikari Warriors may have begun as guns for hire, but it is this era that first sees them begin to move into the role they will take in future, entrusted by governments and greater powers to investigate and move against dark foes seeking to manipulate King of Fighters and similar events. Veteran soldiers Ralf Jones and Clark Still, formerly led by the Ikari Warrior's commander Heidern, find themselves joined instead by his adopted daughter Leona Heidern in the field for much of this time period. Yet as they'll soon discover, Leona is more tied to these events than even she knows...
(Standard Team)

Mercenary Combat (100): You have been trained in the Mercenary Combat style of the Ikari Warriors. In addition to the typical suite of skills for mercenary soldiers- firearms, survival training, knife skills, and the driving of military vehicles -you have gained a mixed training of striking and some limited grappling. It is in the former where this Training shines the brightest, as now the crack of your enhanced fists is like a whip in both speed and power. Indeed, your blows seem to detonate against your targets, causing increased damage while leaving you unharmed.

Improbable Wrestler (200): Being a skilled soldier is impressive, but more impressive is the man who can be a one-man army. With this Training, you'll have incredible wrestling skill, easily worthy of the Olympics (or King of Fighters). But what gives you a borderline impossible edge is this; when you grapple a foe, you seem able to ignore their weight entirely, hurling them about even if they're more than twice your size. If you catch someone, their fate is almost certainly sealed.

Silent Soldier (400): Yours is an undeniable power, not merely those of a soldier or assassin but as an inheritor of a legacy of blood. This Training grants you prowess in Heidern's assassination combat arts, enhancing speed and agility while making your strikes and very aura radiating cutting force. But more critically, it makes you able to tap into inner reserves while barely breaking the surface of your emotions. If you so wish, as long as you are in full control of your faculties, you can wield any powers you command with a perfect poker face, betraying nothing of their source or your intentions to your foes. Let them wonder at the enigma you present, even as you shred them apart.

Psycho Soldier Team

In this world, great mental powers known as psionics exist. Wielded by psychics, these powers are among the least understood yet most dangerous of powers, often only rivaled by the kind found in the hands of the Orochi and those who fight them. Two powerful psychics, Sie Kensou and Athena Asamiya, have made it their mission to defend the common man while honing their arts. Joined by their mentor in the martial arts, the wise if seemingly-always-drunken Chin Gentsai, they enter this era first to prove themselves, but once the danger becomes evident as true soldiers of virtue, prepared to lay their lives down if needs be to stop the menace of the Orochi reborn... (Standard Team)

Drunken Master (100): Chinese Kung Fu is your bread and butter. While you have at least a taste of every type there-of, your expertise lies in Drunken Fist style, mimicking the erratic movements of a drunkard to duck and dodge before unleashing a chaotic storm of strikes. In this universe, that further extends to considerable alcohol tolerance and the ability to breathe fire powered by the same. This isn't where your greatest talent lies, however; it lies in your ability to train others, especially those of extraordinary powers and potential. With your help, those whose powers might otherwise be dangerous to themselves and the world can learn how to safely utilize and hone them. They might grow stronger slower as a result, but this will keep them from making horrible mistakes they can't take back.

Sleeping Dragon (200): You gain a solid foundation in Kung Fu, with a focus on more acrobatic elements found in the Northern Shaolin style. Where your true power lies, however, is in psychic abilities. You can use telepathy, fire balls of raw psychic energy, and sheath your hands in psychic aura to increase striking power. Last but not least is a more... esoteric power. This energy is not entirely psychic and often takes dragon-like forms, and while you cannot entirely control when it is called forth it seems to respond to exceptional threats. When one is encountered, it can merge with you and enhance your abilities, giving you an additional edge.

Psychic Goddess (400): While this grants you capable skill in Wing Chun Kung Fu, your hand-to-hand skill pales compared to your psionic might. Telekinesis, energy barriers capable of reflecting attacks or damaging foes, psychic healing for yourself or others, or just good old fashioned balls of psychic energy to lob at foe's skulls. This training comes with a non-insignificant degree of idol training, so when not smashing foes with mind bullets you can entertain the masses.

Women Fighters Team

What once was born out of bonds of scorn has become a bond of sisterhood and friendship, ever changing but always strong. The Women Fighters Team of this saga has a perpetually shifting third seat, first taken by Team co-founder Yuri Sakazaki, then adopted by inheritor to the Todoh family style Kasumi Todoh, before being host in 1997 to the former sponsor of the 96 tournament Chizuru Kagura. Yet at the core of the Team through all three years are two friends with deep roots in Southtown; the fiery ninja Mai Shiranui, and Muay Thai expert-slash-bar running ex-bouncer King. Easily able to persuade the powerful with something to prove to join them, these two helped make the Women Fighters Team a force to be reckoned with, no matter the roster. (Standard Team)

Wayward Scion (100): The Todoh family art of Todohryu Aikijutsu, while itself no older than its chief rival Kyokugenryu, is as different as night and day. Focusing on counter grabs and chaining powerful strikes together, the only truly supernatural element to it is the power to summon forth a cutting force from one's hands. When used properly, it can be as if the user is slashing down with a massive greatsword as they swing their empty palms down overhead. This Training also comes with a minor life sensing ability, potentially tied to the art, making it much harder for foes to sneak up on practitioners.

Legs Of Steel (200): You are a debonair and artful fighter, but any idiot off the street who mistakes that for weakness is liable to get their skull caved in. This comes with expert Muay Thai training, with a boost to your acrobatic abilities incorporated into them to make you a deft and agile competitor. What's more, you can combine this with your own energy reserves and crack off energy projectiles with your kicks the same way many in this tournament can do with their fists. Oddly, this training also comes with considerable skill in billiards, drink mixing, and the semi-subtle art of the bouncer, making handling or even running your own bar a snap.

Sakura-Swirled Ninja (400): Shiranui-ryu Ninjitsu is a combative art descended from ancient ninja practices, spread over eighteen disciplines and varied enough that while practitioners may share elements in common, each can display their own unique flare. In this case, literally. Your version retains the emphasis on speed, elbow strikes, and powerful kicks, but further funnels that in a pyrokinetic direction. You can create and control fire on a limited scale, cloaking yourself and your attacks in it without causing harm to your person. This won't let you control flames you didn't create, however. Combined with more general ninja skills of disguise and stealth, and training in Tessenjutsu (the art of the war fan), you're a threat to any fool in your path.

Korea Justice Team

Justice never rests! Though some on this team sure wish it would. Formed by Korean superstar of the Taekwondo world, Kim Kaphwan, the original intent was to rehabilitate a pair of wicked criminals through training, harsh training, tournament experience, and harsher training. The giant of a man Chang Koehan, alongside diminutive but wickedly swift and agile Choi Bounge, would most times prefer to be anywhere else but in the line of fire against the monsters of this era. Yet, partly due to being dragged along by their master Kim, these three find themselves mainstays of this tournament, competing at a high level even against foes that should by all rights blow straight through them. Hmm, maybe Kim's training is working after all... (Standard Team)

Justice Strong (100): Raw strength is your forte. While this Perk provides some measure of skill in Taekwondo, what it really excels at is teaching you to smash fools. You can heft abnormally heavy weights and swing them around with ease... including yourself. If your form is unusually tall, heavy, awkward, or a combination of the above, you can move relatively unencumbered.

Justice Swift (200): Pure speed is your forte. While this Perk also provides some degree of Taekwondo training and skill, it mostly does so to make the most of your almost supernatural swiftness and agility. You leap, dash, and strike with alacrity, sacrificing little power to increase the number of strikes you can make. At its most powerful, this training could allow you to literally create a small localized hurricane around yourself just by spinning rapidly. Dazzle them and then slice them to ribbons! For, uh, Justice.

JUSTICE (400): Tae. Kwon. Do. You are a master of it, specifically the version found in the world of King of Fighters. This means a major focus on kick strikes, extremely acrobatic maneuvers integrated into combat, and... the power to sense evil? Weirdly, yes. You can now sense evil energy or intent in others, and the stronger it is, the more you are filled with resolve and empowered to battle it. Just be careful... in a sometimes very gray world, 'evil' can mean many things, and this power does nothing to make its user able to distinguish those shades of gray from pitch black if that's what they choose to see...

Yagami Team

Iori Yagami, inheritor of the cursed purple flame of his bloodline, did not enter this tournament to prove his power. He did not enter to fulfill the ancient duties of his ancestors, the Yasakani, to battle and reseal the forces of the Orochi. He did not come to represent their later ties to the Orochi, the corrupt bargain they made that turned their red flame purple and bound their blood to the serpent's will. No... Iori Yagami is here to kill Kyo Kusanagi, one on one, with his bare hands and burning flame. All else is immaterial, though he'll gladly murder Kings and Gods if they stand in the way of that. Though a loner by nature, he's been lured into teams to gain access to Kyo, first as a member of the Geese Howard-backed Rivals Team in 1995, and in 1996 formed the Yagami Team presented here alongside Rugal's former secretaries (and secret members of the Hakkeshu) Vice and Mature. Yet by the time 1997 rolls in, Vice and Mature are long gone, and only Iori remains... (Standard Team OR Hakkeshu)

Cruel Light (100): Mature is the Hakkeshu representing light; as an assassin for the Heavenly Kings, she makes use of this to enhance her speed and cutting unarmed strikes, making brief illusions to surprise foes before using snake-like attacks to tear threats to ribbons. Scariest of all, however, is the power to make those brief illusions real just long enough to sneak in an extra strike when one's foes are expecting mere tricks and shadows... a skill you'll no doubt put to good use.

