

Generic Fighting game jump

Welcome to a world not too unlike our own. For some of you it may seem familiar for some reason. The fastest growing sport in this world is street fighting. While it's not exactly legal most of the countries seem content to turn a blind eye to it as it. Usually the companies sponsoring the fights have strict rules about not killing your opponent and not cheating, however there is a seedy underside to this world. A nefarious organization has wormed it's way in to the fights and seeks to take control of it. Some say that the organization is a front for warriors from another dimension trying to take over our own but bound by a pact that prevents them from outright conquering the planet instead forcing them to have their champions face this worlds champions in fair one on one combat. However that's likely just rumors. After all there are no such things as other dimension ,right? Anyways you will be spending 10 years here. During your time here you will get the chance to join fighting tournaments and compete against other warriors from around the world. Get ready, FIGHT!

It's Dangerous to go alone here take these 1000 CP

Identity: It's who you are in this world

Starting age: 17+1d8 or pay 50 CP to choose an age

Gender: your choice for free

Location: Roll 1D8 to determine what country you start out at or may pay 50 CP to choose.

Roll Location

- 1 United States of America
- 2 Russia
- 3 Japan
- 4 China
- 5 Brazil
- 6 India
- 7 Spain
- 8 Anywhere in the world.

Backgrounds: Choose your Destiny!

***Drop in** (Cost: Free) Perhaps you are the celebrity guest fighter that's exclusive to certain versions of the game. Whatever the case, you wake up in a hotel room with no memory of the world or your life here. Upon looking around you find the stuff you purchased and see some papers about a fighting Tournament that you apparently entered. The tournament is taking place in your starting location.

***Magical Karate person** or Shotoclone (Cost: Free) You have trained long and hard under your master honing your skills to the point where you are super human. Your combat ability borders on magic. Though for some reason you seem a little generic amongst fighters

***Ninja** (Cost: 100) You are a deadly warrior of the night. A living legend. You may be from a legendary clan of ninjas or possibly someone on the run from said clan. Or perhaps you are independent. Whatever the case none can doubt your deadly skills and prowess at stealth

***Wrestler** (Cost: Free) One of the oldest form of combat you specialize in some style of combat emphasizing Grapples, holds, clinches throws and pins. Through brutal training you have developed tremendous strength and endurance.

***Boss** (Cost: 100) In combat and in life there are those who stand above all others. You are the master, the king of these tournaments, woe be to those who question your rule. Often people in your position are seen as villains, many of them are criminals, you however don't have to be a villain you are however feared and respected.

Perks:

Everybody was Kung fu fighting (Free to Everyone for first choice, 100 Cp for each additional) You have mastered a martial art (Karate for Magical Karate guy, Kung fu for Drop in, Ninjutsu for Ninjas and wrestling for wrestlers, Bosses may choose any of the 4 martial arts styles) Your hands and feet are lethal weapons. You could easily kill a man with your bare hands. You can more than handle yourself in a fight. Optionally you may pay 100 CP to choose a different style of martial arts to be a master of in addition to your starting Martial Art. This is not limited to the starting 4 choices.

Ninjutsu (Free: Ninjas) You are a shadowy assassin of legend. You move as if you were one with the shadows. you can become almost invisible when you choose to be. You are an expert at infiltrating heavily armed strongholds undetected and assassinating targets without raising alarm.

Taunt (Free) You have the ability to stop during a fight and taunt someone. This does nothing to prevent them from hitting you and leaves you wide open but if successfully do it and win the fight the taunting increases the respect you gain from the victory and increases the shame the opponent would receive.

Block (Free) You are able to defend yourself unarmed from attacks that are made by someone on the ground if you do nothing else but defend yourself. Blocking reduces the damage of an attack significantly.

Air Block (100) Not only do you have the ability to block while you are on the ground but you may block attacks now while in midair. Like blocking you may not be doing anything else besides trying to defend yourself, and it significantly reduces damage of incoming attacks.

Energy Bar (Free) Whenever you enter a fight you gain a bar that only you can see. This bar indicates how much fighting energy you have. It starts out empty in each fight. As you fight and deal or take damage slowly you gain fighting energy and unlock special moves or modes. Using these moves or modes it drains your fighting energy leaving them unavailable until you have gained more chi energy

Hyper Jump (Cost: 50,) Your leg strength is tremendous. You can now leap higher. Leaping over a person is easy. If you put your mind to it you can leap over 20 feet in the air and land without hurting yourself.

