



Welcome to Section XI. A spy organization whose agents travel across the globe to take out evildoers. Typically in conflicts that take place in close quarters environments.

AKA, Fights in Tight Spaces

As an agent of Section XI, you will be tasked with undergoing four separate missions to take down four different gangs. However, as you do so, clues will emerge, leading to a secret mastermind who is behind each of the gangs, a rogue agent from this very agency!

Take **1000 CP** to start off your career as a spy, and let's get started!

Difficulty Setting

First, before anything else, you must pick one of the following three options. These difficulty settings will alter how certain options later in the document apply.

Suave Mode (0): The free option.

- You have no mandatory Challenges or restrictions on Toggles.
- You gain three floating discounts that can be freely applied to Starter and Extra Perks.
- You will not be able to select any prizes upon completion of the Jump.

Classic Mode (300): Yes, that is not a typo. This option costs 300 CP.

- You must take the **Human Limits** and **Agency Approved Accessories** Challenges for no points.
- You can take the **Fight On Another Day** toggle, but it is less effective for you.
- You gain five floating discounts that can be applied to Starter and Extra Perks. Only one 400 CP Perk can be discounted by this.
- You will be able to select one of the prizes listed in the Prize Selection section upon completion of the Jump.

Brutal Mode (1000): Also not a typo. This option costs your entire starting budget of 1000 CP.

- You must take the **Human Limits**, **No Prior Training**, **Agency Approved Accessories**, and **Solo Squad** Challenges for no points.
- You can take the **Fight On Another Day** toggle, but it is less effective for you.
- You gain six floating discounts that can be applied to Starter and Extra Perks. Only one 400 CP Perk can be discounted by this, and only two 200 CP Perks can be discounted by this.
- Upon completion of the Jump, you can take all of the listed prizes.

The Missions

There are four missions you will undertake while here, and then a final boss mission. Each mission will generally follow a format of roughly ten fights or events, before the boss of the mission will appear for a final fight of the mission. Each individual fight can have a few different objectives, which, if completed, will offer a variety of rewards. Events can cover a wide variety of encounters, and can either result in rewards or losses, depending on luck and the choices made during them.

Death's Head Biker Gang: A biker gang that has built up thousands of members across Northern Europe, engaging in wide-spread drug smuggling and weapon trafficking to arm various hostile forces across the globe. You will fight through various club houses, bars, motorcycle garages, and back alleyways against the gang. Most members tend to be fairly straightforward, simply trying to hit or shoot you with few, if any, fancy abilities or tactics. Their leader will periodically call in reinforcements, but is otherwise a straightforward brawler.

The Insiders: A set of gangs that has effectively taken over several notable prisons, arming themselves and arranging for transfers and releases of criminals that pay them or do them favors. You will fight through various cells, hallways, and courtyards within the prison you are infiltrating, facing off against inmates who have generally armed and armored themselves to face you. Their leader is something of a martial artist, ready to smash you away with powerful blows if you venture too close and are too slow at dodging away from him.

Jade Staff: A secretive clan of ninjas that has a history stretching back a thousand years. They have been elusive, aiding various terrorist organizations around the world, but this mission will finally track down their leadership to Germany, of all places. You will fight the various ninjas through boardrooms, rooftops, train stations, and flyovers, facing off against an array of martial art tactics, including counter attacks, sword strikes, and ki attacks. Their leader is dressed in a suit of spiked protective armor, so when you face him in a rooftop showdown, you will need to take care not to be impaled on those spikes when attacking.

i Completi: A powerful gang spun out of the Italian Mafia, i Completi engages in a variety of high-end trafficking and other crimes, as well as a sideline in untraceable assassination. You will fight through various high class casinos, hotels, and resorts during these missions, facing off against various stylish and deadly assassins and gangsters armed with some incredibly deadly hardware. Their leader is a powerfully built mountain of a man who you will face at his penthouse, who can shrug off blows and can't be pushed around.