Sadistic Darkness (200): Vice is the Hakkeshu representing darkness, and eternal partner to her fellow assassin; where Mature is speed and cunning, her domain is raw power. While she can emulate elements common to the other members of Yagami Team with her cutting unarmed strikes and serpentine lashing limbs, she uses them chiefly to grapple and crush foes with unrelenting joys. With her gifts now flowing through you, you'll find with her freakish strength you can snare, hurl, and slam victims with horrible ease.

Flames of the Crescent Moon (400): Behold, the corrupted legacy of the Yasakani, honed to instinctual perfection. You now bear the purple flame of the Yagami, able to summon it and even wrap yourself in it, charge it into foes, and hurl it like a torpedo across the ground to explode at your target. What's more, you have the classic Hakkeshu slashing hand strikes melded with the ancient Yasakani martial art, itself equal and match for the Kusanagi arts. Combined with the ability to briefly arrest the movements of foes struck by your flames and you are one of the most lethal things that will ever step onto this stage.

...oh, reminds me, you are now an excellent bass guitarist and a surprisingly soulful singer. Maybe you can use that to stay employed in between burning your foes to ash.

Bosses Team

Only a fool thinks malevolence is the domain of the supernatural alone. The fighters of this tournament know well the faces of human evil, with many having had the poor luck to encounter it in times past. Now, three of the worst and most powerful have banded together, joined by a mutual interest in the Orochi and other mysteries surrounding the tournament. Mr. Big, a skilled and powerful gang leader in Southtown. Geese Howard, Mr. Big's superior and leader of the powerful criminal enterprise hiding behind the allegedly noble Howard Connection. And Wolfgang Krauser, Geese's half-brother and current Earl of Stroheim. Geese began the King of Fighters tournaments, and after being bested by Terry, Krauser continued them. Joining forces in 1996, though their actions would have far reaching consequences, these three will happily remind any who cross their paths why each individually are deadly, and together may be a true nightmare to contend with. (Standard Team)

Eskrima Warrior (100): Being the least of three men who collectively can be seen as the face of human evil in this era is still saying a lot, as these skills prove out. With extensive training in the art of Eskrima, especially as it relates to the famed Eskrima Sticks weapons, you'd be lethal even without anything extra. But this Training also lets you channel energy through the Eskrima Sticks, represented by short-range air dashes, electrical charges that can be fired off as projectiles, and most critically the ability to deflect/reflect the energy projectiles of others. Don't expect this to work against the most powerful attacks, but it can be a wonderful surprise for your foes when their own fireball gets bounced back in their faces.

Emperor of Darkness (200): Yours is the domain of a true refined villain. A handful of refined skills, such as horseback riding and organ playing, emphasizes your upbringing. But one only holds power in a world of the powerful by sheer strength, which you have in spades. With full training in Kampfringen, the German art of combat grappling, mixed with incredible physical strength and armored combat training, this alone would make you a lethal foe. However, you are further reinforced by incredible chi channeling, allowing you to summon and hurl deadly projectiles that can batter your foes. Chisel the gravestones of your foes, and proclaim your place as Lord of Darkness.

Endless Nightmare (400): Pretenders to the throne will come and go, but the one sitting atop the world of fighters is rightfully you. At least, that's the impression you'll give when folks see you in action. You gain incredible skill in several traditional martial arts, most notably karate and aikijutsu, enough to easily crush most masters without needing any other gimmicks. Through equal mastery of Hakkyokuseiken, you can channel up the energy of Gaia herself and use it to slam foes with unrelenting storms of chi projectiles and spiking walls of raw essence. Combined, and with the heightened sense of others the energy swirling through you provides, you can easily counter physical attacks made against you... even those of an empowered nature. Let your foes and would-be heroes try and strike you with their own meager energy-laced fists; you'll snatch them at the elbow and drive them into the dirt where such predictable wretches belong.

New Faces Team

CYS! Chris on drums, Shermie on keyboard, and band leader Yashiro Nanakase on vocals and guitar! This trio of music-minded martial artists entered the King of Fighters tournament in 1997 with one goal in mind; beat up Iori Yagami! Well, and to win and to promote themselves, but still! A somewhat strange, almost silly, motivation; they lost one performing gig to Iori's jazz band and suddenly attempt to enter a tournament and face a man willing to kill his foes? How odd. It's almost as if something else was egging them on to join, pushing at the back of their minds... (Standard Team OR Hakkeshu)

Fashionista Joshi (100): This Training comes with not only excellent keyboard skills, but considerable skill in both the creation of new fashions and the modeling thereof. If you're not hard on the eyes, it'd be easy to get a job, and easier for your foes to underestimate you based on it. Bad move on their part if they do; you also gain a significant level of prowess in the field of Joshi Puroresu, giving you an ample array of wrestling and grappling holds, coupled with heightened acrobatics. Splice it all together, and you can keep your opponents guessing how seriously you're taking the fight, right up to the moment you suplex the soul out of them.

Swift Strike & Strum (200): With this, the guitar you'll be skilled in using won't be the only thing you can play quickly; you can also beat your foe's faces like a drum solo. Coming with a fair measure of skill in both boxing and Capoeira, you'll gain incredible speed in your blows without sacrificing strength. End result? Intense and powerful striking, delivered in rapid succession.

Smile Hiding Malice (400): This grants a drummer's skills, as well as a blisteringly fast moveset of strikes and dodges. Not merely humanly fast, either; you'll move so quick, foes might mistake it for short-range teleportation when you're really focusing your energies. They're not likely to suspect it, either, for this also comes with an excellent poker face. Especially when playing coy or innocent, foes will find it markedly hard to get a read on you. You could be fantasizing about killing them and everyone they love, and they'll read none of it behind your placid smile...

'97 Special Team

In 1997, Geese Howard desired to investigate the Orochi and their power with greater care. Sending his right hand man and loyal champion, Billy Kane, he recruited the fearsome gangster Ryuji Yamazaki to the cause, along with hiring famed private detective Blue Mary anonymously to round out the team. However, even this was a double-feint; somehow, Geese knew before even Yamazaki did that he was one of the Hakkeshu, and recruiting him was a method to observe the mad gangster's reaction to being closer to the Orochi. Whatever else Geese sought with this strange team remains unclear, but while their genesis is odd, their power is unmistakable. For all his faults, Geese knows how to put together a damn strong team... (Standard Team)

Commando Sambo (100): This Russian hybrid martial art, focused on strikes, grappling, and joint locks, would be sufficient for most mundane competitions, especially at the level you receive. To help you measure up to these competitions, it also comes with a fair infusion of ki energy, which you can burst forth amidst your attacks for extra damage. Interestingly, this Training also comes with a robust set of detective skills, with an emphasis on background analysis. You might be able to find some interesting things out about your opponents in these events, though what use that'll have is up to you...

Emperor's Right Hand (200): Being skilled with a staff and moderately strong doesn't seem like the kind of skills one could rely on at this level of competition. But anyone who thinks that has never seen you in action. In your hands, a staff is a weapon able to cut through the defenses of masters and monsters alike, striking and swinging with unparalleled brutality. You can even use it to spring forward or in wide arcs, allowing you to attack not just from angles but also elevation out of nowhere. You'll be swift enough to even intercept rifle shots with them, though whether your weapon can endure such a blow is up to how well it is made. And lastly you can summon up flames by spinning any staff you use, burning foes you touch and even able to hurl said flame from the spiraling staff as an unexpected projectile. Hone these skills, and you could serve as a reliable right hand to anyone smart enough to pay your price.

Stable Psychosis (400): What's this? Brawling? What sort of skill is that for a tournament, especially such wild brawling. The kind of skill that makes up for itself in brutal efficiency, that's what. This is not ritualized combat, but it is effective and dirty. Knife-play, sneaky tricks, low blows, the works. Coupled with this is the power of a Hakkeshu... specifically, the power of Death, represented chiefly by swift elongated snapping arm strikes, increased brutal strength, and power over strange energies to enhance strikes and deaden incoming attacks... they'll still hurt and draw blood, but the damage itself is reduced sharply. Bear in mind, you need to actually attack the attacks, taking them in full with your exposed limbs, so this isn't the sanest or safest way to counter-fight.

Masters Team

Well, this is odd. This team does not actually exist in this era, and yet, here it is. Perhaps your entrance into this realm has altered time? Or maybe it just exists to represent What Could Be, since two of the members did compete in 1995 before ceding their spots to their kin. And the third, well... the Masters Team consists of three elder masters of the combative arts. Heidern, commander and leader of the Ikari Warriors, as well as Leona's adoptive father. Takuma Sakazaki, founder and first expert of Kyokugenryu style, as well as father to both Ryo and Yuri. And Saisyu Kusanagi, patriarch of the Kusanagi Clan and Kyo's father. Saisyu technically participated in 1995, brainwashed by Vice on Rugal's behalf and compelled to fight the winners first before Rugal challenged them. These three fathers and masters of their craft at times alluded in the coming years to knowing one another, but only in a distant dream might this team normally exist... (Edit Team)

Mr. Karate! (100): Mastery of Kyokugenryu normally requires more investment than this, but sadly for you, this is balanced a... different way. Your current mastery of it, allowing you incredible martial strikes and chi channeling, only really applies when you're hiding your identity. Heavily. And badly. If you're normally loud, you're now a parody of a sullen brooding 90s character. Normally taciturn? You're louder than a neon green party dress with ruffles. Mask? Totally required, totally ineffective. And any attempts to point out your disguises are not working must be adamantly denied. This may sound like a drawback instead of a Perk, but bear in mind... this still *works*, and your opponents who underestimate you for acting like such a fool could end up regretting it *very* quickly.