Fan Favorite (Cost: 50) Fans love to root for you or against you. Your highly marketable either way. Your popularity as a fighter will increase faster than it would normally. Though this doesn't have any direct benefit in a tournament it may prove helpful during your off time. In later jumps you have an easier time getting your name out there and fans naturally gravitate to liking and rooting for you.

Double Jump (Cost: 100) You possess a most mysterious ability. You may leap while in midair as if it were solid ground. At any point before the apex of your jump you may leap again.

Rapid Attack (100) In exchange for going completely on the offensive, and focusing on quick strikes, you may land hundreds of weak attacks in a minute potentially doing significant cumulative damage.

Launcher Attack (100) You have A powerful attack that if it lands flings your opponent helplessly in to the air allowing you to fallow up with more attacks. Especially gigantic or heavy opponents may not be able to be lifted by this attack.

Announcer (100) that is strange. A disembodied voice of your choice now announces all of your fights, They will announce the starting and ending of each fight with a phrase of your choosing. They will also announce whenever a particularly effective attack or combo has been thrown, saying something like “Marvelous”, “Amazing” or “Toasty” You may change who you have as your announcer whenever you wish.

I am unarmed (100) For some reason you in unarmed competitions you are always treated as if you are unarmed. You may freely wield any weapon you wish and you will never be disqualified. Outside of competitions, No one seems to notice or care that you are carrying weapons around no matter where you go unless you actively start using them. Also strangely enough it doesn't seem to matter how illegal such weapons are. Go around in broad daylight with a rocket launcher slung over your shoulder. It will be fine.

Open Bar (Cost: 100, Free: Drop in) In your mind you can see health bars that indicates how far someone you are fighting is from being unconscious or dead. You can also see your own health bar.

Fireball (Cost: 100, Free: Magical Karate Person) You generate chi powered fireballs. They are about as big as a basketball but they only do slightly more damage than your hardest punch. However if you concentrate you can Increase the damage however doing so takes time and uses part of your energy bar.

Get over here (Cost: 100, Free Ninja) You have an attack that either immobilizes your opponent where they are standing or freezes them in place for a few seconds allowing you to get a free attack on them

Mighty (Cost: 100, Free: Wrestler) Your strength is that of legend. Your strength is beyond that which is capable by a normal human, more something akin to a beast like a bear or a gorilla. Your durability is similarly legendary meaning it is hard to put you down.

Air Grab (100, Free Boss) Only the foolish attack you from the air. Those that do attack you in such a way quickly learn why it is a bad idea. You have the ability to pluck a fighter out of the air and fling them to the ground with a brutal slam.

Respect (100, Free Boss) What is a champion without the respect of their peers? You are well known and feared for your abilities. Even your enemies know to respect you lest they suffer your wrath for their insolence. In other worlds you will have a great reputation as being powerful and feared.

Cherry tap Taunt (Cost: 100) maybe you throw a basketball at your opponent or maybe an empty soda can for your taunt but you have the ability to hurt people just with a taunt. It does very little damage but if you successfully knock them out with it you will fill them with shame. Perfect for that time when you want to show your utter disgust for an opponent or just nock the haughty stuck up guy down a few pegs.

Charging (Cost: 200) By standing in one place and Grunting loudly for a period of time you can gain fighting energy to allow you to use super moves. You may also use this technique to regain magic or Chi however it is much slower to do so. Out of universe expect people to look at you funny when you use this.

Hyper Mode (Cost: 200) You can use your fighting energy to temporarily enter a hyper mode. In this mode you are stronger, faster and deal more damage but it is a heavy drain on your fighting energy. The mode ends when your Energy bar hits zero.

Fan Service (Cost: 200) There is an aspect of you that is legendary. Maybe you have the worlds greatest legs. Maybe your chest could be used to sell video games to lonely socially maladjusted teenagers. Whatever the case your appearance and particularly that aspect of you is amazing. This ability is Typical of females in fighting games.

Divekick (Cost: 200) This brutal air born kick can be devastating. It is performed by leaping high in the air and then propelling yourself forward directly at the target (Sometimes with rockets, psychic force, magic or plain rule of cool). If it hits all but the strongest of opponents will be knocked from their feet and it will do massive damage but beware of a certain uppercut because dodging while you do this is pretty well impossible.

Dragon Uppercut (Cost: 300, Discount: Magical Karate person) You have an anti-air attack of legend. Woe be any who try and attack you from the sky. Using a jumping attack against you is risky as is flying at you. However when you use this attack you are open to ground attack so to use it effectively requires timing.