Final Mission: The final mission will face you against a rogue agent, onboard a plane flying high in the sky. He is incredibly skilled, and has an array of equally skilled underlings at his disposal, requiring a great deal of skill and tactics to finally bring him down.

Perks

The perks that you can purchase here are split into three categories: Standard, Starter, and Extra. The sole perk in the Standard category is free to all. You (and any of your companions) can also pick one of the Starter Perks to take for free as well. Floating discounts, when applied, reduce 100 CP perks to free, and cut the price of all other perks by 50%.

As a reminder, those in Suave Mode gain three floating discounts that can be applied freely.

Those in Classic Mode gain five floating discounts, only one of which can be applied to a 400 CP Perk.

Those in Brutal Mode gain six floating discounts, only one of which can be applied to a 400 CP Perk, and only two of which can be applied to a 200 CP Perk.

Standard Perk

FITS Mode (Free): Fights-In-Tight-Spaces Mode grants you the ability to pause time during combat to plan out your actions. While in this mode, you gain a third-person view of the space you are in, allowing you to view an entire room or rooftop or similar space and all enemies within it. You can see some basic information about each enemy, enough to tell you how they are going to attack or move, whether they are prepared to counter attack you, etc. While you are in this mode, you will also gain a few bits of inspiration for potential actions you could take, such as unleashing a front kick or grappling with an enemy, and you can mentally plan out these actions, potentially chaining them together, and then launch directly into said chain of actions when you exit FITS Mode. Once you exit FITS Mode, it will take around six to ten seconds before you can re-enter it again.

Starter Perks

Aggressive Blitz (200): Hit them hard, hit them fast, and even better, do both at once. You are extremely skilled at attacking quickly and accurately without sacrificing the power behind your attacks. You could lash out, punching one foe, kicking another, and then uppercutting a third, before any one of them could manage to attack you once, and have each of the strikes have your full committed strength behind it.

Counter Striker (200): You are trained to be able to strike back to punish foes when they attack. You know how to move, position, and prepare yourself to minimize or negate damage from a foe's attack, and then deliver a powerful retaliatory strike.

Grounded Grappler (200): Set them up and knock them down. You are a talented grappler, capable of twisting through tackles, arm twists, and shoulder throws to knock your opponents to the floor, where you can deliver a variety of follow-up strikes while they are down. You are talented enough that you can even use sweeps or strikes to topple heavier foes that many others would struggle to knock over.

Hidden Blades (200): You have a talent for bladework. You can reach into your outfit and pull out small blades or brass knuckles (which definitely weren't there before), which cause wounds that bleed a fair bit more than they normally should, allowing you to take down foes with a thousand cuts.

Mind Games (200): You are no slouch as a fighter, but some of your greatest weapons are words and cunning. You have an amazing talent to get into the heads of your foes with taunts and misdirection, as well as using careful positioning of yourself and manipulating your foes' positions, to trick your enemies into attacking each other. And somehow, your enemies never seem to get more cautious about falling for your provocations.

Gunslinger (200): You are a very talented marksman. Whenever you reach for it, you will find a loaded pistol strapped into a holster on your body, ready for you to draw and unload on your targets. Holstering it (or throwing it as an improvised projectile) will cause the pistol to vanish until you need to draw it again, fully reloaded.

Extra Perks

Tradecraft (100): Section XI might focus far more on pugilism and getting in fights than most spy agencies, but that doesn't mean that you are useless at other aspects of spycraft. You have a solid grounding and talent for most areas of spying and espionage, such as tailing marks, sabotaging equipment, both delivering and resisting interrogation, and other such skills.

Conditioned Body (100): Your body has been conditioned to be able to take more punishment in general. This is most obvious in your ability to block attacks better than most, and in addition, if you plant yourself firmly, it becomes far harder for foes' attacks to knock you around.