Legendary Commander (200): Being removed from the battlefield might make most former soldiers a vastly reduced threat, but you are far from most. You maintain the Heidern assassination skills, with incredible acrobatics and slashing aura that makes unarmed strikes rend flesh with ease. But more importantly, you are among the greatest leaders of the era. Anyone who counts you as their superior will find themselves empowered and strengthened in the field, so long as they are pursuing a mission you set forth for them. Morale will not waiver, and even should it put their lives on the line, they will not let one another down if they can help it. If a man can be judged by those who follow them, you may be the most worthy person in this conflict.

Kusanagi Perfected (400): What can be said of a man who has perfected the flames of Kusanagi? Alone, such a man is a deadly foe, powerful enough to snuff out the lesser threats of this world. The purifying flames intended to strike down evil and help seal threats like the Orochi, combined with the ancient martial art of the Kusanagi Clan, makes for a lethal combination of blazing linking strikes. While Flames of the Kusanagi sees the energy of youth manifested as strength and endurance of a hybrid style, this represents tradition and experience, the ability to link blows to blows, and lock a single target into a barrage of strikes. However, learn the lesson Saisyu clearly never did... some enemies can't be overwhelmed one-on-one, and all the experience in the world can't make up for not having anyone to watch your back.

Lone Wolves

Though each has had allegiances over the years, these three are more commonly seen on their own in this era. Eiji Kisaragi, ninja of an ancient clan and scorned rival. Chizuru Kagura, owner of Kagura Enterprises, sponsor to the 96 & 97 King of Fighters, and inheritor of the Sacred Treasure known as the Yata Mirror. And Shingo Yabuki... a student. And fanboy of Kyo. You'd be surprised how far that alone seemed to carry him, not just now but in the future... (Edit Team)

Shingo Kick! (100): Let's start with the downsides; you don't gain supernatural powers with this Training. With only this Training, you won't from anything you learn here. But that's where the downsides end; you can learn *everything else here*. All you need is to see a move once, and you'll be able to jot it down in perfect detail. Working from these notes, you can learn to hone those skills to a level worthy of competing in King of Fighters even if you had no further training from those individuals. Want to learn a martial art? Study a single practice session, take copious notes, and practice hard, and next time they see you the practitioners will wonder who you've been studying under. A normal person with this skill could become a world-class fighter off gumption alone. Imagine what a Jumper could do with enough time to train...

Illusive Ninja (200): Little is known about Eiji Kisaragi. His arts date back to the Sengoku period, and while less visually impressive than the better known Shiranui-Ryu Ninjitsu, few can deny its efficiency. Training in extreme movement and agility, unarmed combat and twin-knives, this Training will not make you the most flashy of foes. Which, around here, could be an ace up your sleeve. Few knowing much about Kisaragi-ryuu Ninjitsu means they won't know you can slice even energy projectiles out the air, teleport short-range, or create fleeting illusions of yourself to disorient foes. If you're not looking to be the biggest star but simply the most efficient silent killer, this isn't a bad route to go...

A Swan's Reflection (400): The third of the Three Sacred Treasure clans, the Kagura arts are focused on fluid motion, graceful and flowing, that nonetheless strikes with clean precise power. Harnessing the power of the Yata Mirror that is their Sacred Treasure, one can manifest shadowy duplicates of themselves already in motion and attacking. What makes this unique is not just that the duplicates can deal damage, but that the user can then choose which is real and which is the reflection; should they choose the prior form they remain where they are, while if they choose the attacker they'll appear where the 'duplicate' last was. In this way, a practiced master of the Kagura arts can baffle and batter foes with minimal effort. Combined with a harnessing of chi that can strike in bursts and even reflect projectiles, and it is not hard to see why Chizuru is able to hold up her end of things beside her fellow Sacred Treasures... and to see how a Jumper could make considerable use of this to win their battles.

Three Sacred Treasures

Yagami. Kagura. Kusanagi. In ancient times, these three clans confronted a Divine Spirit born of Gaia. That spirit, Orochi, had deemed mankind too dangerous to the natural world, and turned both its power and those who had sworn fealty to it against humanity. Striking with the power of their Sacred Treasures, the clans did the impossible; they destroyed Orochi's form in this world, and sealed it away. That was 1800 years ago. 660 years ago, the seal weakened, allowing the Hakkeshu to drive a wedge between the clans and begin to manifest once more in this world. Ever since, they have sought the seal of Orochi, that they might sunder it and bring their lord back into this world to begin the purge anew. Now, the time of that reckoning has come. In 1997, the machinations of the Hakkeshu have all but destroyed the seal, and Orochi is on the verge of revival. Only the modern scions of the clans- Iori Yagami, Chizuru Kagura, and Kyo Kusanagi -as a united front can replicate the feat of nearly two millennia ago, and save humanity. All Kagura has to do is keep them from killing each other long enough, and they might actually do it... (Edit Team)

Allegory of the Wind (200, Requires: Flames of the Crescent Moon): The Yagami once were the Yasakani, holders of the Yasakani Magatama that brought forth their orange flames of evil-halting power. The Hakkeshu assassinated the Yasakani leader's wife, and pinned the blame on the Kusanagi as an alleged punishment for letting the seal weaken. In retaliation, the Yasakani swore a pact with Orochi, corrupting their flame and bending their hearts towards revenge. Such a sundering should have given Orochi the edge when faced with the Three Sacred Treasures, yet when the moment came that he sought to turn Iori into a berserk weapon against the others, he instead pinned Orochi and gave the others the opening to put the divine spirit back out of this world. This reserve of absolute will is now your gift; the power to purify and see past that which would seek to corrupt or control you. Without fail, beyond reason, beyond barrier. Even should you lose all your other powers and be reduced to your weakest state, this power will still smolder inside you, an orange ember at the heart of even the darkest fire. Nothing can take this from you. Nothing.

Burning Devotion! (200, Requires: Flames of the Kusanagi OR Kusanagi Perfected): Do you have something to protect, Jumper? Something that drives you on when all other hope is in darkness and silence? Were such a thing to be threatened, could you rise to the occasion? Now, you can. Kyo Kusanagi never wanted the role given to him, but this war came to him, even catching up his own girlfriend as a potential sacrifice to Orochi. In those final moments, where he should have had nothing left, the merest thought of her voice was enough to help him bring his flame to bear and snuff the Orochi threat. When you fight to protect that which you love more than yourself, your power and reserves will amplify. Even should all sense, logic, and the very nature of the world demand you have nothing left to give, you will be able to summon up the fullest expression of your power at least one last time. Make it count.

The Sun And The Moon (200, Requires: A Swan's Reflection): Chizuru was not intended to be the champion of her clan; her sister Maki was. Superior to her in every measure of their arts, Maki became the target of the Hakkeshu, and perished before Chizuru's helpless eyes. Ever since, she has struggled to live up to her sister's legacy; too weak to stop the Orochi directly, or to avenge Maki without aid, she fought and schemed until she could bring together those capable of helping her end this nightmare. For while the flames of Yagami and Kusanagi could pin and shatter Orochi, only the Kagura could birth and maintain a new seal for its eternal essence. This power now is yours; not merely the ability to manifest a seal upon defeated immortal forces such that they cannot endanger the world further for centuries to come, but to even concentrate that on more mortal foes and temporarily seal an individual's supernatural gifts in the heart of battle.

Heavenly Kings

Oh, blessed upon Gaia, the greatest of the Orochi's faithful clan. The Hakkeshu, each bearing the weight of one of Orochi's eight great powers. And foremost among these greats were the Four Heavenly Kings, the clan's leaders, chiefest among all Orochi's blessed. Theirs were the powers of primal nature itself, and those fool enough in this era to challenge them bore witness to this destructive majesty. Goenitz of the Wildly-Blowing Wind, Yashiro Nanakase of the Parched Earth, Shermie of the Insanely Violent Lightning, and Chris of the Flaming Destiny. Goenitz alone, at the conclusion of the 1996 King of Fighters, snuffed out an entire outdoor stadium with violent gale force winds before facing the champions. And the Orochi Team, the awakened New Faces with their true nature and motives suddenly made clear, fought a vile battle only concluded when they decided they had gathered enough energy to incarnate Orochi through Chris and bring him back to the Earth once again. Only the foolish or desperate would dare stand against them. Neither state will save those who do. (Hakkeshu)

Siphon Energy (100): As the Heavenly Kings enjoy the bounty of Orochi's gifts, so too do they give in return. The ability to claim the energy of ambient violence, convert it into raw essence, and funnel it to another source is a card the Heavenly Kings held close to their chest until it was too late for the fighters to do anything about it. You now possess this ability, and can easily use it to sunder seals, infuse weakened spirits to bring them back to a more complete nature, or more basely empower one's self. Now, all you need is a bunch of fools willing to fight and be fought to provide that energy... I wonder where one might find that in this world...

Gaia's Blessings (200): All Hakkeshu bear the mantle of power, gifted by their lord and elevating them above the common rabble. However, the Heavenly Kings are elevated further, granted power over raw elemental forces to better defend Gaia with. Select one of the following elemental forces; Wind, Earth, Electricity, Fire, or Water. You now possess incredible control and mastery of this force, able to summon and manipulate it at will. This power may take training and time to fully harness, but when utilized properly few forces in this world can withstand it. If coupled with proper martial arts prowess, one could be almost unstoppable...

