

Dead or Alive

Welcome to the world of Dead or Alive, where ancient clans of super-ninjas wage a war of superweapon genetics and technology with the multinational corporation DOATEC. Along the way, a worldwide tournament is hosted, namely Dead or Alive! Dozens of challenges with wildly unique fighting styles all step into the fantastic arenas across the world.

Starting Budget: +1000CP!

Changelog

Version 0.4 1/5/15

Added Items and Companions

Step 1: Roll 1d8 +15 for your age.

Your gender is the same as it was the last jump. You can pay 50cp to choose your age and gender.

Step 2: Roll 1d8 for your Starting Location

You can pay 100cp to choose your location.

1. Japan
2. United States
3. China
4. Brazil
5. England
6. Russia
7. Australia
8. Pick your own!

Step 3: Choose your Origin!

Drop-In - Free!

You enter the jump without any memories beyond what you already know, and almost no support.

- + You have no memories and no place in the world other than a legal ID card and an invitation to the Dead or Alive Tournament.
- + You automatically gain the most common language of your starting location.
- Nobody knows who you are and you won't be taken seriously by other fighters until you prove yourself.

New Challenger - 50cp

New Challengers are the lifeblood of the tournament circuit, fresh faces all looking for that big win and ticket to fame, or the accolade of placing.

- + You enter the jump as a first-time entrant into the Dead or Alive Tournament, with appropriate connections to any schools or training facilities that taught you your art.
- + You automatically gain the most common language of your starting location.
- The veterans and such of the tournament use people like you as warm-ups. You're good enough to make them interested in you, but not much else.

Tournament Regular - 50cp

The arena is your home and where you win your bread- you have no job other than fighting in several dozen tournaments a year, and it pays fantastically well. For some the money is a means to an end, for others it is an end all on it's own.

- + You begin as one of the tournament regulars, and everyone in the who's who knows your name and your reputation. You are either a minor worldwide celebrity, or a major name in the martial arts community.
- + You have a lot of friends in high and low places, and your public presence makes it hard to have you removed for any reason.
- Your fellow competitors know your styles, and as such, you should settle in for some hard core training if you want to keep up. They're doing the same.
- If you become too interesting, DOATEC or similar forces might see about collecting a sample for one of their experiments.

Ninja - 100cp

The ninja (or other exotic enclaves) are those the various organizations use the tournaments to find, looking for the best DNA, best techniques and stranger powers that modern science has only begun to understand. You are in the tournament to avenge a lost, prevent a blasphemous catastrophe, or test your skill in the modern world.

- + You begin as a ninja or some other exotic combatant of reasonable rank. You have a clan or group you have strong ties to. You speak the native language of your starting location.
- + You have access to some of the most potent and esoteric combat arts in the world- some would say full on sorcery.
- A not insignificant portion of the world is hunting for you and those of your clan, some for honest and noble reasons. Most of them are not.
- You can expect your movements in any tournament publicized or not to be followed like a hawk.

Experiment 100cp

The result of some recombinant DNA, techno-sorcerous or otherwise mad-science project, an Experiment is the culmination of decades of work towards creating a humanoid weapon or some similar end.

- + You begin as an experiment, who by some sheer stroke of luck has managed attain things like literacy and a capacity for social interaction. You speak the language of your starting location, likely based on the accents of whatever scientist made you.
- + What you lack in connections, you make up for in ability to bluff- Experiments have such random powers, few people are going to raise an eyebrow at some of the more exotic abilities a Jumper can bring to hand.
- Unless by some stroke of luck or action on your part, your makers will not treat you compassionately, or like a person at all. Be prepared to fight for you humanity and against any form of brainwashing or control they can throw at you.
- Some Experiments do not look human, so don't expect to fit in.

Step 4: Perks!

Free/General Perks

As usual, perks corresponding to your chosen origin are 50%. Every Origin save Drop-In gets their first 100cp perk for free!

0cp-100cp - Fighting Style (First is free for all Origins, discount for Drop-In)

You are trained in some unarmed combat style, ranging from greco-roman wrestling, Jeet Kun Do, Taijiquan, Hung Gar or any other style recognized and taught on modern Earth, circa 2026 or so.

All origins get one style free, and pay 100cp for every additional style after the first. Your skill level is equivalent to someone who has trained several years for a no-holds barred tournament lifestyle.

0 or 50cp - Jiggle Physics

Upon entering the jump, you and the the world around you is grander, more glamorous, richer, hotter and sexier than you remember. The locales are exotic, thick with superhuman levels of detail, like entire nations of artists were tasked with rendering every leaf on a tree. Manly men are manlier, pretty boys are even prettier, and every woman you see could make it on magazine covers. Costumes and normal fashion are ridiculously detailed and outrageously attractive.

