

Kickboxer: Vengeance

By Valeria

Introduction

It's time to head off to the home of Muay Thai, kickboxing, for some underground fighting. As beautiful as this country can be, it's the bloody underbelly that you'll be getting involved with in your time here.

The long tradition of martial arts history in this country have resulted in a very healthy martial arts scene. While there are plenty of organised competitions with rules and regulations, they're nothing compared to the real deal. The stuff where people are killed on a daily basis in the ring and all the nastiest sorts of gambles, blackmailing, corruption and drugs can be found. The king of this world at the time is a Thai man named Tong Po, a giant of a man that has mastered the art of Muay Thai beyond any other to date. He takes pleasure in fighting and killing his opponents, though he does seem to have his own sense of honour and respect for his fallen foes.

Over in America, Eric Sloane has just won the World Karate Championships. He and his brother Kurt travel to Thailand to take on Tong Po, on the offer of a woman named Marcia, in order to really test the champion's abilities. He is set to fight tomorrow in the fight arena that Marcia runs against Tong Po and he will be brutally killed in that fight, proving too weak to come out victorious. Kurt will be driven to seek revenge, even going against the law to do so, and will eventually encounter a man named Durant, the man who once taught his brother to fight.

You begin a day before Eric's fatal bout and have 1000 Choice Points (CP) to spend on any option you want within this document.

Locations

Thailand

The Kingdom of Thailand, found in South Eastern Asia. To many foreigners, it's a fun and exotic holiday destination. But to the Muay Thai community, the serious ones, it's like the Holy Grail became an entire country. You'll find martial artists all across the country, along with countless fighting arenas, legal and less so. You may begin in any public location within this country that you desire to be.

Origins

Challenger

You've not yet proven yourself in the world of fighting. That just means you've got to take the chances that come to you. You've only just arrived in Thailand, looking to make something of yourself or looking to take down a certain person. Perhaps searching out a trainer would be a better idea.

Champion

Bit more experienced than most, you've already shown you've got the skills in lesser tournaments. How much was actually skill and how much was natural talent or just your sheer size...well, that's what you came to Thailand to find out, to pit yourself against the real masters of martial arts in this world.

Trainer

You're not much of a fighter yourself, maybe just not anymore, but you are pretty damn good at making other people into good fighters. You've always been a good teacher, the work comes naturally to you, but teaching others how to beat the shit out of their enemies is where you really shine. Plenty of prospective students here in Thailand too.

Official

You're not directly involved in the fighting yourself, but you do seek to profit greatly from it. You may manage a small but growing fighting arena, be part of the corrupt police force that allows these fights to go on despite almost public knowledge of them or even the manager for one of the fighters, if that isn't their trainer. You can still throw a good punch though.

You are 20+1d11 years old. Your gender is the same as it was previously. Either of these things may be changed for 50CP a piece.

Perks

All 100CP perks are free for their origins and other perks are discounted for associated origins.

Sculpted Physique- Free

Not entirely new to this are you? You've got a body at the level of an Olympic athlete, though not necessarily the skill of such a fighter. You look damn good though and you've got the basic knowledge to know how to use your body in a fight. It's not going to hold up against any really good fighters but you can take out some ordinary street thugs with ease.

Challenger

Young Blood- 100

Fresh faced and cherry cheeked, you bring something special out in those who thought themselves too old for all this shit. When around the elderly, experienced or veterans of life, you'll find they like you a lot more than they normally would. Apparently they see in you the youth they once had and find themselves motivated much more than usual to give you a hand or go a lot easier on you. Push hard enough and they'll get grim and grumpy again but this might just be the kick you need to get them to train you up.

Tempered Steel- 200

Even with a gun to your temple and a blade pointed at your eye, you'd be able to smash your fist into the bad guy's face with all the force you can muster and not waste a moment in hesitation. You still feel fear and caution but as distant things, stuff to be registered but ignored when it would be more effective. You will never again hesitate because of fear, worry or anxiety, in a fight or when making a life choice. This won't drive you to make reckless choices, only remove the critical flaw of cowardice from your mind.

Second Wind, Third Wind- 400

You're on the floor, spitting up blood and teeth and feeling like you've been run over by a truck. Guess that means the fight's really gotten started for you now. As long as you're not outright killed, you'll find yourself getting big bursts of energy and determination as a fight goes on, coming in irregular intervals and even allowing you to briefly fight despite awful injuries. These extra winds will let you keep up and going even as you are brutally beaten down again and again. Maybe the bad guy will make a mistake soon enough or maybe help will arrive if you can last long enough. Of course, if they just snap your neck, some extra energy won't help you.