Invoke The Blood (400): The power of the Riot of the Blood is a dangerous side effect of Orochi blood in the greater world. Simply put, those who bear the ancestry but are not full Hakkeshu can fall into a berserk transformation, compelled to extreme unstable violence. By invoking this in a young Leona, Goenitz was able to use her to kill the wayward Hakkeshu Gaidel along with their entire village. And when felled in 1996, he invoked it in Iori to exact revenge on the traitorous Vice and Mature. You now bear the power to Invoke The Blood; not merely in those with Orochi blood, but in future Jumps to push those with the capacity to snap into violence and berserker states to do so. A foe bears a malevolent dark side they try to avoid tapping into? Force them into it amidst their allies and watch the fireworks. A monster resisting their true nature? Show them and the world what they really are.

Orochi

Long ago, born of the earth itself, a great and powerful presence came into this world. Coming to be known as Orochi, this powerful entity sought to be the ultimate guardian of nature, observing and maintaining the balance between Gaia and her creations. In time, men came to worship Orochi, seeking to follow its ways and preserve the natural world as it did. These became its clan, and to these faithful disciples it granted boons of power and guidance. However, these times of peace did not last. As mankind grew in power and reach, Orochi saw what their actions were doing to the world. Unleashing violence upon one another, expanding rapidly and trampling the land underfoot, slaughtering the wildlife with reckless abandon. Humanity, in Orochi's eyes, was rapidly becoming a grave threat to Gaia, and their actions towards each other seemed to prove them equally self-destructive. And so, the mighty being turned its divine power against humanity, and the Orochi clan followed suit. By the actions of three mortal clans, the Orochi was bested and sealed, but one cannot snuff out Gaia's Will so easily. To take up this cause is to, if not take Orochi's place, then to perhaps be another divine spirit born of Gaia akin to it. There was at least one other in this world, Saiki, though it too was eradicated long ago... (Hakkeshu)

Divine Psionics (100): Perhaps an expression of Orochi's pure power, or perhaps a signifier of why such abilities are feared even in this world, but you now possess a wide and powerful array of psionic powers. These manifest chiefly as the ability to teleport by thought alone, telekinesis powerful enough to fight and win against even experienced warriors with ease, and telepathy strong enough to read the minds of the unprepared casually. With such gifts, it is easy to see their user as godlike...

Serpent's Gift (200): The Orochi by itself is a fearsome entity, but as these tournaments so often prove, the actions of groups far outstrip the actions of even the strongest individual. Binding such forces to you often requires a show of favor. A boon. An empowerment. Thus, this; the expertise to manifest power in others, tied back to you. This can be a shadow of a true power you personally possess, or it can be a representation of power you channel from a greater source, as Orochi could bless his Hakkeshu with elemental powers he did not seem to utilize personally in combat. These gifts, however, inevitably tie the party so blessed back to you, affording you greater control and manipulation of them if you so wish it. If combined with Invoke The Blood, one could easily provoke one's faithful to violence in their name...

Return To Nothing (400): Eight were the powers of Orochi, so one might claim from seeing the Hakkeshu, the Eight Heads. But the ninth domain was Orochi's alone; the domain of the Soul. Through it, Orochi could manifest in the body of a worthy vessel, as he did with Chris at the climax of the 1997 King of Fighters. Through it, he could rip the very soul from an opponent's material form, and shatter it in hand, dealing incalculable damage. Through it, he could summon up an absolute light, searing the surroundings and punishing the unworthy. Undoubtedly more could be done with this; indeed, it is likely the root of what is seen in Divine Psionics and Serpent's Gift, though taking those will more directly grant mastery of those abilities. But with time, experience, and patience, this power could see even a neophyte become equal or greater than Orochi in its prime. Teach the pitiful children of this world how outclassed they are, or embrace them in your inescapable protection; do as you will, for few individuals will be able to surpass you now.

Items:

Items are discounted/free if noted such for specific Origins. If an Item is lost or destroyed, a replacement will appear in your Warehouse after 24 hours. Edit Team Origins receive +100 CP to use in this section only.

KoF Invitation '95 – '97 (Free): You'll of course need this to really enjoy your time here. This is a ticket to entry for yourself to enter into the King of Fighters tournament, one delivered for each year you'll be here. The regulations for who gets to enter seem a bit odd, though. All you really need is to HAVE the Invitation, hand it over at the start along with your teammates, and bam. Official team of record. This seems like a system primed for abuse, but since these invites are sent to the best fighters in the world, one assumes they're safe in their care. After this Jump, you'll get a replica of these Invitations still sealed to do with as you wish. Might make a handy trophy?

Neo Geo MVS Cabinet (50): This multi-slot stand up arcade cabinet, bedecked in red and black, has four openings at the marquee for rectangular inserts, two sets of controls, and a Select Game button smack in the middle of the controls. A staple of the 90s, these SNK-produced cabinets came with the ability for the owner to plug in different game cartridges into internal slots, switch in the appropriate insert to advertise which games were available, and thus have a customized experience for one's self or customers. This Cabinet comes with the cartridges and inserts for King of Fighters '95, '96, and '97, and can be pre-installed in either one's Warehouse or a property they own. Should you already own a Neo Geo MVS Cabinet, you can take this Item for free to just receive the cartridges and inserts.

Gimmick Item (50 ea, 1 free Team Jumper): Bladed gloves. Ball and chain. War fans. Explosive earrings? The fighters in this tournament utilize a variety of mundane weapons when engaged in combat, and it would be unfair to deny you that. When you purchase this, you may decide whether your weapon is a permanent or one-shot weapon. Permanent weapons can channel your energy as if it were your body, while one-shot weapons can only do so if you have Training that says you can. As an upshot, though, you have an unlimited number of said one-shot weapon, summonable from essentially hammer-space. Only one one-shot weapon can be summoned at a time, vanishing shortly after its use regardless of whether you hit with it or not.

Uniforms (50 ea, 1 free Korea Justice Team): Deeply valuable when attempting to create a sense of camaraderie- especially when none existed prior -this Item provides a combat-capable uniform that is remarkably resilient to wear and tear, and one specifically tailor-made to resist the after-effects of your own powers. Should you buy multiple copies, or you and your Companions each purchase this, you'll all receive variations of the same uniform but built to match your body type and combat style.

Neo Geo Land (100, free Hero Team): This three-story building can be placed anywhere, though outside of Osaka it might stand out a bit more. Inside, one will find a vertical amusement park, containing an arcade floor, billiards, bowling lanes, karaoke, and cafes on each floor. You'll receive a share of the profits, as well as being able to play and eat for free when you visit, and may find that a certain Japanese producer of video games and pachislot machines will frequently send their latest creations here for field testing. Post-Jump, you can attach this to your Warehouse, or Import it into future worlds either in this state or in one more fitting for that setting.

Kyokugenryu Dojo (100, free Art of Fighting Team): At long last, a dojo all your own! This multi-story training facility contains extensive sparring arenas, marvelous architecture, and with the housing on one floor can quarter five students and a teacher on property. A library contains not just texts on

Kyokugenryu and its techniques, but the foundational texts of the styles Kyokugenryu was based off of. This would make a marvelous home base for a few years, though don't be surprised if a tengu-mask wearing individual is caught skulking about, occasionally giving your students (unwanted) inspirational talks... even post-Jump, that guy'll sometimes just show up and spout off some melodramatic advice, which if you get past the cringe factor can even be helpful. Yet just as soon as he arrives, he'll vanish once more, that enigmatic master of martial arts...

Ikari Warboat (100, free Ikari Warriors Team): This mobile platform intended for traversal of riverways and coastal areas is intended as staging/transport for teams of soldiers. Expandable platforms allows the Warboat to 'unfold', creating a pontoon bridge or a semi-stationary floating fortification. Between supply storage, fishing supplies, and heavy filtering and treating support coupled with the bridge and quarters, this Warboat could support up to twenty soldiers (including ship crew) in the field for an extended period. You may choose where to initially deploy it, and can import it to future Jumps at the nearest appropriate waterway or dry dock.

The Illusion Bar (100, free Women Fighters Team): Founded in the wake of King of Fighters 1994, Illusion was created so King could put her growing fortunes and connections in the fighting world to more down to earth use. Staffed by herself and the twin waitresses Sally and Elizabeth, this quickly became a popular hot spot for both fighters and upper-class patrons looking for a worthwhile watering hole. You now possess your own variation on this illustrious bar, able to appear in this Jump and future ones as its own building or as an addition to any structure you already possess (this could, for example, make a great destination spot on the top floor of a skyscraper). While nominally a bar with fine wine and a stage frequented by jazz bands, it's up to you what the menu looks like and what sort of acts and clientele you'd like to target. You'll even get your very own twin waitresses to start off the staff, though you'll need to look into getting a bouncer and proper bartender yourself. Maybe King has some references she could share.

Eco-Safe Recording Studio (100, free New Faces Team): Music is a universal language, and even those with darkness in their hearts seem able to draw out pleasure and joy from the act of creating it. Now, you'll have a pitch perfect (literally) option to use here or take with you anywhere you'd like. With professional-grade engineering and sound capture tech, as well as in-studio presses for your preferred form of physical media, this would already be a stellar option. The cherry on top? It's all strangely ecologically friendly. Not only does it produce no waste in the process- the physical media itself requires no materials to make, and is impossibly biodegradable once discarded -but it seems to clean the air around where-ever it is set up. Odd, but hey, not the weirdest thing a Jumper will see on any given workday.