Dirty Tactics (100): You have a talent for fighting dirty. Going for the low blows, exploiting injuries or weak points, breaking limbs to cripple foes and prevent them from pursuing you. And your pockets always have a handful of sand in them when you reach for it, ready to be thrown into an enemy's eyes.

Careful Maneuvering (100): It can be tricky to move around, especially when you are fighting in such close quarters. But you are very skilled at maneuvering in and out of tight spots, brushing past foes and rolling over or under obstacles without giving your enemies a chance to attack you as you move past them. This is somewhat less effective if you pause to attack them as you move past, but otherwise, you can basically dance around most foes' attacks.

Pushback (100): Your attacks hit harder than most. Not necessarily in terms of damage, but rather in terms of pushing your foes around. Whether you are knocking them off edges, smashing them into each other, bouncing them off solid objects, or just smacking them back to give yourself some breathing room, most of your strikes can knock your foes reeling.

Combo Chain (100): The longer you can stay on the attack, the stronger your blows will become. With each blow that you land without stepping away, blocking, dodging, or otherwise breaking off from your offensive, you will find that your following blows land just a bit harder, almost like you have built up a charge of 'combo energy' of some kind. And, when you do finish up your assault, you can pour all of that energy into one final, even more powerful blow.

Use Your Surroundings (100): You are a natural at taking advantage of the terrain and contents of the battlefield around when fighting. Whether it takes the form of maneuvering around pillars or furniture to disrupt a foe's line of attack, grappling a foe to smash them into walls, or picking up objects to use as improvised weaponry, you are very skilled at turning the environment against your opponents.

Attack On The Move (100): It is important to stay mobile, and you are skilled at doing so without missing opportunities to attack. From turning a sprint towards an enemy into a strong kick, to delivering a quick jab as you move past an enemy without slowing down, to a bicycle kick that allows you to flip away from an enemy after the attack, you have a strong arsenal of techniques that let you move and attack with the same motion.

Gym Membership (200): Wherever your missions might take you, from gang bars to high rises to the depths of prison, you will be able to stumble across a series of gyms. These gyms may look somewhat rundown and nondescript, but don't let the appearance fool you. Training at these gyms will be many times more effective than training elsewhere. For a small fee, you can practice different combat techniques, polishing and perfecting them to eventually reach high-superhuman levels, improving both the power and effects as well as the ease of use of your various techniques. In future Jumps, you can track down these gyms in any area with just a few minutes of looking.

Backalley Doctor (200): You have the contact information for a series of black market doctors that you can find most anywhere, which are able to, for a small fee, get you back into fighting shape in an hour or less, no matter how beaten and battered you might be. They also have access to some experimental serums and surgeries that can potentially boost your various physical attributes for a time, making you stronger, faster, tougher. More risky procedures are offered for free, which can offer larger benefits but also larger risks.

Stun Attacks (200): A chop to the back of the neck, a sharp jab to the chest, a vicious headbutt. You have a variety of moves that can leave your enemy reeling and stunned, opening them up for follow-up attacks. And even attacks you make that aren't specifically intended to stun a foe still have at least a small chance to stagger and stun them. Finally, you can reach into your pockets or sleeves and pull out a special knock-out dart that is guaranteed to make your foes delirious and woozy if it punctures them, if not knocking them out completely. Once used, it will be roughly an hour or so until you can pull out another such dart.

Armor Penetration (200): Many of the foes you face will be armored, allowing them to resist or even no-sell your attacks. You, however, have a couple key skills to overcome this problem. Firstly, you know how to modify your blows to allow at least some of the force from them to penetrate through armor or shields, ensuring that your foes will take at least a little damage. Secondly, you have a talent for identifying weakpoints and areas where armor can be pierced or bypassed, allowing your full power to strike through to your target.