Vengeance- 600

If you're willing to suffer, revenge can always be achieved. When you find yourself on a quest for vengeance against someone, personal or just to bring justice to a monster, you can gather mentors that give you training or even tools to succeed that will make your efforts far easier to achieve...so long as you're willing to suffer for it. Physical pain, emotional loss and despair, you'll go through much injury and suffering to earn these advantages. The greater your desired foe and the greater the benefit you need to have a chance, the worse you'll suffer. It's entirely possible that you might permanently lose something if it gets bad enough. And obviously, if you can't cut it with the pain, you'll be abandoned by this perk for a while.

Champion

Crowd Pleaser- 100

A public fight comes down to more than just the meeting of skill and power in great clashes. When you've got an audience, they become part of the fight as with any other sport. Having a thousand screaming voices cheering your name is a powerful force to motivate you and you've always been great at getting them to go for you. You can effortlessly get almost any crowd on your side, even when you're fighting the home favourite, and this becomes even easier when you're allowed to display your physical might. You're also damn good at working crowds and audiences up into frenzies so they really start screaming for blood.

Animal Magnetism- 200

Power is sexy, just by itself it draws men and women to it naturally. That you have great amounts of power only makes this more obvious. The sheer force that exudes from your body marks you out to be a true predator and yet humanity cannot seem to resist the deadly allure of your power. The stronger you become, the greater your force of personality will also grow. Your charisma now growing as your power does. Perhaps if you managed to become an equal to Tong Po, you could attract an entire cult to come and learn from you with no effort on your part. Or you could take it even further.

Gladiator- 400

Deadly as Muay Thai can be, it is far from the only weapon you'll find yourself challenged to use. Anything from a sword to a staff to a hammer could come up in the arena of your life, it'd be best for you to be prepared for their use. Your skilled in unarmed combat is a lot more applicable to the art of weapon fighting than you might have thought. So long as you've received instruction in the basics of using a particular melee weapon, you'll be able to use it with as much skill as you fight with your bare hands. Even though it may not seem transferrable, your sheer martial talent will allow you to fight like a master with a sword even with only the bare minimum of training, so long as you've already mastered the fist.

Born To Be Beastly- 600

There are some who say, in hushed corners away from your ears, that you were born from the devil. There can be no other explanation in their mind for your terrible strength and unnatural size. You're a giant that towers about a foot over the average man and have the strength to quite literally shatter stone pillars in just a few blows. You're just as tough as you can hit, laughing off the blows of even master martial artists and you're every bit as fast as a man half your size in height and bulk, despite the fact that something your size should not move that fast. If your size or shape should change, your bonus from this may also end up increasing to match and allow you to retain that impossible strength and speed for whatever size and mass you have, though it will not degrade.

Trainer

Been In The Game For A While- 100

Might have been a few years since your last rodeo, but you can still knock out a man twice your size in a single combo. Long as you could in your youth anyway. You'll find that your body won't degrade in ability despite visibly aging anymore. You'll be as spry as you were in your youth and even think just as fast in your head, despite the many knocks you may have taken up until this point. Won't help you keep your pretty looks though, so try to avoid the face punches. Or the gut punches. Or punches at all really.

No Pain No Gain- 200

You're not always going to have the time to properly teach your students all the academic stuff they need to know or go through the motions with them. So it's a good thing you can just savagely beat it into them far faster eh? Whenever you've got a student, you can make them learn a shitload faster than normal by making them suffer or exert themselves as they train. Studying as they constantly do light exercise? They'll probably get half again as much. Constantly beat the living crap out of them as they learn, almost to unconsciousness? You could be seeing months of training be condensed into a few days each. Teaching someone to fight is a pretty neat combination huh?

Counter Master- 400

You've been at this for a long time now and seen almost everything that you can do with the human body. There's few surprises left for you, so you started to just make surprises for those who thought they could surprise you. Easy to understand. You're a brilliant counter-maker, able to analyse any martial arts technique you see and instantly develop an effective counter to that move just by seeing it once, though there is no guarantee that you'll be strong or fast or even skilled enough to pull the move off. You'll know what you need to do but may need practice to pull it off. However, with practice it should be easy to turn these counters into outright counter-attacks, letting you turn back the attacker's blow on themselves.

You Work for Durant Now- 600

It's a simple and brutal world that you live in but that does make the solutions to problems get simple too. You can recruit people to become loyal followers just through the simple art of battle. Long as you can beat someone in a straight up, fair, one on one fight, you'll get them to agree to follow your orders. You won't even need to pay them that often, long as you give them some basic food and shelter while they work for you. They might need a reminder every few months to a year or so to keep them properly in line but it shouldn't be too hard to keep them with their heads down.