Railyard (200, discount Fatal Fury Team): This railyard, originally located in Southtown, is now yours to place where you see fit. Containing two sets of tracks, an engine house with room for four trains' worth of engine and cars, and a single combination freight/passenger train plus cargo crane in the yard, this provides everything one could need to set up a freight or coach yard, or a combination of both. You can connect it to a nearby set of tracks if one exists within ten kilometers of its origin point, or just use it as the origin point of your new rail company and make some cash. Or just rent the space for fighting tournaments. Could be a popular spot for those for some reason. Post-Jump, you can attach it to your Warehouse as a point of origin, allowing for freight and passengers to move quickly in and out so long as there is some form of connecting opening large enough. Or you can Import it normally according to the above description.

Concert Arena (200, discount Psycho Soldier Team): The stage is set. The lights are lit. The fans

have crowded the stands. It's time to put on a show! This large indoor concert venue has three stories of seating totaling roughly 2800 seats. With an attached building containing offices, conference space, a wedding hall, and a 70-room hotel, plus underground parking, it represents the perfect spot to host a major event. You'll receive full ownership of the property, set where you wish, and can adjust the schedule to make a slot (or several) for yourself or other acts you might contract with. There's even a van, gear, and office for Satella News Network, making it easy to broadcast performances (or fights) you happen to host. In future Jumps, you can attach this to your Warehouse, or place it in the world as you see fit.

Shipyard (200, discount Yagami Team): This industrial dock complex is designed for one purpose; to get ships onto the ocean. Building yards, materials storage, heavy machinery, dry docks, repair docks... this is where ships can be made from scratch or built back to seaworthy. Anything from smaller personal boats to full-sized liners can be built or serviced here, with enough material on site to make upwards of 1000 gross tonnage total of ships on-site. There's also a floating platform in the dock one could easily use to host small parties or rounds of an international fighting tournament. Post-Jump, the raw supplies will refill every ten years or per Jump, whichever comes first, and the Shipyard can be Imported to new worlds or used as a Warehouse attachment.

Stroheim Castle (200, discount Bosses Team): This gorgeous German castle sits abreast a waterway allowing access to it by way of boat or gondola. The castle, while originally made in ages past, has all the modern amenities one could ask for to live in style and comfort. With tall sweeping white walls and blue roofing, the multitude of sub-buildings and surrounding forest gives one the impression it could be a city all its own. This castle comes complete with an extensive staff, including maids and butlers, chefs and drivers, and even a private orchestra should one feel the desire for some live entertainment. A large pipe organ in the main hall, however, is reserved for use by the castle's master if they so wish to use it. Post-Jump, you may import this castle into new worlds, or use it as a Warehouse attachment.

Geese Tower (200, discount '97 Special Team): A true modern day king needs a true modern day stronghold. This skyscraper, looming over all but the most built-up skylines of a modern Earth, contains offices, hotel space, and even a casino. The top-most floors are custom-designed for your desires, with rooms for Companions, a large meeting room with extensive computer set-ups, and a private suite floor. The top-most floor is a Japanese-themed area with panoramic views, allowing the owner to truly survey their kingdom. With the facilities on site, one could run everything from a megacorp to a global criminal empire from here. You can choose to place it inside a city, or on a small island connected to the mainland by a large but easily guarded bridge, should you desire as much autonomy and control as the original. You may Import it much the same, or connect the lobby's entrance to your Warehouse as an attachment; should you do so, the top floor will grant instead a panoramic vista of either a rain-swept city skyline or an amalgamation of all your Warehouse attachments and properties, though this will only be a visual representation. In either case, just be mindful; it's a long way down from that top floor.

Unspoiled Gaia (200, discount Orochi): Can such beauty exist in a world so corrupt and debased? Surely this must be a place blessed by Gaia herself. This large valley, tucked away anywhere you see fit, is pure and pristine. Wild life exists here in perfect natural harmony, the trees fruiting with bounty unsurpassed, waters running clean and clear to a small central lake. In such a place, one could find absolute peace and tranquility, unmarred by mortal hands. Should one meditate or train here, they'll find any abilities they have that allow them to draw on the natural world are enhanced in this place, and improving them can be done rapidly. You may Import this to other worlds, or create a cavern entrance

into it through your Warehouse, but be warned... it may lose much of its natural splendor should it be overrun and mangled by humanity greed and the spread of its industrial power into these sacred lands. But then, there is an obvious solution in the event unwelcome parties come here seeking to cause trouble... and the plants and animals can always make use of a few corpses.

Tengu Mask (200, discount Masters Team): This is an odd wooden mask, Jumper. Red with a long nose, and an attached white wig to cover the top, back, and sides of the head, it appears to resemble a Japanese Tengu, at least as far as theatre masks would represent one. Yet... it seems to radiate a kind of power when you hold it. Should you wear it, you'll soon find the truth of it... when worn, the Tengu Mask enhances the self's powers at the cost of exaggerating one's emotional and mental state. Attempting to give advice becomes the kind of lecture expected out of a children's super hero. Attempting to observe one's students becomes a mockable effort to sneak up on them and spy with the mask clearly visible poking out from where-ever you chose to hide. It practically makes you into comic relief... until you have to fight someone. At which point, this exaggeration combines with the power enhancement to make you easily twice as powerful and dangerous. A mortal master wearing this mask could easily strike, if not fear, then at least respect in the kind of beings that would normally think of humans as nothing but annoying insects. And should one possessed of incredible powers don it... well, let's just say you might be willing to accept a few goofy moments after you see the cataclysm you can bring about with your bare hands.

Kagura Stadium (200, discount Lone Wolves): When you need a place for a proper finale, why not go all out? This multi-story open air sports stadium can seat roughly 47,000 in its stands, though depending on what event you're hosting might have more room available down on the ground. Recently expanded and updated, it contains built-in camera rigs and transmission equipment, allowing for easy global showcasing of top-tier events. Everything, from the locker rooms to the refreshment stands, are built to optimal 1996 perfection. And as owner, you even have a reserved box seat for every event to be hosted... assuming you're not planning on getting involved yourself. Post-Jump, you can Import this, or attach it to your Warehouse, and the Stadium will retain any further upgrades made to it... you know, if mid-90s isn't quite the state you want to leave it all in.

The Altar of Orochi (300, discount Heavenly Kings): This large circular stone area, with strange stone pillars jutting out from squat pedestals at the edges, can be consecrated to any being of significant power. Gods, ancient natural forces... even yourself. It is a place intended for sacrifice, and can amplify the power of sacrifices a hundredfold if made here. Not just human or animal sacrifices, mind, if your mind was leaning down those darker paths. Sacrifices of energy, burnt offerings of food stuffs, prayers, what have you. If this is targeted at a being or manifestation, they can use it to strengthen themselves or to feed powers that would normally require some other expenditure of energy. Should the target be sealed away, these sacrifices can be used to chip and carve at that seal, eventually allowing the sealed entity to manifest itself once more in this area. Lastly, the area is empathic to elemental forces; should a powerful user of such elements be present, the surrounding area and even the stonework itself may represent this, with such power engulfing or even temporarily destroying the pillars in gorgeously intimidating displays. I'm sure you can find a use for such an intimidation factor when contesting with nonbelievers. Post-Jump, you can Import this or attach it to your Warehouse; in either case, you can retarget who/what this Altar is consecrated for every ten years or per Jump, whichever comes first.

Three Sacred Treasures (300 ea., discount Three Sacred Treasures): The title of the clan alliance that originally stopped Orochi, and the united heirs that confronted it once more in 1997, was not mere poetic license. Their family lines were and are indeed the bearers of three powerful sacred treasures:

the Kusanagi Sword, the Yasakani Magatama, & the Yata Mirror. The first two granted the family line power over flames, with the latter able to pin and paralyze foes while the former smashed them with raw power. The last, the Yata Mirror, granted the gift of manipulating reflections, as well as to seal away threats if they have been weakened. You may now purchase one, or more, of these Sacred Treasures, creating a duplicate you can grant to yourself or others. This will not merely grant the powers and potential Training presented here for each of them; this will enable that power to be passed down through their lines, without dilution, for millennia. To purchase this is not just to invest in power, but power that can spread through a bloodline you choose to uplift. If you grant this to a Companion it shall remain ever with them and their line, but should you grant this to a non-Companion native in a Jump, you'll find a new copy awaiting you in your Warehouse in the following Jump.

Companions:

This being a 3-on-3 tournament, it won't do much good for you to show up stag. As such, you'll gain **two free slots** automatically upon entry. You can choose to use these for Importing existing Companions, or for Exporting new ones. If you pick the latter and have the Standard Team Origin, they can be your teammates; if both choices are, you gain the third member of that Standard Team for free as well. If you have the Edit Team Origin, you already have a completely custom team, so no reason not to take advantage of that; take **one additional free Companion slot**.

Import (50/200): You may Import any Companions you already have for 50 CP each, or 200 for eight. They can take any Origin and gain the basic 200 CP Stipend for Training, though the Team Jumper & Edit Team Origins will not give them extra points. They can take any Drawbacks, and must take ones the Jumper took that affect the entire Jump (e.g., Enjoy The Ride, Ripples On The Pond).

Export (100): Met someone here you want to team with for a lot longer? For 100 CP a pop, you'll gain a slot, literally. An invitation will appear, in an envelope with a wax seal bearing the initials JC. If you can convince someone to join you on your Chain, hand them this envelope; once they open it, they're in. Just, uh, be careful if you hand this to anyone on the New Faces Team. N-no reason, just... careful.