Combo Mastery (200) you are able to bunch your attacks together much better than others. Your attacks are more fluid, flowing in to one another and landing just a bit faster than most of your opponents. Also it is harder for your opponent to sneak a counter attack in during one of your combos.

Flying Tackle (200) through some means you are able to project yourself forward, usually head first for quite some distance to slam in to your opponent. This is quite an affective and powerful strike usually knocking over most foes and dealing significant damage.

Suplex (Cost: 300, Discount Wrestler) You have the unique ability to lift and slam anything that isn't attached to the ground. Giant robots, trains, elder gods it doesn't matter. Can harm just about anything this way and can suplex trains should the need arise.

Teleport (Cost: 300, Discount: Ninja) You can teleport Short distances and attack, usually from behind your opponent. This teleporting is instantaneous but tends to take you a few seconds to do it again

C-C-C-C-COMBO BREAKER (Cost: 300, Discount: Drop In) You have an exceptional ability to find opening in your opponents attacks and deliver your own forcing them off you and sending them flying. You can do this easily to a careless opponent and can even catch a wary veteran fighter off guard once in a while. This ability uses up a quarter of your energy bar.

Move Reading (300, Discount Boss) You have an almost psychic ability to read your opponents move and know what they are going to do next. Through this ability You know what your opponent is going to do just slightly before they do it. It will not always be enough warning for you to counter but it certainly gives you a huge advantage in a fight. This ability however does not work on things without a mind as they don't have a combat style.

Faces of the Defeated (600, Discount Drop in) Some use dark sorcery to steal the souls of those they vanquish, You have a similar technique. However you are not required to kill your opponents. You may Instead choose to take on the appearance, skills and abilities of those you have defeated for a short time, however doing so seals your own abilities away. You may only use a particular defeated foe's abilities once. Also foes must have been defeated in single combat.

Raging Demon Murder fist (Cost: 600, Discount Magical karate person) you have discovered the forbidden technique of the raging demon murder fist. By focusing your rage and calling upon it's dark power you are able to perform an attack that deals massive damage but requires your entire Energy Bar to be full. They say someone using this technique is dragging their opponent down to hell and destroying them with the weight of their own sins. Because of the partial spiritual nature of this technique it works against spiritual enemies like ghosts.

Elemental Mastery (Cost: 600, Discount: Ninja) Choose an element like cold or fire. You become a master of that element. Bending it to your will and freely able to create it. Your no longer able to be harmed by it. If you choose cold you can generate clones of yourself that explode on contact and freeze whoever was touching it. If you choose another element you gain a similar ability. With time and effort your ability with this element will increase.

Spinning Pile driver (Cost: 600, Discount: Wrestler) This is a hard move to pull off. You and your target both have to be on the ground. You have to have a full energy bar. IF it works you grab your opponent leap in the air and pile drive them in the ground. It is an Any normal fighter is instantly KOed and Bosses and beings of great power are severally hurt by it. Careful when using this on normal people it will instantly kill them instead.

Massive Attack (600, Discount Boss) You possess great power, a truly terrifying amount. Though it takes a lot of energy you may throw out a massive attack that is difficult to evade and worse it does tremendous damage even to those that are blocking. This power however has a cost it requires a full energy bar's worth of energy to use.

Items:

Not all fighting tournaments are fought unarmed, and even if all the ones that you fight in are, having some items for outside of the ring might be useful. You may choose one 100 CP Item for free

Iconic outfit (Free all) Maybe it is a Karate gi, a ninja suit or a really slutty looking Konichi you have an outfit that stands out and one that your known for. You gain one of these outfits for free and if it is damaged or lost you gain another one within a day. They just show up in your closet.

Passport (free) Being a world warrior involves a lot of travel. You often have to travel from country to country to fight opponents. It's best to have your papers in order to do so. These papers update in each new world.

Money (50) You have the equivalent of 500,000 dollars in cold hard cash. It may not help you win fights but it will likely help you when your not fighting.

Pair of Gun-Kata Hand guns (100) This pair of handguns of whatever type and caliber you wish. Are of exceptional quality, they never jam, are always clean and ready to be shot and have infinite ammunition.

Samurai Sword set (100) This pair of Wakizashi and Katana are hand forged, both folded 1000 times each. They are artistically beautiful and never seem to scratch or tarnish. They are both incredibly strong and will repair themselves if destroyed or be replaced the next day if either or both is lost.

Bladed Claw (100) This item comes in singles or pairs as you wish. It is a claw shaped in whatever fashion you wish. The steel is incredibly strong, it doesn't seem to tarnish and is not easily broken, however it may be knocked off your hand if you are not careful.