You may pay 50cp to carry this perk with you into subsequent jumps- You, the items, and properties you own benefit from the effective art budget of a triple-A production. Your companions may also benefit if they so choose.

Drop-In

100cp - Dark Horse

- People keep underestimating you, which to be fair, works out in your favor quite often. You are naturally unassuming, and can easily hide your total skill level behind a facade of foolishness or disinterest. Opposition is more likely to make a novice mistake when dealing with you.

300cp - Ringer

- You have a natural talent at evaluating other fighters, and expertly gauging them in relation to your own. Just by looking, you can tell with a fair degree of accuracy who is better than you at something, and who is worse. You also can identify how many secondary skills a person has related to the primary, or how many combat styles they have learned or mastered.

600cp - Dojo Crasher

- You might not have started with much, but you have a finger on the pulse of the martial arts world. You can find any secret training ground or enclave given enough time, and you have a sure-fire way of making a good first impression: Beating the crap out of everyone you see. After a sufficient warm up, the secret school will deem you worthy of further instruction.

New Challenger

100cp - Chumps Need Not Apply

- You have a raw talent for the martial arts, so much so that only other trained practitioners can handle you. You can defeat as many untrained combatants as need be, based on your stamina and endurance. However, opponents who have had instruction or long experience in combat are immune to this effect- you have to fight them for real.

300cp - Meaningful Montage

- You're not at the top of the heap, so you have to show your work getting there. You can intersperse training for a given skill with any other activity, essentially doing twice as much work in the same amount of time.

As an example, you can read a book that takes two hours to go from cover to cover- and at the same time, do sit-ups for those hours.

600cp - Crowd Favorite

- You're the underdog, and because of that, people root for you against all odds. As long as you have an audience who expresses a positive emotion toward you, you can ignore pain and refuse to fall unconscious. Injuries you happen to suffer-while likely severe, are often miraculously less crippling unless an opponent goes out of their way to maim you. You are essentially too tough to let your fans down.

Tournament Regular

100cp - Bankroll

- Be it sponsorship or simply a keen eye for the choicest pots, you have a knack for making ends meet with just your fists and feet. With this perk, you can find the best paying work for any trained skill, be it pottery, knife-juggling or martial arts tournaments. It doesn't guarantee you win though.

300cp - Supreme Style

- If you are famous at something, you understand intuitively how to maximize it in a bunch of amazing ways. As long as you play to your fame and embrace it, the world treats you like a rockstar of your chosen specialty or claim to fame. This makes it easier to create connections, and you can expect a trickle of glamorous gifts proportional to how famous and awesome you act.

600cp - Actually That Good

- You are a tournament regular for a reason, and it isn't just because of your good looks. This perk ensures that you are among the top ten martial artists in your known styles, and in the rare cases that you do find those who are better, you have an idea of how to train and make up the difference. People less skilled than you can still win in a fight, but you never suffer novice mistakes or bad luck in otherwise equal matches.

Ninja

100cp - Secret Arts

- You are trained in your sect's secret arts, be they ninjutsu or some other strange technique. In either case, you have a talent for predigdistation, able to expertly perform sleight-of-hand tricks as well as effortlessly retrieve items secreted about your person. Items hidden in your clothes or on your body can only be detected by supernatural means.

300cp - Cherry Blossom Vanish

Making an entrance or an exit is a critical skill for any combatant. You may, with a smoke bomb, raging fire or convenient gust of wind and leaves- vanish from sight. You cannot move any faster than you would normally, but to most observers, you are gone without a trace.

600cp - Shadow Duplication Trick

The height of ninjutsu or other combat techniques, you are so fast and skilled as to split into multiple bodies. This perk allows you to create up to seven copies of yourself. They are armed with functional but otherwise unpowered copies of whatever weapons and equipment you currently carry, and have the physical capabilities of a peak human.

Any of your superhuman traits are also copied over, but at 20% power for one clone, 10% for two, 5% for three and so on until you've made a maximum of seven. If dealt a fatal blow, a clone will vanish in a puff of smoke, leaves, fire or similar effect.

These clones do not share your mind or memories- they know what you know/intended when you made them, but you must give them orders as if they were loyal underlings.

Experiment

100cp - Unnatural Quality

Perhaps you can float with psychic powers, or you have a pair of wings that can create gusts of air- in either case, you have an obvious quality that sets you apart from other people with a unique and simple tactical advantage. This effect is minor, but pervasive and applies to your entire combat style.