Barrier Maiden (50, free Three Sacred Treasures): In the normal timeline, the only known descendant of the last intended sacrifice to Orochi was Yuki, Kyo's girlfriend. As a result, she was abducted once the New Faces awoke to their Hakkeshu nature. It was their hope that her sacrifice as a body for Orochi to inhabit might both throw the Kusanagi heir off his game while simultaneously fully freeing Orochi at long last. Now, it seems, they've targeted another descendant as well... though when you first meet this college-age Japanese student in 1995, her only tie to the tournaments is her relative being in a relationship with one of the champions. Helping save her (or spare her) from the potential fate of Yuki will earn you her favor, which due to the nature of her line is no small thing. While neither she nor Yuki have any formal training, their heritage dating back to the Maiden Kushinada and status as perfect vessels imply an incredible degree of potential. Perhaps if she were trained, this so-called Barrier Maiden could be a match for even the most dangerous forces of this era...

Friendly Wildlife (50, free Hakkeshu): Even without awakening to their nature, the members of the New Faces Team were drawn to wildlife, and they to them. Shermie kept and cared for a pair of hamsters, while Yashiro had adopted a loyal hawk. It showed that, in spite of the group's enmity for humanity, some aspect of them was still mutually embraced by Gaia and her creations. With this, you gain the love and loyalty of a mundane animal for life. Gaia's bond between you is such that, so long as you live, so too shall this animal.

Goons (100, discount Standard Team): Students of your style? Bodyguards to protect you from rivals? Soldiers under your command? Cultists in service to your god (or you)? Groupies? Whatever the case, these five well-trained and loyal Followers would be almost Companion-tier in a more down-to-earth setting, and follow an appropriate matching theme... to you if possible, but to one another certainly. They'll carry over to future Jumps, and if any are slain, will be replaced with local talent within the month automatically. You may take this entry more than once, and can choose different themes or the same theme each time.

Drawbacks:

You may take as many Drawbacks as you wish, gaining CP for each. Be warned, though... you don't want to overburden yourself here too much. Worse fates await than just losing a tournament if you don't watch your step in this world...

Veteran Of Southtown (+0) If you have ever participated in another Jump whose characters are featured here (see Appendix), you can carry over the effects and results of those Jumps to this one, including any relationships friend or foe.

Chain Combo (+0) If so chosen, this Jump can be chained immediately into the King of Fighters: NESTS Chronicles Jump. If this is taken with Enjoy The Ride, it will apply to those years as well.

Enjoy The Ride (+100) Normally, this Jump would conclude at the end of 1997, as canonically nothing happened regarding the tournament in 1998. With this, however, you'll remain in this world for one extra year, the Jump concluding at the end of December 31st, 1998. Nothing too major, and if you've done well to earn the friendship or respect of those around you that year could be a blast. But be warned, there are forces in the background here that were not idle that year, and you may attract their attentions if you made a big enough splash...

The Fight's The Thing (+100) Even if there wasn't a tournament, you'd be in here cracking knuckles and busting heads. Fighting is in your blood, and nothing short of a gun to your head or a threat to your loved ones is going to get you to pause when a chance to throw down arises.

Preening Peacock (+100) Hey, this is a combat tournament, not a fashion show! To you, it's both. You'll constantly be concerned with how you look to the fans watching on, adjusting hair and attire if it gets mussed. Admittedly, if you still win repeatedly while doing this, you'll probably win over a good number of fans. Fighters might get annoyed, though.

Under Investigation (+100) Who are you, Jumper? Where did you come from, and why? There are powers in this world- and these tournaments -who are keen to find out. From governments to special interests, expect to have eyes and ears on you for the entire duration of this Jump. And if you start to behave too wildly, there's a good chance those groups will seek to intervene..

Translation Error (+100/200) Even for an international tournament, it feels like you're getting a lot of things wrong. Expect to get across and hear the general gist of what everyone is saying, but for it to come across like it was slapdashedly translated. This won't apply in your home region, so at least there's that. For an additional +100 points, this will also apply to things you say that others hear, so expect some raised eyebrows and lowered opinions from your fellow fighters. In either case, other fighters won't have this issue with each other, and if you bring it up will probably assume the problem lies with you.

Fight Fair (+200) Unlike tournaments of the future, the stakes and level of powers on display is actually pretty low... at least, during the tournaments themselves. This drawback will prevent the use of your Perks and Skills from prior Jumps, but only in relation to your respective tournament matches and your opponents there-in. So while outside the bout you'd be as powerful as ever, inside even the weakest team might stand a chance. The more knowledgeable fighters might even respect you more for taking such a drawback, earning you points in their eyes.

Obsessed Rival (+200) What did you do to this guy, Jumper?! Whatever it was, they want to whup you badly. On the plus side, this won't equate to trying to poison you or stab you in your sleep; no, they want to beat you halfway to a coma in public. If it's not someone already in the tournament, expect them to do whatever it takes to join in the hopes of fighting you. And don't think you can beat this by taking them out early or permanently... the universe will twist itself into a pretzel to make sure that, come next tournament, they'll be there with at worst a trendy new scar. Somehow.

Combat Pacifism (+200) You don't kill. Oh, you can beat someone unconscious, you can break bones, you can make them *wish* they were dead, but even if you just saw them kill your own father before your eyes, you will never be able to deliver a killing blow by your own hands.

Morale Issues (+200) Normally, you could pick which order your team fought in. You still can, but you yourself will always be third in the order. Worse, each person in the team who is defeated will reduce your own personal power and skills by a third, meaning if it comes down to you you'll be operating at around 33% of your normal power level.

Evil Is Unforgivable! (+200) Your sense of right and wrong can be more accurately described now as a sense of righteous and in need of a violent face smashing. Should you learn of evil deeds and their doers, or even suspect as much, you'll be quick to challenge the vile ones to battle... and not overwhelmingly subtle about it, either.

Cruel For Cruelty's Sake (+200) You're a being of great power, Jumper. Why not abuse it? This Drawback will effectively turn off your moral compass for the duration of the Jump, and enhance your joy at seeing those who slight you suffer for it.

Guilt By Association (+200) You've got a history. Or at least people think you do. Ties to the Howard Connection, to the Bernstein Organization, the Orochi Clan, or perhaps to graver threats still concealed from the masses in the future. Expect those who would care about such things to care VERY deeply about you being here now, and for word to spread rapidly of your diabolical past. Changing the hearts and minds of folks may not be possible, at least without first fending off their barrages of questions and (as one expects of this world) attacks.

Rioting Blood (+200) Your blood contains the same contamination as that of Leona and Iori; as such, you are vulnerable to the Riot of the Blood, and can be provoked to a mad berserker frenzy by those with the right skills. In this state, you won't be able to tell friend from foe as you attempt to gut any living persons near you with all your might. While this won't mean they'll do so for certain, and simply avoiding the Heavenly Kings and Orochi itself might be enough to evade this threat, events may well conspire to prevent such precautions. Especially in 1997 during the tournament, as the seal is at its weakest and the influence of Orochi can hang heavy no matter where you go...

Locked Memories (+200 - +600) Like the reborn Hakkeshu, your memories of past lives- i.e., of all your past Jumps and your first life before the Chain -have vanished. You will live normally, as a member of this world, bearing only what skills and powers you've taken from this Jump... but not for the full duration. During the climax of one of the tournaments, whether you are involved or not, your memories will become unsealed and you'll regain your full faculties. For +200, this happens in 1995. +300, 1996. And +400, 1997. For an additional +100, Chizuru Kagura is aware of your true nature, and may exploit that fact to try and use you in her war against the Orochi. For an additional +100, the Hakkeshu will be aware of your true nature, and will *definitely* exploit that fact for their own purposes. Taking this at full value could see you used as a pawn between the players in this grim game for years

on end before finally learning why, potentially sacrificing the person you'd grown to be over those years in the process...

My Teammates Are Jerks! (+300) I don't mean to tell you your business, Jumper, but those folks you're partnering with are just... not the best folks to be around. They'll fight alongside you for the tournaments and all, but once the last match you're in concludes (and any post-tournament nightmares are dealt with if you all won), best case scenario is they'll talk some shit about you and depart. Worst case, they might decide they've had enough of your shit and try to fight you themselves. Long story short, don't expect much in the way of friendship between tournaments from this lot, and *really* don't try to force it. Especially if you end up on a team with Iori... that guy has a history with how he treats teammates once the matches end.

In The Serpent's Eye (+300) Not good. The Hakkeshu are now... interested in you, regardless of Origin. Perhaps something of your true nature has sent their senses into a tizzy, or perhaps their lord can tell you're not born of Gaia. Whatever the case, they're keenly focused on you, which can be both risky and could lead them to developing plans that take you into account... a dangerous concept considering how adaptable they seem to be.

Roster Shuffle (+300) The good news is, the team you've set yourself up with for 1995 goes off without a hitch. The bad news? For reasons outside your control, it won't again, as for 1996 and 1997 you'll end up on a completely different team from your chosen Companions. Who you end up with will be borderline random, with fate twisting itself into a pretzel to excuse who you end up with. And if every team is full even after you're replaced on your first team? Say hello to the folks listed for the Edit Teams, as two of them will pair up with you, again randomly. Hope you can pull off a miracle with just Shingo and Eiji as teammates if it comes to that...

Obsessed With A Rival (+300) If a reporter asked you why you entered this tournament, you'd point to someone in it and declare proudly 'To punch them in the face'. Nothing else, when it comes to fighting, matters to you beyond beating this one rival. Shame that reality refuses to play along. You'll constantly find them out of reach, with one of your respective teams losing without getting to fight, having your fights interrupted by all this supernatural BS, forced to instead fight alongside them, or any number of other complicating factors. If you somehow manage to make it to December 30th 1997 and haven't gone mad as a result of this Drawback, you and your Rival will finally have a clean one-on-one fight out of the public eye. Once you do, whether you took it or not, you'll be subject to the Fight Fair Drawback for this one confrontation alone. Think you can prove you're better without all those fancy tricks? You're unlikely to die if you fail, so you're not risking Chain Failure... no one will know the outcome, except you... and your rival.

