

CAPCOM



CAPCOM CP SYSTEM  
**No.17**

# CAPTAIN COMMANDO

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# Captain Commando 1.0 By Burkess

Welcome to Captain Commando. It is the year 2026.

You arrive shortly before Captain Commando and his crew begin their campaign to eradicate crime from planet Earth, and then the Galaxy.

A new band of criminals has arisen in Metro City, many of them Super Criminals, with abilities beyond those of normal people. Their leader is a man who goes by the name of Genocide.

You'll need these.

## 1000 Captain Points.

### Locations:

1. A place of your choice on Earth
2. Captain Commando's Headquarters
3. Anywhere else in the galaxy

**Origins:** There's no backgrounds here. You can choose something plausible if you want an origin.

**Age and Sex options:** Pick whatever you want.

**Perks:** These cost 100 points unless otherwise stated. You get 4 Captain Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times**. Doing so provides an additive bonus.

**Commando Basics:** Free! The skills you'd need to fight on par with Captain Commando and hold your own. You can dash, grapple, punch, kick, and use melee weapons and firearms. And have the physique to do all of that quite well. You also know how to hijack and hot wire vehicles and can do it very quickly.

**Extra Joy Attack:** Free! A special technique that lets you expend your own health to perform an enhanced super move. You can learn more of these attacks.

**Fighter Archetype:** First purchase is free! Power? Swift? Durable? The fighters here fall into these three categories. A purchase gives you a big boost in what you selected and a minor boost in the others.

**Until The Job Is Done:** You don't become tired until after you've completed or failed at a task which requires stamina. A long mission to take down a super crime lord would leave you exhausted only after you've beaten the guy.

**Species Selection:** Would you like to be a monster? Or a being of the same race as Shturm Jr? This option allows you to be any species from this universe.

**View Health:** You can see the name of the person you're fighting and how much life they have, as well as how healthy you are. It works the same for any buddies you're fighting alongside.

**Weapon Training:** Pick a weapon. This gives you 10 years of training with it.

**Fighting Style:** Pick a fighting style. You get 10 years of training in it.

**Ninjitsu:** You become a master of the ninja arts. Becomes extra deadly when using bladed weapons.

**Captain's Combat:** You're as skilled and talented as Captain Commando. If he can do it, you can do it.

**Mummification:** If you strike a finishing blow on someone, the skin will rot from their bones, and they'll become a skeleton. You're good at dual wielding knives.

**Baby Head's Brilliance:** Baby Head was capable of building an advanced robot that he pilots and joining Captain Commando's crew as a toddler. You, too, are a brilliant and advanced scientist with an astronomically fast learning rate. You'll be an innovator in any field you enter.

**Body Augmentation:** Each purchase enables you to gain up to 5 feet of height and 200 pounds of muscle.

**Same Old, Same Old:** After you've fought an opponent before, any similar enemies who use the same tactics and attacks can be trivially predicted. The only time they'll surprise you is if they deviate from the pattern and use moves you haven't seen before.

**Super Leaping:** Each purchase allows you to jump twice your height. Comes with a talent for jump attacks.

**Shinobi Shogun:** You have the skills of a samurai warrior and are a master at training others to become ninjas. Ninjas will rapidly develop when under your care and gain greater talent at ninja arts for as long as they train with you.

**Jumping In:** You no longer take fall damage.

**Adventures In Space:** You can exist just fine in low oxygen environments, as your body compensates for this.

**The Final Boss:** Grants the ability to release flames, levitate, and shoot blue flames that freeze your targets with ice.

**Eradicate All Crime:** You have an internal radar for where crimes are taking place, ranked in order of how quickly you can get there and how heinous the crimes are in your opinion. It starts off covering hundreds of miles from your location and grows as you practice.

**Find A Criminal:** If someone has committed a crime, you'll gain clues on how to find them. This primarily leads you to their associates and friends, so you can dismantle their organization piece by piece.

**King Of Vice:** You always know exactly how to bribe someone or lead them to giving into their darker urges or desires. If they have a price they'll pay, you know what it is. By providing people with what they need or want, you can barter for them to go along with your plans.

**Boss Status:** Once per fight, when you're beaten or incapacitated, you can stand back up again and keep on fighting. This restores half your health in the process. You become immune to effects that cause instantaneous death.

**Destruction And Loot:** Occasionally, when destroying things in the environment or beating people up, items will fall out of them. This can include food that heals you when eaten, machine guns, hammers, rocket launchers, expensive items you can sell for cash, and many other surprises.

**MAD Science!:** You're a brilliant doctor, capable of turning people into mutants and grafting new limbs onto bodies. When you ponder modifying or augmenting a living being, your mind will be flooded with working theories on how to accomplish that.