300cp - Shared Heritage

Either by practicing a root art that others inherit from, or by being the result of a recombinant process, you share styles with a half dozen fighters or more. In combat, you intuitively begin to mimic opposing styles, and can with sufficient time and experience, dissect and disrupt those same techniques while patching the holes in your own.

600cp - Sudden Death

You are only required to knock an opponent out/down/ 'once' to conclude a one-on-one fight. This perk prevents obnoxious last-ditch scrambles and gambits on the part of your opponent, and only where reasonable. They can come back to fight you again later, but they will only do so after you both have recovered to full strength.

Gear

Drop-In

50cp - Bag and Training Garb/Ninja Gear/Rags (Free for Drop-In)

You have a standard wardrobe appropriate to your character and origin. You have dufflebag or similar that lets you carry a few changes of clothes and some secondary items, and it cannot be lost no matter the circumstances. It will find its way back to you, eventually.

100cp - Travel Guide (Discount Drop-in)

It looks a little beaten up and dog-eared, but you have a guide to the world in your back pocket. This little book ensures you can always find a place to sleep or eat no matter where you are in the world- any world. It doesn't help you find permanent anything, but you know where a two-star fleabag motel is, or what five-star hotel has empty suites you can get for a bargain.

New Challenger

50cp - Outrageous Iconic Outfit (Free for New Challenger)

You have a magically reappearing/repairing copy of a particular uniform that is iconic to you. Maybe it's an unzipped catsuit with built in heels, or a wrestling uniform edged in chicken feathers. In any case, anything you wear is tailored for you and plays up your best traits, no matter (or especially because of) how dirty or beat up you get.

You may instantaneously switch into this outfit if you're not wearing it, given a bit of privacy.

25cp - Alternate Costumes (Requires Outrageous Iconic Outfit)

Each purchase of this perk gives you an additional Outrageous Iconic Outfit.

100cp - Foot and Hand Wraps (Discount New Challenger)

These cotton bandages are really good at their job of keeping your hands and feet intact during a full-contact match. As long as you're wearing them, any impact or crushing injuries your hands and feet could suffer are held off until after you're done using them. You'll have to take them off at least once a day though, no matter what you do.

You can punch a brick wall, and if you break your hand, you won't actually crack bone until you're done punching. Apparent pain is reduced as well, though you do understand what damage you *are* inflicting on yourself regardless.

Tournament Regular

50cp - Previous Winnings (Free for Tournament Regular)

It might have been what was left after first place, or just getting in the top eight- regardless, you have enough cash to pay your living expenses on the tournament circuit or just stay at home for a year training. You have enough to pay all bills, and \$50,000 for whatever else you need over the year. Tournament Regulars get \$300,000 instead.

100cp - Training Course (Discount Tournament Regular)

You have a property or rental agreement with someone, where you keep your custom training equipment. Wherever it is, you have all the tools you need to train or practice in any combat style you know or have a teacher for, and you can use it to teach other people too.

This training course can fit into your warehouse if you have the space as well.

Ninja

50cp - Ninja Sneaksuit (Free for Ninja)

This outfit shares the benefits of Outrageous Iconic Outfit, but is uniquely suited for ninjas and other sneaky types. You may hide small weapons such as knives, shuriken and kunai, as well as documents, small electronics and so on. The sneaking suit is immune to metal detectors and similar apparatus, and can be worn under normal clothes without issue.

100cp - Smoke Bombs (Discount for Ninja)

Made with a secret recipe of powders and contained in a fragile shell, these devices are the root of the iconic 'ninja vanish' effect. When thrown against a solid surface (even an opponent), they explode into a rapidly expanding cloud of smoke that baffles sight, smell and sound for twelve seconds. Special reflective particles in the mix also defeat infrared sensors as well, masking bodyheat through the screen.

You begin with twelve smoke bombs, and also know how to make more.

Experiment

50cp - Shattered Bindings (Free for Experiment)

This item is the remains of whatever supertech or magical binding method was used to contain you- maybe they're manacles, or spirit-charged ofuda. In either case, you broke out of them or found them in a broken state, but they're still useful as is.

Shattered Bindings are made of nigh-unbreakable materials, and can be used as improvised weapons or tools where appropriate.

100cp - Convincingly Convenient Cloak (Discount Experiment)

You have a tailored outfit, a tattered cloak or something in between that helps you stand out just a little bit less in a world of mostly normal-looking people. As long as you are wearing this outfit or cloak, people will treat you like an oddly dressed person, instead of a Tengu or glowing green crystal-energy woman.

This perception filtering fails once you actively use your powers or start fighting- but you can do your shopping and walk around without scaring people..