Plan B (+300) It would be accurate to call this the You Can't Fight Fate drawback, to an extent. Simply put, the events leading to the conclusion of each King of Fighters will, somehow, happen. Rugal shall use the power of Orochi to fight the champions, Goenitz will massacre the fans in attendance and challenge the champions, and by hook or by crook, Orochi shall be revived through a member of the Hakkeshu. Don't think you're spared the worst of this by being on the side of the villains, however; if you are, then Protagonist Powers will see the heroes rally and make it to each conclusion to confront you, one way or another. And this goes double for trying to take out the Three Sacred Treasures team early... odds are good what you slew was just an illusion made by Chizuru, or something equally deceptive.

Gaia's Enemy (+400) Orochi has sensed your arrival in this world, Jumper. And it loathes you for it.

Despises you for your otherworldly origins and potential to disrupt the natural balance. You, above all beings crawling unwelcome on the planet's surface, are its enemy. And it will stop at nothing to see you cleansed from it. All Hakkeshu will now have new and powerful orders; do whatever it takes to kill you. Empower a thousand soldiers and turn them loose in a Riot of the Blood at your location, set forth a stampede of hungry predators from every corner of the globe, out themselves to the world and then declare you publicly their lord and master to turn all mankind against you... whatever they can do, they will do. And should Orochi be revived, it will spare no shred of its eternal power attempting to eradicate you and bar this world to you forever.

A Threat To Mankind (+400) Your nature as an outsider, an interloper in the existing wars of this world, has been noticed by Chizuru Kagura, heir and leader of the modern Yata Clan and member of the Three Sacred Treasures. While normally this might compel the powerful fighter to maneuver to make use of you in her endless war with the Orochi, this is no longer the case. Chizuru now views you as a threat on par with Orochi, and will attempt to see that threat ended by sealing you away. Any immunity you have to being sealed is revoked, so should you be weakened enough in combat, this is now a very real and potential danger (and a Chain Failure if you end the Jump in this state). And if you think all you need to do is be stronger than her, remember, this is the same woman who has gotten Iori and Kyo to work together without killing each other on multiple occasions. If she puts her full effort behind it, she could easily unite much of the roster present here in seeing you taken down. That said, perhaps there is some way you could persuade her she's wrong and get her to back down without further violence... unlikely, but possible.

Ripples On The Pond (+400) Not compatible with Chain Combo or Enjoy The Ride. Your journey starts on January 1st 1995 and ends December 31st 2005; while many tournaments will happen during that time, you only gain by fiat the things you purchased in this Jump. Think you can make it all the way to the late stages of the Tales of Ash on this alone? Don't assume things will play out how they did in the past... a powerful person like you could cause considerable ripples and get the attentions of many powerful beings.

This Is My Fight! (+400) Stupid team rules, getting in the way of what you WANT to do. How can you really cut loose when saddled with such dead weight? Now, that won't be an issue, as for KoF '95 through '97 you've been granted special permission to compete solo. This option bars you from all forms of Companions, both the free ones and the ability to take any additional ones by any means for the duration of this Jump. And if your stay lasts longer than these tournaments, you'll find the drawback holds true, keeping you from joining any other teams. Cannot be taken with Roster Shuffle or My Teammates Are Jerks!.

God Rugal Ascendant (+500) Goenitz granted Rugal a hint of Orochi's power, curious to see what might happen if such a being could call upon the Divine Spirit. Perhaps the powerful cartel leader and fighter might even make an able vessel for his lord. Normally, this fails; 1995, Rugal calls upon the power of Nothing, and unable to contain it, is destroyed by it. Here, with this Drawback, something far worse happens... Rugal succeeds. Though his initial mortal form is destroyed in the process, Rugal ascends to a Divine Spirit in his own right... or perhaps more accurately, a Profane Spirit. Loosed on the world and growing in both power and mastery all the while, he'll seek to gather faithful souls to himself, forming his own Clan-Army with the goal of complete global conquest. Worse still, his reincarnations are swift, and if slain Rugal returns mere months later in full to resume his dark deeds. The only plus side to this horror is it might briefly turn the Hakkeshu to humanity's side, if only to stop such a monster from despoiling and conquering all that which exists in this world. Even so, it will take a miracle to so much as seal away such an abomination...

Difficulty 8 (+500) You shouldn't take this. You really shouldn't. What are you trying to prove here, Jumper? Okay, fine. This Drawback does two things; it makes it so every fighter here knows your abilities in full, and it makes it so they gain an instinctive knowledge when you're about to use one of them. If this were a fighting game, it'd be the equivalent of the AI always reading your button inputs and acting accordingly, faster and more perfectly than any human ever could. Even if you're unreasonably powerful, in this world, this is a deadly combination, and there's undoubtedly some folks around who can cancel whatever I Win buttons you think you have. Really, seriously, do not tempt fate with this Drawback. You WILL regret it. Repeatedly.

Scenarios:

Up for an extra challenge? Want to prove you really are the King of Fighters? Feel free to take some of these, if you meet the requirements. If you fail, it will not count as a Chain Failure unless you die... or end up sealed away.

Scenario: Awaken The Serpent's Heart (Requirement: Must not select Hakkeshu Origin)

The Orochi is eternal. So long as Gaia, the divine force of creation and true heart of this world, exists, so shall he. The best the forces of man can do to withstand Orochi's wrath is to seal it away, though the lure of its power and reach of its loyal bloodlines means Orochi may ever return. However... what if that conflict ended? What if peace could be brought to the divine being? In this world and other versions of it, he has shown a grudging respect for mankind, even as he thinks it necessary to destroy it to protect Gaia. When faced with true benevolence, he has even wished it were the standard for humanity, seemingly recognizing that such a state would be cause for his crusade to end. The Orochi is eternal, but his enmity is not. If you can manage to reach the fearsome Orochi and convince it of humanity's worth, perhaps this endless cycle of bloodshed might finally be ended...

Reward: A Serpent's Rest. By breaking the cycle and bringing hope for humanity to Orochi, you have potentially tipped the scales in favor of humanity in this universe forever. Those loyal to it shall bend their terrifying powers to the defense and betterment of the world, rather than the summoning of their lord to see mankind destroyed. As thanks for this, and to aid you in further bringing peace to this and other worlds, Orochi has offered you the boon of his favor. You gain the Hakkeshu Origin, and +300 CP to use for anything related to it (Perks, Training, Items, etc.).

Scenario: The Serpent's Venom (Requirement: Hakkeshu Origin. This Scenario is not compatible with Arcade Mode '97, Three Heavenly Treasures, or Awaken The Serpent's Heart)

Mankind is a selfish, cruel, self-destructive lot. Whatever slight embers of potential they might hold are snuffed out by the suffocating weight of their evil. Gaia suffers their spread, their pollution, their disease every day. No more. The Orochi must be freed, and mankind wiped from the surface of this beautiful world once and for all. To accomplish this Scenario, simply see to it that the Orochi's seal is ended, a suitable host found, and the last remaining champions of the Three Sacred Treasures are eliminated. Your lord shall handle the rest.

Reward: Fifth Crown. Glory to you, oh noble servant of the Orochi. Praise be to the one who has defended Gaia against her wayward creations. This world shall be returned to a garden, pure and unspoiled. In thanks, Orochi has elevated you in full to the rank of Heavenly King; indeed, you are now a King among Kings, empowered by Orochi ever more. All Perks and Training related to the Hakkeshu Origin and its associated groups is amplified, and you receive Serpent's Gift for free (refunded if you had purchased it).

Scenario: Arcade Mode '95 (Requirement: Must take the Fight Fair, Combat Pacifism, and In The Serpent's Eye Drawbacks)

You and your team must now complete the arcade mode of KoF 1995; you must enter the KoF '95 tournament, win every match, be invited by R to the final area, defeat the brainwashed Saisyu Kusanagi, and then defeat Omega Rugal, causing him to tap into the Orochi power and be consumed by it.

Reward: The True King Of Fighters '95. Defeating both the patriarch of the Kusanagi clan and finally putting a true end to the monster known as Rugal have marked you out as a man of destiny, and

a worthy champion. You gain two boons; first, the cash prize of \$50,000 as a reoccurring Item at the start of each Jump- a briefcase with the prize money in a local denomination will be by your side at the start each time -and second the Perk '**Breaker Of Chains**'; should you fight someone currently under the will/control of another, and defeat them, you can choose to terminate that control and return them to their senses.

Scenario: Arcade Mode '96 (Requirement: Must take the Fight Fair, Combat Pacifism, and In The Serpent's Eye Drawbacks)

You and your team must now complete the arcade mode of KoF 1996; you must enter the KoF '96 tournament, win every match, journey to the finals at Kagura Stadium, defeat Chizuru, and then team with her and other fighters to stop Goenitz.

Reward: The True King Of Fighters '96. In spite of the costs, you have prevented a far greater tragedy by putting an end to the fearsome Heavenly King Goenitz. And on the road there, more than earned this year's championship. You gain two boons; first, the cash prize of \$50,000 as a reoccurring Item at the start of each Jump- a briefcase with the prize money in a local denomination will be by your side at the start each time -and second the Perk '**Called To Heaven**'; any foe you defeat completely will find their hand stayed even if they had the capacity to strike out at you one last time before they fall, though this won't prevent them from striking at others or themselves...