Gym (100) you have your own private gym complete with a small ring where you can train others or hold a small match if need be. After the jump the Gym will be accessible from your Warehouse. It should help you to train any Companions who need it.

X –serum (100) You receive a suitcase full of 7 syringes of a mysterious red liquid, the liquid can be injected in to a fighter it increases the damage they deal, the quickness of their attacks, the smoothness of their combos, all for a short time. The suitcase refills every week.

Instant Arena (100) This small handheld device works through unknown means. When activated it creates a nearly unbreakable force field around an area just big enough to serve as a ring for a fighting match, sealing whoever is inside for a short period of time.

Killer Doll (200) This enchanted puppet has an appearance of your choice. It's most important feature is that it comes with a pair of gloves that allow you to control it while you are fighting. It is incredibly strong and durable and even when broken seems to eventually repair itself. However fighting with the doll can be tricky as you have to divide your attention between it and fighting. It takes a lot of practice to fully be able to utilize it in combat.

Dojo (200) Congratulations you own your very own school for the martial arts. This massive school is fully furnished and designed to aid in the teaching of your martial art. It comes with a loyal group of instructors there to help you to pass on your knowledge. Thought the instructors are not companions and do not travel with you but are instead replaced each jump.

Private Jet (200) you own a small jet that you can use to get around the globe. If you don't know how to pilot a jet you also have a friendly pilot who will always be ready to take you wherever you wish.

Jumpermobile (200) This custom car is like something a rich crimefighter would have. It's appearance is as you wish it to be. The body is coated with titanium, The windows are made of Bulletproof glass, the tires are coated with Kevlar. it has a rocket engine. It boasts an onboard computer and a device that allows it to be remote controlled, it has radar, and ejector seats. Sadly it lacks any armaments of it's own.

Criminal Organization (300) You are the head of a massive criminal organization spanning your starting country. You have wealth, power and are feared but may be called upon to defend your position from overly ambitious underlings from time to time. This organization has their hands in all sorts of major crimes (of your choosing). After this world your organization will follow you, while it may not be the same members you will find it exists in every other world you travel to.

Spirit Blade (300) The legendary holy sword and counterpart to the demonic sword Dark Edge. Forged from a piece of the Dark Edge that had been broken off and purified, Spirit blade was created as a means to destroy the evil sword and everything associated with it. It grants it's wielder incredible strength. The sword allows them to be able to cut through steel and stone as if they were paper. Even more amazing it forms a symbiotic bond with this wielder as it constantly heals them while they are in combat. Lastly it is the only known weapon that can destroy the Dark Edge permanently and is able to kill spiritual beings. Optionally if you have a sword you wish to import as the Spirit Blade you for free.

Dark Edge (300) The legendary Demonic sword of destruction. It was once an ordinary sword forged long ago but after being bathed in so much hatred and blood it gained it's own malevolent will. It can cleave stone and steel as if they were paper and grants it's wielder incredible strength. For some reason it doesn't choose to drain you of your life force as you wield it instead choosing to drain to life force of those hit by it in addition to dealing it's devastating damage. Though malevolent the will of the sword seems content to serve you and will not try and possess you or turn you in to a monster. Also while it can be broken it will eventually reform unless destroyed by the spirit blade or something that can destroy the malevolent spirit that inhabits it. Even if it is completely destroyed you will receive a new one. Optionally if you have a sword you wish to import as the Dark Edge you may for free.

Companions

Multi player mode (50 CP each or 200 for 8) Fighting in underground tournaments can be a tough way to live. There is no need to fight alone. With this option you become fast friends with a fellow fighter. They can be of any sex you wish. You may also import a companion in this role. Whichever you do they gain a free background and 400 points to spend.

Manager (free) Fighting and training can be rather time consuming. It's always nice to have someone else to handle the small details like actually entering tournaments, buying plain tickets and such. You have a manager of your choice of sex and appearance. Your manager is not great at combat but they have treated you fairly and are skilled at the business end of fighting. If you choose to they can accompany you after the jump as a companion. Optionally you may import a previous companion in this role.

Master (100 CP) Many warriors form a close relationship with their master, person who took them in and trained them for countless hours. Teaching them not only about the martial arts but about life itself. While you are considered a warrior in your own right and they are not likely to fight your battles for you they remain a place to turn to in times of trouble or when you need someone to watch your back in a fight. Your Master is older than you are and is not as physically fit as time has worn away at them, however they receive all of the perks associated with your background and their skills with them are greater than your own.