Power Blow (200): You know of a series of breathing exercises and stretches that you can perform while in combat to provide a moderate boost to the power of all of your blows and attacks. However, the real power of these techniques is manifested if you have a few uninterrupted seconds to perform them without attacking, moving, blocking, or dodging. If you do manage to do this, then your next strike can have its power multiplied several times over.

Duck and Weave (200): The best defense is to not be hit in the first place. You have an incredible skill at dodging incoming attacks, to the point where if you have managed to properly prepare yourself, you could dodge a point-blank gunshot. This skill does require prep and awareness, so you won't automatically dodge an attack you don't see coming.

Battlefield Medicine (400): Sometimes, you take hits, and you don't have the time or ability to disengage to go find a doctor. Luckily, you have a tremendous understanding and skill at battlefield medicine. You are skilled enough that you could use scavenged materials to perform surgery on yourself if needed, but luckily, you have the ability to pull out some supplies so you don't have to rely on whatever material you can scrounge up. You can pull out an unlimited supply of bandages and painkillers. The bandages will help to drastically speed up the healing process of any injuries, such as cuts or broken bones, that are wrapped in them, by a couple of orders of magnitude at least. The painkillers can help you to fight as if you aren't injured while taking them, as well as speeding up the healing of bruising and similar flesh wounds.

Sacrifice Play (400): No pain, no gain applies to more than just exercise. You understand that sometimes, you have to get injured to complete the mission. Firstly, this perk grants you the willpower to work through pain. It doesn't erase the pain, but allows you to maintain your focus and keep moving and acting regardless of the pain you are in. Secondly, it amplifies the benefits of 'sacrifice plays' you make during your fights. If you take a blow to land a blow, or throw a punch hard enough to tear open an old wound or fracture a bone in your hand, the level of pain and injury you have caused yourself will multiply the power of the attack that resulted from your sacrifice. A small or temporary wound can cause a small boost, somewhere in the range of an additional 10 to 20 percent or so. A larger or more long-lasting injury, such as a broken bone, can multiply the result several times over, up to a couple orders of magnitude in power. Thirdly, this power can allow you to deliberately cause wounds to yourself in the process of attacking, allowing the second portion of the perk to kick in.

Deft Improvisation (400): You are a master of mid-combat improvisation. Simply examining a foe's movements and attacks for a few exchanges can inspire you with several potential counters or mimics of their attacks and fighting style, and when you try out new or untested techniques in combat, you'll be able to use them as if you'd spent several days practicing them rather than stumbling through them for the first time.

Unpredictable (400): Your fighting style is somehow very unpredictable to those who are trying to read and anticipate your movements. Someone who was preparing to attack you when you are distracted or counter one of your strikes will most often be caught off guard and ultimately miss that you have actually struck or moved, missing the opportunity to strike back at you.

Challenges and Toggles

You can select from the following challenges and toggles to alter the difficulty of your run.

Toggles

Fight On Another Day (+0): If you should fall in battle, you will have the opportunity to 'rollback' your actions. If taken in Suave Mode, you will get 3 Rollbacks per fight, and each Rollback can take you back as far as the beginning of combat. If you fall after using all of your Rollbacks, your Jump will simply end, and you will move on to your next Jump. If taken in Classic Mode, you will get 1 Rollback per mission, which functions the same as the Suave Mode Rollbacks. If taken in Brutal Mode, you don't gain any Rollbacks, so falling in battle will simply cause you to move on to the next Jump.

Ten Years Till Retirement (+0): If you wish, you can take this toggle to continue on in this world for a full decade, rather than leaving after you beat the final mission.

Helpful Tutorial (+0): Before you actually start on any missions, you can use this tutorial to learn the ropes and test out various battle tactics. Failing / dying in the tutorial will have no negative consequences for you in any difficulty mode. In Suave Mode, you can access this tutorial between missions as well.