Scenario: Arcade Mode '97 (Requirement: Must take the Fight Fair, Combat Pacifism, and In The Serpent's Eye Drawbacks)

You and your team must now complete the arcade mode of KoF 1997; you must (deep breath) enter the KoF '97 tournament, win every match, confront either Orochi Iori or Orochi Leona and stop their rampage, confront and battle the Orochi Team at The Altar of Orochi, then after Orochi is summoned defeat it as well, forcing it back into its sealed slumber by sheer force of arms.

Reward: The True King Of Fighters '97. In a year almost unrivaled for chaos and danger, both before and since, you have triumphed and saved humanity from certain devastation. You gain two boons; first, the cash prize of \$50,000 as a reoccurring Item at the start of each Jump- a briefcase with the prize money in a local denomination will be by your side at the start each time -and second the Perk '**Serpent Slayer**'; any time you fight those controlled or empowered by a greater supernatural force, you'll find your skills and abilities heightened, letting you more easily power through them no matter how many amass to take you on.

Special Scenario: Three Heavenly Treasures (Requirement; must qualify to complete Arcade Mode '95, '96, & '97, and must have at least one of the following Trainings: Allegory of the Wind, Burning Devotion!, or The Sun and The Moon)

You must complete the Orochi Saga following the true canonical path: using the power of the Three Heavenly Treasures to overwhelm Rugal; reach Kagura Stadium and slay the winds of Goenitz; and finally fulfill your ancestral role in stopping the last of the Heavenly Kings and sealing away the Orochi.

Reward: You have earned the final prizes of this era; first, the perk '**Why Isn't The Wind Blowing?!'**. With this, should a foe you defeat have some grand scheme that required you to best them to trigger, something will go wrong for them. The power they call upon might fail them, your power could overwhelm them completely, some trap mechanism might fail to trigger, an assassin might get cold feet, etc. This Perk, while it can trigger automatically in response to such a scheme, can only trigger once per Jump or every ten years, whichever comes first. Second, the **KOF Orochi Saga**

Power Boost Perk, granting all abilities obtained in this Jump and any future KoF (or related series; see Appendix) Jump a moderate boost (roughly a 20% increase in power/effect). All KOF Power Boost Perks stack so long as they are unique. The KOF Orochi Saga Power Boost Perk will also be granted to your Companions.

In addition, you will receive one more Item... the **Orochi Seal Trophy**. This slab of stone set upon a wooden base bears the familiar markings of the Orochi, glowing a gentle blue. It will appear somewhere in your Warehouse or equivalent, and it thrums with a mysterious power, but seems incomplete. Perhaps finding the other Trophies will unlock whatever this possesses... in the meantime, it will at least look good on a shelf or mantle.

End:

Fight's over, Jumper. Whatever happened, whether you had your hand raised in victory or you tasted defeat, your time in this place is over. Now, you have a choice to make:

Go Home: The road ends for every fighter eventually. You'll be returned to the home world you left so long ago, bringing with you all the things you purchased along the way and a lot of memories. Your Chain is over.

Stay Here: For all the threats and dangers this world experiences, it's also a beautiful world with endless lessons to teach at the end of the other fighter's fists. Whether you plan to guide this world or simply revel in traveling and testing your might, this is your home now. Your Chain is over.

Continue: The best of this world never stop their wanderings, so odds are most folks you met here would understand this choice the most. Continue your Jumpchain, and bring the lessons of this world to the foes and rivals you've yet to challenge.

Notes:

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Jump #2 of the great King of Fighters Jumpchain project, preceded by the Rugal Saga and to be followed by NESTS Chronicles, Tales of Ash, and Dream Match. Hope you enjoy the ride.

Challenge Mode does not allow the Jumper to elevate themselves *up* to 10% above an opponent if they were weaker than them, only to *lower* themselves to that level if stronger.

Shingo Kick! could potentially be used to learn things other than the combat arts, though that's never really been explored in the games proper. If nothing else, I would suggest that it could, but would still require putting in the training time. Still, learning how to make perfect meals or fly a jet plane just by watching someone do it a single time and taking notes would be something. Fanwank responsibly.

Under Gaia's Blessing, one may note the appearance of Water out of seemingly nowhere. This is to represent the only Hakkeshu member never seen in action; Gaidel, Leona's biological father and the only member of the group known to have fully turned their back on the Orochi. Since he has yet to be seen as a playable/fightable character in the franchise, and certainly not at this stage, his power is noted here for the sake of completion. Though if someone wanted to revive Gaidel and let him take a crack at whupping Goenitz's ass for what the jerk did to his family, hey, that seems like a fun use of a Companion slot...

As seen with Gaidel & Leona, the child of a Hakkeshu inherits some measure of that Hakkeshu's power, as well as having a natural potential for the Riot of the Blood. If or how that applies should you take the Hakkeshu Origin and/or the Trainings that represent their powers is up to you. Fanwank responsibly Pt. II.

Taking Flames of the Kusanagi, Kusanagi Perfected, Flames of the Crescent Moon, or A Swan's Reflection could be seen as inheriting their particular bloodlines. If so interpreted, you can treat that as the equivalent of having purchased the appropriate Sacred Treasure Item associated with that and having used it on one's self. Taking Flames of the Crescent Moon even in this fashion will not require one to take the various Drawbacks representing the Yagami family curse, nor will it (as said in the lore) drive yourself or your descendants into inevitable madness or death.

Allegory of the Wind, if you so wish to interpret it, might be able to be tapped into even if Drawbacks and/or Jump requirements demand otherwise (i.e., as if it were a part of one's Body Mod). As the hardest of the three powers to purchase normally, you might view this as an appropriate offset. In terms of its use in the story, it certainly seemed to defy how everything to do with the Riot functioned up to that point, suggesting it to be game-breaking there as well. However you choose to use it, this should be the sort of reserve of absolute will that can overcome anything up to and including conceptual means of controlling the Jumper.

The Three Sacred Treasures are odd Items due to how deeply tied they are to the powers of the (arguably) protagonists of the series. Purchasing the Three Sacred Treasures Item does not prevent you from giving it to yourself and gaining the associated powers, though you'll lack the accompanying

Training in how to fight and best utilize those powers unless you also purchased that. Purchasing the Yasakani Jewel lets you choose the color of the flame, but does not automatically carry the Orochi curse regardless of hue. If you gift someone a Sacred Treasure, do not take them as a Companion, but then take a child/descendant of them instead, you'll still get your new copy of the Sacred Treasure in your Warehouse after that Jump concludes.

Barrier Maiden supposes more than a little bit, since Yuki is never seen to have any powers per say. Her only playable appearance is in the non-canon Gals Fighters game, where her wins tend to come unexpectedly to everyone involved and one of her most powerful anti-air moves is just a damaging scream of NO!, so a bit of a joke fighter. Still, given how adamant the Orochi Team usually is when 1997 is adapted in games or comics about Yuki being the one true perfect vessel, one has to imagine there's something unique going on there...

Selecting Chain Combo does not negate the CP gained from taking that Jump, but instead lets you continue on without Jumping away, and thus all your future KoF fun will take place on the same world however many times you take that toggle.

If you select Challenge Mode and Fight Fair, both are compatible with each other. Every fight you enter will trigger Challenge Mode automatically, capping you at 10% above the most powerful fighter present against you, but automatically granting you all Challenge Mode bonuses in the process. As a result, should you undertake the Scenarios that require Fight Fair and provide a cash bonus Item, you'll receive twice as many (i.e., two briefcases with cash between them totaling \$100K should a single briefcase with \$50K be the normal rewarded Item). The other benefit of Challenge Mode may also come in handy, depending on which Scenarios you're pursuing...

If you want to really go nuts with the Scenarios, yes, you can attempt Awaken The Serpent's Heart, Arcade Mode '97, and Three Heavenly Treasures all in a single run. This will need you to not just reach Orochi with your fists but your words and truth, convincing it even as you battle or once it has lost to you that there is a better way, and that humanity deserves its support, not condemnation. I won't say it is impossible, but your Jumper is going to need to be at the peak of their game to pull this one off.

All Arcade Mode Scenarios and Three Heavenly Treasures can stack together, but bear in mind that the latter expressly requires the use of your gifts based on the clans that sealed Orochi away to deliver those three final victories.

Revisiting the King of Fighters games and media for this Jump in particular was an absolute joy; these games still hold up, decades later. That said, research was a bit brutal, since this story has been retold in comics, side story games, and many other formats over the years since. Though arguably the most important, this wasn't my favorite arc for the franchise... tune in next Jump to see that one.

Feel free to repost this Jump anywhere you wish, but please do not edit without permission.

Version 1.0: Created Jump

Created by Astrangeplaytomake

Appendix: The Worlds Of SNK

For the purposes of the Drawback **Veteran Of Southtown** and the Scenario Perk **KOF Orochi Saga Power Boost**, the following is a general list of viable properties. Should the Jumper have gone to Jumps based on them in the past/future, these would apply. Note; this is not intended to be an exhaustive list, merely an informative one.

- Fatal Fury/Garou: Mark of the Wolves
- Art of Fighting/Buriki One
- Ikari Warriors
- Athena/Psycho Soldiers
- King of Fighters
- Metal Slug
- Samurai Showdown
- World Heroes
- Capcom Vs SNK
- SNK Vs Capcom
- Neo Geo Battle Colosseum
- The Last Blade
- King of the Monsters
- Savage Reign
- SNK Heroines: Tag Team Frenzy