Drawbacks: 1000 points not enough for you. Well you can take up to 600 points worth of drawbacks but they will make your stay a bit harder.

Pallet Swap (+100 CP) Common with ninjas. You don't just look like someone else. You look like a bunch of other people. Expect to be confused for them. For people to mistake you for one of those people and for it to be very hard to distinguish yourself from them. However people who are pissed off at you seem to have a miraculous ability to tell you from the others.

Joke character (+ 100 CP) for some reason people just have trouble taking you seriously. Everyone looks down upon you. Expect to be the butt of everyone's jokes. No one considers you a worthy opponent unless you do something exceptional to earn their respect or piss them off enough they want to beat you down.

It's Delicious (+100 CP) So remember those old 90's cartoons of fighting games. They were hammy poorly animated, poorly voice acted and poorly written. Well it seems you have wound up in a world like one of those. For the next 10 years you will get to enjoy corny dialog and nonsensical plots.

Finish Him! (+100 CP) Normally fighting tournaments are rather non-lethal. Sure fighters may disappear before their fight never to be seen again. However usually in the ring there are rules against killing your opponent. That has changed, now the winner is permitted and possibly expected to kill the loser. Expect much more brutal matches and a higher rate of people trying to cheat. This just went from a contest of skill to full on blood sport.

Vs. (+200) Wow your generic fighting game has crossed over with a cannon universe this is great you get to meet all your favorite characters from the game/comic... Wait what? you have to fight them in a massive tournament and if your side loses you and this universe will be completely erased from existence? That's not cool. I know the other side has good guys who can help... what? Oh they aren't like you remembered. Their just a bunch of dickbags who have no problems with another universe getting snuffed...

Bottom Tier (+200) In fighting games not every character is equal. Some are so overpowered that they are banned in competitive play others... are so bad no one plays them seriously. Sadly you fall in the later category. The moves that you learn here are weaker and slower than they should be. You get knocked out easier than you would normally. Expect fights to be a lot more challenging.

Cheater (+ 200 CP) rightly or wrongly you are widely thought to be a cheater. It will be hard for you to even get in to fighting tournaments and if you manage to do so expect everything you do to be ridiculed.

Mirror Match (+ 200) Out there somewhere is a fighter who is just like you. They may be colored slightly differently but they have all the same abilities, skills and powers as you do. They however have the exact opposite morality and seem destined to be your enemy. They start with an antagonistic attitude towards you. However with time and effort you may be able to change their attitude towards you.

Dark Chi (+ 200) You possess a darkness within you constantly fighting you for control making you angrier and more aggressive. This darkness within you must be fought less it turn you in to a blood thirsty killer hunting only for your next battle.

Fragile Speedster/Mighty Glacier (+ 200) Bad news it seems the powers that be decided you needed to be weakened a bit to fit in to the world. So either your speed or your strength and Durability have been greatly weakened.

SNK Boss Syndrome (+300 CP) Oh dear gawd... You will encounter with frightening frequency those who oppose your goals and who are frightfully strong. They seem to ignore the laws of the world. Their attacks go off faster than they should. They can grab you right out of the air and toss you around. They seem to have an uncanny ability to know just what your going to do next. Worst of all they like to spam high power moves that are completely unfair and are hard to dodge and defend against.

GEESE! (+ 300 CP) Well that's not good. It seems you have gained a fanatical hatred of a very powerful person. This person also bears an equally strong hatred for you. Unfortunately for you they seem to have SNK boss Syndrome even if you didn't take it. They want you dead and will do EVERYTHING in their power to see that it happens

Champion of the Universe (+ 300) Well looks like all those crazy rumors were true. Your invited to a quiet tournament in a remote place. It seems simple enough but it turns out that you have been chosen as a champion to take part in Not Mortal Kombat against the forces of Not Outworld. This tournament operates under the same rules as tournaments with the Finish Him! Drawback but you gain no additional points.

What next? So you survived for 10 years, Congrats. Now you have a choice to make. No matter what choice you take you keep all your powers and your drawbacks are revoked.

Congratulations, now go rest our heroes: The Journey was hard and the road long but it's time to return home. Best of luck to you.

New Game +: Whether it be for glory, for honor or just for the hell of it, a life of fighting with your fists suits you. Time unfreezes at home but Jump-chan will take care of tying up your affairs.

Next Challenger: This world was great but now it's time to move on. You have other challenges to face. Friends you made here stay here (unless their companions) but you may see them again one day.