Team Up (+0): You may freely import existing companions, or recruit generic agents from Section XI, up to a total of eight. In Suave or Classic Mode, these imported or recruited agents get **400 CP** to spend, while in Brutal Mode, they start with **0 CP**. In any difficulty mode, they will gain one floating discount for perks, and they may select the Challenges marked as 'Companion Friendly' to gain additional CP. Some Challenges will give your companions CP automatically if you take them. If you have not taken the **Solo Squad** Challenge, then any of these companions may accompany you during a mission.

Challenges

Human Limits (+200): During your time here, you are locked out of any sort of supernatural abilities or powers that you might have picked up. If any perk or power that you have has an effect that a normal human couldn't achieve with the proper genetics or training in the real world, that perk or power is disabled for the duration. Any Companions that accompany you on a mission will be similarly limited, even if they did not take this Challenge themselves. Companion Friendly.

No Prior Training (+200): You have your Section XI training on combat, and the various perks you've purchased here, but you have been locked out of any other combat skills, instincts, or training that you might have had prior to this Jump for the duration of your time here. Any Companions that accompany you on a mission will be similarly limited, even if they did not take this Challenge themselves. Companion Friendly.

Agency Approved Accessories (+100): You cannot access your Warehouse, or any items that you have acquired prior to this Jump. Only items from the current world are usable by you while you are here. Any Companions that accompany you on a mission will be similarly limited, even if they did not take this Challenge themselves. Companion Friendly.

Solo Squad (+100): None of your Companions, either that you have recruited or imported, can accompany you on any of your missions while you are here. They can take separate missions, or simply go out and explore the world. Must have imported or recruited at least one Companion to take this. Grants Companions +100 CP.

Pre-existing Injuries (+100): Can be taken up to four times. You have some sort of lasting injury that you are unable to heal or recover from, which will be afflicting you throughout your time here. This could be a leg or arm injury, limiting the mobility of the affected limb to a fairly significant degree. This could be a sensory injury, rendering you partially blind or partially deaf. This could be a lung injury that limits your stamina and ability to take in air. Each time that you take this, you can take one additional injury. Alternatively, you can take this an additional time to worsen a limb or sensory injury, resulting in the loss of the limb or sense in question. Companion Friendly.

Longer Missions (+100): Can be taken up to four times. Ordinarily, each mission consists of roughly ten or so fights or events, followed by a boss fight. Now, you can make each mission stretch for longer. Each time you take this, there will be roughly 50% more fights, compounding, before the boss will appear. This means that you will have roughly 15 fights per mission if taken once, 22 fights if taken twice, 34 fights if taken three times, and 50 fights if taken all four times. Grants Companions +100 CP, no matter what level it is taken at.

No Breaks (+100): You are not able to take any breaks between missions. Ordinarily, you could take a month or three to relax between missions, running around and exploring the world and recuperating from any injuries or damage you might have taken. Now, you will be given your next mission immediately after you complete the previous one. Grants Companions +100 CP.

Silhouettes (+100): Everyone you meet in this Jump appears to be a solid color silhouette. Some items, such as knives or guns can stand out and be normally colored, but people and their clothes will generally be a solid color. It isn't really more than a bit disorienting, but still. Companion Friendly. If you or any of your Companions take this Challenge, the one taking it will gain a similar silhouette form as an Alt-Form in all future Jumps, regardless of the outcome of this Jump.

Enter The Void (+100): Can be taken twice. Each of your fights will have distinct limits to the battlefield marked out, generally marking out the limits of a room or alleyway or rooftop or similarly small space. These limits are only visible to you, but your foes will instinctively avoid crossing them when moving around. These limits mark the edge of 'The Void'. Anyone who is knocked into the void will be instantly killed, whether it is you or your opponent. At least, that is the case unless you take this a second time. If taken a second time, only you will automatically die if knocked into the void. Your foes will only die if the fall would actually be lethal to them (such as kicking them off a skyscraper or out of a moving train). If they are simply knocked out of a door or down a flight of stairs, they can just get back up and reenter the fight. Grants Companions +100 CP, no matter what level it is taken at.