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## Items:

**Removable Spikes:** Can be added to any of your clothing or armor and removed at will. They give added defensive and offensive capabilities and are especially useful when grappling.

**Hammer:** A sturdy hammer for bashing people. Extra effective against humanoids.

**Gun:** Has infinite ammo. Fires a single shot at a time.

**Machine Gun:** Infinite ammo. It fires a lot of bullets.

**Paralyzer:** It paralyzes people and stuns enemies

**Laser:** A laser weapon. It's immensely fast.

**Missile:** It fires a missile that blows people up and sets them on fire.

**Duplicating Shuriken:** A favorite of ninjas. Another appears on your person whenever you throw one. Every shuriken has this effect.

**Armor Bot:** You can pilot this fighting robot to attack people.

**Ice Armor Bot:** This is a robot with ice powers. It freezes people.

**Cloning Tubes:** Allows you to create fully formed clones of people with a sample of their DNA. They'll be programmed with the knowledge their originals had. With this, you can establish a clone army. It can also be used to create beings who have shared DNA from other samples, creating "siblings." They'll see themselves as their own people.

**Samurai Armor:** Provides moderate protection. It earns the respect of ninjas who gaze upon it.

**Ninja Clothes:** A ninja costume. It's subtly armored. If someone who wants to be a ninja touches this uniform, they'll gain their own copy.

**Armored Power Suit:** Enhances fire and electricity attacks and works as a generator for electrical devices on top of its defensive value.

**Small Bombs:** These are bombs that reappear for you to use again after having exploded. Made for rapid throwing. You can set their fuse with a mental command.

**Your Custom Weapon/Armor:** Design gear that fits in with the other things you can acquire in this universe. It can have special effects, like Captain Commando's Energy Glove.

**Blazing Bottle:** This alcoholic drink refills itself when emptied. When drunk, the imbiber can breathe fire.

**Ninjato/Katanas:** A strong and swift short blade. Excels at cutting people in half. The katanas are longer and inflict more damage. You'll always have enough to gift to anyone who wants one.

**Energy Glove:** It discharges fire and electricity. Also augments your physical strikes.

**Baby Head's Robot:** A fighting robot built for you to pilot it. It's both strong and agile.

**Harpoon Gun:** Can fire a volley of harpoons of various sizes. It never needs reloading.

**Healing Food:** An endless collection of food that causes regeneration upon being eaten.

**Mack's Knives:** They rot the skin from the victim's bones and can turn them into skeletons when a target is killed using them. Very swift blades.

**Science Lab:** It's where you can work on mad science, and it's got the equipment you need to do biological experiments to turn humans into monsters.

**Polearm:** This weapon has excellent reach and excels when used for jumping attacks.

**Speed Boat:** This boat will spawn in any body of water when you require it. It's quite fast and doesn't need refueling.

**Electric Device:** It sprays electricity when you strike someone with it. You can also use it to flow electricity into the ground to damage people who go near it.

**Dopple Remote:** When someone presses the button, it causes them to split into multiple copies of their foe who can perfectly mimic their movements and attacks. The extra copies will have reduced health and go down easier than the original would.

**Final Spaceship:** This is a copy of Genocide's spaceship. It's capable of traversing the galaxy and has a Faster Than Light drive on it.

**Futuristic Metro City:** Take along a copy of futuristic Metro City. Everything within it is yours, and you're the Mayor.

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**Supplement Mode:** You can choose to use this jump as a supplement and attach it to another jump.

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**Crossover Mode:** Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

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**Companion Options:** These cost 100 points unless otherwise stated.

**Recruit Anyone:** Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

**Import:** You can import all your companions, and they'll get 600 points to spend. They also get the 4 Captain tokens, same as you got.

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**Drawbacks:** Each of these offers 200 points unless otherwise stated.



**Leave When The Story Finishes:** Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

**Continuity Toggle:** Free! Would you like this world to take place in the same universe as Street Fighter, and Final Fight, just in the future? Do you want other Capcom Crossover events to be canon to this universe too? It's your choice what is and isn't included.

**Be The Main Character:** You take over the body, powers, and memories of one of the four members of the Commandos and must defeat Genocide.

**Longer Stay:** You'll spend 10 more years here.

**Item Lockout:** You can't bring items from outside the jump into this jump.

**Power Lockout:** You can't use abilities from outside this jump here.

**Companion Lockout:** Your companions can be imported and buy things, but they can't enter the jump with you.

**Clone Wars:** There's been a cloning epidemic and half of the population now has multiple clones who believe they are the originals. Massive fights will break out over this. You, too, have a clone who has the same abilities and items you purchased here who wishes to find out which of you is the real one.

**Scaling Rival:** You have a custom enemy who gets a build here that lets them purchase things from this document using as many Captain points as you spent. They don't like you and want to defeat you.

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## Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?