



Generic Beat Em Up Jump

1.0

by Burkess & Tri-Sevon

No matter if you are on the streets, out in the country, inside a massive building, or somewhere in the sky or space...

...There are a lot of people out there to stop you. And with your skills, you gotta beat them all up and keep on going. So take **1000 Beat Points** and get going on what awaits you.

Starting Location

You can roll some dice to determine where you start, otherwise just pick whatever you want.

1. Beat Em Up Portal World: This is a series of portals that'll take you to any Beat Em Up world of your choice. You have a means of returning here when you wish.
2. Any Beat Em Up you want. You pick one and you go there.
3. A setting of your choice. Doesn't have to be a Beat Em Up.

Background & Species

Given the wide assortment of fighters out there, it would make little sense to limit your options. Meaning if you want, you can freely pick your age and gender to be whatever you think will work. (You can also use dice to roll up whatever age you end up at as well.) If you want a background, pick something plausible.

Species

Human [Free]

The usual choice for almost all settings, but don't think they are not capable of doing the things that heroes and villains are capable of around these places.

Racial Choice [100 BP]

You can choose to be a species in one of these Beat Em Up universes. For example, you could be a Predator if you wanted. Any species with powers equal to or greater than a Kryptonian costs **500 BP**. You can't use Beat Tokens to buy a 500 BP race.

Perks

*You gain **4 Beat Tokens** as Freebies for any of your purchases here. And in case you wish to go for an alternative option, forgoing the freebies will allow you to get a stipend of 400 BP to use.*

*Unless otherwise stated, everything here costs **100 BP**. Anything you buy here can be **purchased multiple times**. Doing so provides an additive bonus.*

Attribute Enhancer

First two purchases free! Do you want to improve yourself? Pick a physical or mental attribute, such as your speed, strength, durability, and so on. Each purchase increases that value by 50% going forward.

Camera Throw

No, not that camera! The one past that wall over there.

You find that your ability in grappling and throwing your opponents can allow you to throw them into the '4th Wall', meaning that they'll be defeated if they have no way of returning back.

You also find it much, much easier using said tossed/thrown opponents to destroy large machinery or even larger enemies to boot.

Super Amplification

No matter what it is, either being some changing into some sort of 'Bug' themed Armor/Suit with a scarf, summoning magical weapons made of elemental energy, or unleashing some shiny technological weapon...

...You find that you can now do those far easier no matter the method or process, but also find that the effective power and combat effectiveness in these special transformations/summons are now given a massive boost as well.

Fight Money Magnet

No matter how many people you fight, you'll always find that you can pick up quite a lot of money.

In essence, as long as you defeat someone in a fight, you will automatically collect any money (of any viable type) that'll go into your wallet (or any other viable storage place/location) for you to spend or save for later.

No one will question this, unless you wish to have that be the case. Oh, and the more challenging the fight, the more money you can collect. (And yes, you can toggle this on and off in case you don't want to make your riches via this method).

Co-Op Attacks

You got a pal, friend, or ally joining you on your fighting quest? Well, as long as you can make sure to coordinate with each other, you find any moves that work in tandem with each other are far more effective.

Taunt Recharge

What are you, that fellow called 'Dan'?

Well, even if you aren't, your ability to taunt now has additional useful purposes. Namely, that as long as you perform a full (and with effort put in) taunt that goes uninterrupted, you'll either gain a temporary power boost or cause a large amount of your non-health energy to recharge.

Combo Hit Recharge

Landing successive hits on an opponent ends up a growing recharging rate of any energy used for special attacks or moves you may be using. This also allows for you to chain it onto new foes in case the current one is out of the picture.

DO be aware that losing the combo chain either by inaction or getting hit means you start right back at zero.

Boss' Orders

When you are in charge, your lackeys below you will make sure to take whatever orders you give them to heart. Even if your plan boils down to stealing someone's girl just to get a chance to ask them on a date.

Of course, they will make sure to understand the letter of your order AND your intent, to make sure there are no mistakes made on their end in terms of personal competency.

All-Seeing Watcher

You may be at the top of your tower or deep in your fortress, but you somehow know how to get the drop on them with more lackeys to swarm at them or spring out traps meant to slow or stop them. And it is thanks to this Perk.

In essence, as long as there are people breaking, sneaking, or otherwise trespassing in nowhere they shouldn't be in... You'll know exactly where they are. This also works for any other properties or areas that you explicitly and directly own as well.

Inspiring Defiance

Your defiance, drive, and ideals light flames in the hearts of those witnessing them.

Those who have a desire to act but lack courage or motivation will gain the strength to stand up and fight for what they believe in. Comes with a talent for motivating speeches and hot blooded antics.