Environmental Hazards (+100): There are now potential environmental hazards you will have to contend with in each stage. These could be oil slicks that cause you to trip if you try to move across them, sparking wires that shock you if you brush past them, winds on rooftops that can push you around, poison gas being pumped out of a vent, or many other possibilities. On the bright side, your enemies can be just as harmed by these as you can. Grants Companions +100 CP.

Tough Nuts (+100): Enemies that you face are more armored than usual, with even the weakest foes at least starting with a couple bits of armored clothing. Enemies that would already be armored will have even thicker armor, that is still just as light and flexible as their thinner armor would have been. Grants Companions +100 CP.

Guard Detail (+200/+400/+600): Occasionally, during some of your fights, you will be tasked with protecting a helpless diplomat or ambassador, or defending a gang infiltrator. In general, there would not really be much of an ultimate penalty if you fail. At most, that fight just wouldn't "count" towards your overall total for the mission, and you'd have to fight another one. However, that is no longer the case if you take this drawback. If you take this challenge at any level, then allowing an ally to die, whether a Companion or guarded NPC or infiltrator, will cause you to fail. For +200 CP, that is the only effect this has. For +400 CP, you are guaranteed to be forced to participate in a 'protection fight' at least once each mission. For +600 CP, you are guaranteed to be forced to participate in a 'protection fight' at least three times each mission, and there will be an NPC you have to guard in each boss fight as well. If you take this drawback at any level, NPCs that you have to protect are guaranteed to move out of danger if they can and generally will move around intelligently, rather than just cowering in place.

Extra Missions (+200): Can be taken up to three times. Ordinarily, you would have to face four missions before confronting the final boss. Now, you have additional missions to face before that will occur. Each purchase of this will add an additional two missions that you will need to complete, for a total of ten missions altogether if you take this three times. Missions will generally evenly slot in between the 'canon' missions, with an appropriately scaled difficulty level in the various enemies you will face in each new mission. Grants Companions +200 CP, no matter what level it is taken at.

Counter Stance (+200): More enemies will have the training and ability to counter your attacks when you strike them, with at least one 'countering' foe appearing in each fight. For weaker enemies, they might only really be able to counter you when facing you, or might only be able to set themselves to counter one attack every half-minute or so. But higher levels can have almost every foe having the ability to counter attack normally. Grants Companions +100 CP.

Dodgy Foes (+200): Many of your foes will be on their toes and ready to dodge your attacks. In general, such foes will only be able to dodge a single attack every half-minute or so. Weaker enemies may only be able to dodge attacks coming at them from the front. However, stronger enemies may be able to dodge multiple times in a row, or dodge attacks of a certain type (such as knife attacks or kicks) infinitely. At least one dodging foe will appear in each fight. Grants Companions +100 CP.

Choice Assassins (+300): A mysterious group of assassins are interfering with your missions. At least two or three times during each mission, one or more assassins will appear during a fight. Each assassin will start off fairly weak, but will grow in strength each time they appear, gaining new abilities, some of which seem to be handpicked to interfere with your displayed combat style. Facing off against the boss of these assassins in their headquarters will feature as a second 'final stage' after you defeat the rogue agent.

Poker Faces (+300): Ordinarily, during FITS mode, you will be able to see what areas are threatened by each enemy, as well as being able to see exactly what attacks and abilities they have / are about to use, simply by focusing on them. Now, however, all of that goes away. You can try to study their appearance for clues about what they might do, but otherwise, any hints about what they are going to do, where they can and will attack, whether or not they will counterattack when you hit them, or any other information is all gone. Grants Companions +100 CP.

Ally Protections (+400): You have the ability to pull your attacks so that they will not harm your allies, which is useful, as it means that you can kick an NPC out of the way of an attack without having to worry about injuring them yourself. Now, all of your enemies will benefit from the same protection. While their attacks can still push each other around (and may knock an enemy out of bounds, if you line things up right), none of your foes will take any damage from your other foes' attacks. Grants Companions +200 CP.

