



Sifu

Origins-----

Welcome to the world of martial arts and low magic. In this world, there are five talismans, each holding a different power, wood can summon trees, fire can summon fire, water can do illusions (I think). These talismans have been guarded for centuries by a group creatively known as the Guardians. Two ex-Guardians and their new faction called the Dawn Group slaughters the Guardians' kwoon, leaving only you, a 11 year old child alive. Yang was raised by your father, the sifu of the guardians, and you were his sibling until he disappeared with his wife and child after being exiled, so it hurt all the more when he commanded the mute to slit your throat. You were revived minutes later, but a year older by a pendant given to you by your father. You are here for revenge.

Guardian (Free)

You are the last student of the Guardians. You are sworn against the Dawn Group and their overuse of the talismans.

Must start at 20, gender does not matter

Locations-----

Roll 1d6 or pay 50 CP

1. Mountainside Kwoon

This Kwoon (Dojo) is the traditional home of the Guardians, now empty except for one unnamed person, who is YOU?!! This place was assaulted by the Dawn Group, and most students were permanently killed.

General perks-----

The basics (Free)

This perk gives you the ability to use martial arts at the level of the protagonist at the beginning. Of course, there is always room for improvement.

Guardian perks-----

Prepare for Revenge (100 CP)

As a jumper here to fight the group that destroyed your life, things might get in the way, of course we're not going to handle everything for you. We can however, make things that would get in the way of fighting (hair, nails, etc) manageable by toggling this

Bloody Mess (200 CP)

I'm not actually sure what the name of this perk might suggest, but it (most likely) doesn't do that. This perk actually makes it impossible to kill someone while it's toggled on, you can knock someone around, stab someone, hell, hit them with an orbital bombardment or the Death Star, but they will survive. (This is toggleable)

Enter the Dragon (400 CP)

For some odd reason, you've been seeing Dragon statues. When you pray at these statues, they unlock a part of your fighting potential that would have taken years without them. They typically appear after a particularly hard battle, or right before what would be a boss fight in a video game.

Martial Mastery (600 CP)

Numerical advantage? Never heard of it. The weapons they have? I can use them easily. Forget about the protagonist's starting level, you start at Yang's level during the raid. You can improvise with what's on hand, you know every focus move, you can somehow recuperate small bits of health, you can adapt almost seamlessly to any opponent's fighting style, you can dodge or parry pretty much anything, and unparryable attacks are noticed by you as glowing orange, you are an undisputed champion. Remember, one can always improve.

General Items-----

Uniform (Free)

This simple martial artist's uniform has a few tricks, the older you get, the further this changes, what might start as a 20 year old's simple tank top, pants, and slip ons, might turn into a hundred year olds regal and expensive gi made from the finest silk. (Changes on developmental age.)

The Club (400 CP)

Maybe not the actual place, but you get a nightclub, this club is filled with your disciples, it provides a passive income, and a perfect place to train. (Does not come with burning city inside)

Guardian Items-----

Training dummies (100 CP)

As the name might suggest, you get a training dummy, that when used, sends you to an area of red mist, in which you can fight anyone with anything, everyone you choose to fight has a true to life fighting style, or you can choose them to be passive and not do anything.

Death tree (200 CP)

A copy of the tree planted in the courtyard of the mountainside kwoon. This tree, when prayed at, can give you access to skills not yet learned, and if you've fought enough enemies, you can choose to learn the skill permanently.

Mountainside Kwoon (400 CP)

An exact copy of the kwoon that the protagonist currently lives in, the one they were born and trained at. A perfect place to perfect your kung-fu, or plan a string of murders? It has enough space for an entire school to live permanently at.

Students (600 CP)

You know how I said that the mountainside kwoon had enough space for a school of people, well here they are, all your students to teach in the ways of kung-fu. They can act as your elite army and squad. You may **NOT** ever import or treat these people as companions.

Drawbacks-----

Patience, child (+100 CP)

You'll stay here longer than the single night required, no real reason to do this, but you do you, I guess. Each take of this is 10 years.

May be taken up to five times

Bad Eyes, Child (+200 CP)

Your hand eye coordination needs work, quite a bit, actually. You keep missing your strikes, that's going to be detrimental.

Bloody Child (+400 CP)

You're not going to have such a good time, after every fight you will have realistic wound healing. Have fun bringing bandages to every battle.

Old Child (+600 CP)

I said that you would start at 20 years old, I lied, you start at 70 years old, you can't die even once, or else you fail the gauntlet. Also, you get the same aches and pains as your grandparents.

Travel, Child (+100 CP)

You have to get yourself to and from the places you need to fight in.

Gang Upped on, Child (+600 CP)

Well, I didn't ever believe that any of these guys had all of these people. Whenever you fight people, they get another 3-6 people with them, say you get seen by a club guard, now there's two on each side of the door.

Student Mode (+1000 CP)

Insert typical jumpchain option, at the end of this gauntlet, you will not take any rewards at the end.

Endings-----

Vengeance

In the end, you did what you set out to do. You killed Fajar, Sean, Kuroki, Jinfeng, and Yang. You have left a trail of blood and corpses in your wake. Yet, you don't feel much better about it, but hey, at least you got these rewards. Oh, yeah, and the uniform you took turned black.

The Pendant

It is a magical talisman that can bring people back a year older, until they hit what's developmentally 70 in their race.

Yang Martial Arts

Yang is the single strongest character we ever see, now you get his skill and fighting style. You could go toe to toe with pretty much any human hand to hand.

The Red Dawn

The Dawn Group is dead, now you have their ghosts, they have no personalities, and live to serve you. They have all their abilities from life.

Wude

You did it, you attained Wude. Nobody is dead, you saved them all. Fajar, Sean, Kuroki, Jinfeng, and Yang have all been forgiven, and you achieve Wude. and the uniform you took turns white. The rewards are also nice

Gongfu

Skill through hard work. You are an undisputed master of Kung Fu. You can stand equal to Yang and any other martial arts master.

Wude

Martial Morality. Once per battle you can turn invincible, completely invincible until you get your point completely across. Of course, it won't matter if the person doesn't care.

The New Dawn

The Dawn Group is alive, and they are loyal and grateful to you. They will fight for you. They have their personalities, and all their abilities.

Companions—————

Yin (Free)

Yin is a person with a particular set of skills, being kung fu. That's right, you can take the protagonist themselves. Yin isn't their canon name, but that's what I use for them. The color of Yin's clothes change depending on your ending, white for Wude and you guessed it, black for vengeance. Yin has Gongfu and the pendant, and will be open to learning any martial arts.

Move on

Stay Here

Go Home