Official

Underworld Diver- 100

Getting used to a new home is always hard. But looking in the right places finds the people that can make it so much easier. You find it very easy to get in contact with the local underworld and build up connections and contacts in it, especially if you're looking to set up any new sources of money. A dirty cop or government employee is something everyone loves to have on their payroll, long as you're not with anyone else.

Everyone's Got Some Dirt- 200

The law is a lot dirtier than people think, even if it seems to be genuinely pure and righteous on the surface. You know that in the end money can do the talking for you. You're able to use simple cash to buy your way out of any illegal wrongdoings you're brought up on by the law with. It'll cost more the worse your acts and the more genuinely good the cops are but you'll find that everyone does eventually have their price. The longer you pay someone off, the cheaper they'll get too, as your dirty money seems to corrupt them over time to share a view more like your own.

Open Bribing Season- 400

It seems like people think you're pretty dirty too, at least when it comes to something they want from you. Even if they're strong enough to just threaten you for it or outright take it from you, when someone wants something from you they're almost certain to try and offer you a bribe first, even if you're well known for refusing bribes or going back on your deals. They won't necessarily offer sufficiently valuable stuff for what they want in return but they will generally try to get something they think you'll find valuable. If they can't or you still refuse them, they'll go back to what they normally do to get what they want.

The Untouchable- 600

Who could honestly accuse you of corruption? Most people but most people also don't seem to care even when you're being really damn blatant about it. So long as you're in a law enforcement or related position and you're doing your job, you'll be about to get away with some pretty obscene crimes on the side without any complaints at all. As long as you're an effective police officer, you'll get away without even an investigation even if you're running a massive drug ring, fight club or actively beating and killing people in your jurisdiction. Carrying out a murder on television would probably push things too far but as long as there's even the smallest chance of deniability or secrecy, people don't even pursue your corruption.

Items

You gain one 100CP item free and then one discount for the 200, 300 and 400 price tiers each.

Combat Wraps- 50

If you're going for an underground fight, you'll find these just as valuable as if you were beating on a solid wall. These bandages are designed to go around your hands, arms, legs and feet and will protect them from any damage that might result from slamming them into something too hard. Eventually you might be able to rise above the need for these but whilst you're still beginning, you'll find them very handy.

Blades- 100

A pair of light blades, in a style of your choosing, that are sharp as sin. Each one can cleave through human flesh and bone with ease, making a fight between two wielders of them a very short and deadly thing. They also make for excellent throwing weapons, despite what shape or size they may have, in case you need an emergency option or sneak attack.

Dishonourable Gun- 100

It's a pretty shitty thing to do but if you really don't care about having any sort of self-respect, a gun can solve most of your problems easily. It's little more than a handgun with a seemingly endless supply of ammunition, though it still needs to be reloaded, but it'll bring down even some of the toughest unarmed fighters in the world. Great equalizer indeed. You coward.

Disciples- 200

A pack of fighting men and women who seem to look up to you as some great teacher of martial arts, whether you actually are or not. They religiously study your every move and saying, taking great meaning even when you mean nothing. They can be a bit bothersome this way but they'll never take it far enough to cause trouble for you and otherwise serve as very useful gophers and meat shields when you have a need of such things. There's around two dozen of these disciples, though some do swap in and out as they attend to their normal lives, and even in future worlds you'll find a similar bunch of fit people looking up to you.

Fight Club- 200

Quite literally this time and it's talked about very often. You're the owner of a popular little bar or club in the city of your choice, something that seems to draw in the local fighting talent every night. There's also regular bar fights that get gambled on, with a significant cut of any winnings going towards the house, and somehow these never get found out by the cops. It won't be buying you a new car but it's some nice extra cash and it's a good way to keep an eye on the fighting scene in your city, especially if any newcomers have arrived since they'll very often come to your place first.

Fighting Ring- 300

This might be a little more like what you were expecting when you heard fight club eh? It's a full blown underground blood sport arena in your hands now, one that draws fighters from across the world to come and fight in your tournaments for the glory of being champion. It's a very profitable venture and though you don't have any particular protection from the police with this one, it's still extremely hard for them to find you out and you'll find your regular fighters are quite eager to help you keep the ring running.