Companions

100-300cp - Full Roster

You may bring in one Companion for 100cp, automatically giving them an origin and in-jump history that meshes well your own. For 300cp, you can bring up to 8 companions into the jump. Companions automatically count as Tag Team Partners (see below), and come with one Tag Team Move.

100cp - Apprentice (Discount Drop-In, New Challenger)

You have a plucky partner, someone who wants to learn from you. They lack any natural aptitudes, but at the same time are an ideal blank slate for instruction. If you treat them poorly however, they will break faith with you and leave.

100-200cp - Tag Team Partner (Discount New Challenger)

For 100cp, you have found or been assigned a tag team partner, a New Challenger. The two of you travel together, and while not all your fights are together, you tend to cheer each other on and are often nearby enough for small favors and post-fight cooldowns. You have one Tag Team move. For 200cp, one of the truly famous fighters (the ones from the games) counts you as a friend, conferring all the benefits of Tag Team Partner.

100cp - Camera and Crew (Discount Tournament Regular)

You have a dedicated team of about four thrill-seekers and documentarists, each eager to record your exploits and spread word of you throughout the world. They have an outrageous talent for getting fantastic shots and avoiding death, so you don't need to worry about them getting hurt outside of world-ending clashes.

200cp - Scientist (Discount Experiment)

You have a scientist or similar expert willing to follow you and record your battles. They will help you understand the science behind any esoteric techniques and be a valuable ally- especially when it comes to treating your injuries and dealing with any experimental physiology.

Drawbacks

You may take any number of drawbacks, but gain no more than 600cp total from all combined drawbacks.

+100cp - Volleyball Gaiden

Instead of a tournament, you are consigned to ten years of tropical amusements and badly designed beach games. The most combat-focused thing you can do is perform kata for an audience. If you are in any way attractive, expect photographers to follow you most of the time.

The entire cast of Dead or Alive will join you, along with a host of other fighters and the like, all eager for a long break away from the arena.

-100cp - RVSP

After taking Volleyball Gaiden, you may take this perk, which allows you to decide who is invited to the tropical resort.

+100cp - Inhuman

For whatever reason, be it you have a supernatural origin, a crippling disfigurement or were the result of an experiment, you are visibly outside the norm for humanity. With this drawback, you might pass for normal at a far distance, but up close, no one can mistake you as anything but *off*. Expect distrust or fear as first responses.

+100cp - Old

You are an Old Master in a Martial Arts Tournament Fighter, which means you're still an awesome fighter. You also still are old, which means you have to take even better care of yourself than all your younger challengers. Expect to spend significant parts of your day keeping healthy and in phenomenal shape.

+200cp - Crippled

You've lost full use of a limb or sensory organ sometime in the past, and while you can still fight, you are at a marked disadvantage compared to fully intact fighters.

+200cp - Total Wannabe

You have a reputation for being a joke in the tournament circuit- people follow you to see you get smashed into the pavement, and place bets on how many teeth you'll lose. Other fighters won't take you seriously- in the sense that if they don't blow you off, they'll instead move to knock you out as fast as possible, as to avoid the shame of being associated with you.

No matter how good you actually are at martial arts, this reputation will dog you, and you will never make enough on fighting to support yourself- better get a real job!

+300cp - Tournament Circuit

The ring is your life, and even if you pull away for a few months, something always brings you back in. You will be embroiled in a plot not unlike any of the Dead or Alive games, following the Mugen-Tenshin Ninja clan and their quest to defeat DOATEC or its rivals and their various experiments.

+300cp - Marked for Death/Study

For some reason, DOATEC or a similar organization wants you in their labs and ready for dissection. Or, one of the various ninja enclaves of the world wants you dead, aiming to keep you out of aforementioned labs.

When you take this drawback, choose Marked for Death or Marked for Study.

If Marked for Death, representative of a Ninja clan with all the Ninja perks will attempt to kill you, inside and outside any tournaments you happen to participate in. Their fellows will study your techniques and skills, and the next ninja they send will be prepared for them. Even if you kill each assassin, another, better one will be sent. This occurs once a year.

If Marked for Study, DOATEC or similar will deploy an Experiment every 2 years, with every Experiment perk, and like the ninjas, you will be studied, allowing your opponent to perfect their killing machine. They don't need you alive to study you, either.

Ten Years Later

So, you've completed ten years and participated in however many tournaments- now it's time to move on.

Go Home

You know the drill~

Stay

You'll settle down here, where the property value to technology is pretty close to our modern world, and there's no shortage of interesting opponents in sight.

Round 2- Fight!

You're on to the next jump, taking all your perks and assets along for the ride.