Dim Mak Monk (+600): You have earned the ire of a mysterious monk, who will act to interfere with your missions. When he appears, he will try to approach you to strike you with the Dim Mak, the Death Touch, a powerful blow that will cause you to take damage over time until you expire. During your first mission, he will only appear during the boss battle, after a few rounds have passed, he will approach you at a walk, and his touch will cause only 5 damage per round. During the second mission, he will appear at the start of the boss battle, still walking, but his touch will cause 10 damage per round. During the third mission, he will appear in a couple of battles before the boss, typically those where you face one of the lieutenants. He can move at a dash now and will dodge if you try to hit him, and his touch works, even through block. During the fourth mission, he will appear in half the fights you face, and can counter attack if you attack him. During the final mission, his death touch is a true death touch, killing you in a single blow if he manages to strike you. It is possible to defeat him when he appears, albeit with difficulty, but he will always reappear in future battles. If you added additional missions, then missions beyond four will feature him at the same level as the fourth mission.

Prizes

In Suave Mode, you will simply skip this section. In Classic Mode, you will be able to pick one of the following Prizes after beating the final boss. In Brutal Mode, you will gain all of these Prizes after beating the final boss.

Infinite FITS Mode: Your FITS Mode Perk has been upgraded. Now, there is no longer any cooldown after exiting FITS Mode, allowing you to jump in and out of that mode as often as you'd like. The 'inspiration' that you get for ways to attack is much more detailed, including who to use specific moves on and in what order to chain together an effective combat combo. And, when you launch into a prepared set of movements, you are now guaranteed to pull them off to the absolute best of your ability. If you could perform them flawlessly, you will.

Henchmen Crew: Several members of the gangs you have defeated have now defected to follow you. You are now able to summon three to four members of each gang that you fought during your missions, including at least one lieutenant from each gang. Those summoned will appear nearby, and if beaten or killed, they can be resummoned within a few minutes. How independent these gang members are is up to you. They can be little more than combat capable NPCs, or fully intelligent individuals that retain knowledge and personality between summonings, or anywhere in-between. They start out with roughly the same skill level they had when you beat them, but can all grow and develop with each summoning, regardless of how independent they are.

Ill-Gotten Gains: Somehow, a great deal of the resources and wealth amassed by the gangs has made its way into your possession. You are now quite rich. You will start each Jump with a fairly sizable fortune, including several properties in various major cities throughout the setting, and enough capital to live a luxurious lifestyle for several decades at least without needing to work at all.

Section Head: You have been promoted to the head of Section XI, and now the organization will appear, with you in charge, in each new setting you visit. Each new iteration of the organization will be staffed with local agents, who can take on various assignments handed down from you, and are all highly trained in both combat and espionage.

Strange Powers: There are many abilities your foes will have displayed here that go beyond human limits. From emitting ki blasts to strike from a distance, to empowering allies with additional strength or defense, to inflicting status conditions or injuries at range, to summoning temporary copies of themselves, to even the mysterious Dim Mak, you are now able to replicate all of these strange abilities, and have the potential to develop related abilities in the future. If you survived the Dim Mak Monk Challenge on any difficulty level, you can take this prize for free.

Ending and Notes

You have completed your mission. Now it is time to choose to Go Home, Stay Here, or Move On.

Changelog

Version 1.0 - Release

FAQ

Q. Why are there no item options?

A. I couldn't come up with enough unique item options. However, with Perks like Hidden Blades or Gunslinger, which allow you to summon items, that aspect of them can count as either a Perk or an Item for you, in the future, whichever works better for you in the moment.

Q. If I take the Extra Missions Challenge, does that mean I'll get more henchmen for the Henchmen Crew prize?

A. Yes. Yes it does.