Legitimate Gym- 300

Another actual business, though the fights here are all entirely legal. It's a world famous gymnasium, apparently people believe that you're a famous and accomplished fighter and athlete, and so droves of people vie for membership in this rather large building. It's fully outfitted, much as can be for a several story gym like you have and the sheer number of members, along with the exclusiveness, easily supports even a pretty easy life. Not to mention you've got a great reputation as a fighter and athlete around the world from this.

Holy Grove- 400

An isolated place in nature, near to your starting location but seemingly separated from the modern world by thick foliage. This holy ground of fighting is the perfect place to improve your martial abilities or to teach others to do the same. The land is owned by you and is around the size of a small forest. It's filled with many edible plants and natural ways to train that can replace even the best modern machines with some creativity. Training here will also increase your improvement rate in the martial arts, as well as that of any students you have, by ten times the normal speed. Only if you train in this location and live here while you do so.

Police Station- 400

A station of your own, you're the new police chief of a small but busy jurisdiction in the city. You've got your own precinct building and a good number of employees. The men and women that work here are completely loyal to you and utterly corrupt as well. One and all, they'll follow even the nastiest order you give and happily share in the dirtiest of rewards from their crimes, though theirs and your authority is still legitimate. All working together, along with any new recruits being easily corrupted as well, it should be easy to ward off any outside suspicions.

Companions

Import- 50CP per

Be it a trainer or a fellow fighter, you'll have a friend or two with you by taking this. For every purchase of this import option, you'll be able to import an existing companion or create an entirely new companion. They'll get a free origin, any associated freebies or discounts, along with 600CP to spend on whatever they want from here.

Canon Companion- 100CP per

Maybe you instead want one of the more famous warriors from this land. Each purchase of this option will give you the option to offer a chance to come along as a companion to one character in this world, provided they willingly accept your deal. You'll find they like you just by seeing you though and that you'll have several guaranteed meetings that put you in a favourable light while you are here.

Drawbacks

You may take up to 600CP in drawbacks from the following list.

The Issues with Young People- +100

Youth isn't always an advantage. You lack the experience needed to control yourself properly and it shows. You're far too hot headed and eager to fight and it's all too easy for experienced fighters to take advantage, as you often telegraph your moves well in advance and lose your temper. While the rage may add power to your strikes, it'll slow your mind down and make it much easier for other fighters to take you down with a counter or dodge.

Expansion Syndrome- +100

People just can't keep it in their pants around you. Everyone always wants it that little bit rougher and meaner, at least when they get in a fight with you. Combat always escalates to at least a level higher. Get in a fist fight? Someone brings brass knuckles or covers their gloves in glass. Bring out a knife and the other guy might call in a real sword. Try not to get involved with any firefights, at least for the sake of the houses around you.

Villain Of This Movie- +200

Your opponents are no more heroic than they usually are in skill or ability, they just now all share that same heroic tendency to not fuckin' die when you put them down. You'll need to beat your enemies down two or, for real dramatic encounters, even three times in a row before they finally accept defeat and crawl away or die in their own blood. They'll get a bunch of energy back to do it too.

Born Weak- +200

No matter how good a fighter you are now, you were never able to get rid of your innate fear of getting hurt. That fear has seriously harmed your potential and ability now, greatly slowing your speed and lessening your power as you are afraid to ever fully commit to your blows. This fear also effects much of the rest of your life, leaving you terribly indecisive and anxious whenever you need to make anything more than a minor decision on your life.

Got A Record Now- +300

Maybe you did something bad. Maybe you just pissed off the wrong guy. The police in this country don't see much of a difference as they now view you as a pretty horrendous criminal. You've got the cops gunning for you in both the normal world and even those with underworld connections would much prefer you dead. Don't try to run either, as fleeing to another country will only get them on the lookout for a highly dangerous criminal like yourself.

Heated Tongs- +300

You have a goal now, a mountain to climb. Tong Po, the national champion of Muay Thai in Thailand, is an opponent that you must beat within your time here. You must win within ten years against the monster of a warrior, though his body will not degrade from its prime during this time, and you must do so with raw martial skill. When you fight the man, you will not have access to any supernatural ability, skill or gear. You'll have to beat the man with your bare, human fists and the skill of your martial arts. If you can manage such a feat, you'll win your right to carry onto a future world. If you do it and leave the man alive as well, you may even take him as a companion as he will desire to learn at your feet to improve himself.

Ending

Ten years have passed and the time to make your choice has now arrived.

Do you want to *Go Home* to your original world?

Do you want to *Stay Here* in the world of Kickboxer?

Do you want to *Continue On* to a new world in your chain?

Notes

To my darling little Bee, the coolest guy in the world- I love you.