The Wrong Targets

Your enemies will have the misfortune of accidentally snubbing rich, and powerful people. They'll be inconvenienced by picking the wrong targets and ending up making more enemies than they intended to.

Battle Buddies

You attract people with similar interests and points of view to yourself. If you develop a new interest, you'll find it easy to find someone who likes the same things. You'll be able to sense it if nobody who likes what you like is in the current area, and if you need to go elsewhere to find someone.

Enemy Of My Enemy

If your enemies have any enemies, they'll get into contact with you. This can open up team up opportunities to take down a common foe. Assuming you aren't on bad terms with BOTH groups, you'll have extra help in the fight.

False Invulnerability

Your body doesn't show any sort of injury, and you cannot be knocked back or staggered by any attack. This doesn't grant true invulnerability, just the illusion of it. Your wounds will only show if you drop this technique or you're incapacitated.

Temporary Invulnerability

You can become invulnerable temporarily. Every 60 seconds, you earn 1 second of invulnerability. You can set this power to activate at the moment of impact, even from attacks you can't see or didn't know about. Assuming you have invulnerability left to spend, it'll automatically turn on to protect you.

Frame Input Reading

You know at the precise moment an opponent decides on an action what they'll do next. Comes with accelerated reflexes and mental processing, so that you can receive this information and then decide on your counter attack within 1/60th of a second.

Attack Priority

Your attacks have priority over everyone else's. That means that if you and an opponent strike each other at the same time, your strike cancels theirs out and hurts them, while theirs does nothing to you.

Stunning Blows

Your strikes have a high chance to stun, stagger, and debilitate enemies. Your attacks hone in on weak spots and even glancing blows can still inflict a lot of pain.

Explosive Shockwaves

You can release an explosive shockwave from any part of your body. They knock back and damage enemies. These can be used to enhance your physical attacks, fight at mid to long range, as well as a tool to throw enemies away from you.

Attraction Waves

You can release pulses of waves that pull things towards you. This lets you suck far away enemies in. You have fine enough control to target specific objects within these waves.

You receive sensory feedback from your waves and can tell exactly what's within the range of them and what you can pull.

Quest Arrows

There's helpful arrows pointing you towards important quest stuff and things you'd be interested in. If you might need something in the future, the arrow over it will tell you to pick it up.

Go! Go! Go!

In your vision, you see the clearest path to your next goal highlighted as well as instructions on how to proceed further. If you need to break down a wooden wall to get there, you'll know to do that.

Flash Forward

You experience precognitive visions of future events in brief snippets, showing you what's likely to happen if you follow the current course of action. These offer hints as to what you'll be doing and who you'll be doing it with.

Pocket Space Expansion

You have access to a personal inventory in which you can store any number of items. Any object you can lift can be placed into your storage. Your second ability enables you to expand your environment. For example, you could expand the interior of a car and then fit 40 of your men comfortably inside of it so you can take one car to the mission.

Mass Transport

You've got a mass transport ability that has two parts. First, you mark a consenting ally. Then, by focusing on a location that's out of an enemy's line of sight, you open a wormhole that transports your previously marked friends to that location. You can also open up a wormhole to transport yourself to another ally you've marked.

Platform Mastery

You can spawn floating platforms which you control with your mind. They can travel at high speeds and hold massive amounts of weight. They're also heavy and do good damage if you were to drop them on someone.

Disguise Creation

By focusing on someone, you can temporarily alter their appearance and conjure clothing for them. This allows people to go under cover or hide in plain sight. They can return to their original looks at will.

Portal To The Evil Afterlife

You act as a conduit to what the inhabitants refer to as the “*Scumbag Dimension*.” It houses the spirits of any number of evil people who died and enables you to summon them. This incarnates them in physical bodies and enables them to do your bidding. This grants no ability to control what you summon up: but you can banish them back from whence they came. And resummon them if they’re defeated. Training will enable you to summon more of these allies at once.

The Desperados

You passively attract those who want what you have to offer them and have little to lose. You can also sniff out such individuals and have a sense of where someone who is likely to join you is.

Drill Sergeant

You have a gift that allows you to condense a month worth of training into 8 hours. Your training sessions will allow for rapid development of skills in anyone who studies under you.

Power Pyramid

You can share any amount of your power with other people, in precise percentages. This temporarily depowers you as long as you’re giving your power away, but you can take it back whenever you wish. Anyone you’ve given power to can then share power to anyone of their choice, and so on, forming a pyramid with you at the top.

The Pool Maneuver: You have a kinetic energy trick that allows you to create elastic collisions. This means no energy is lost after an impact. One application of this is that kicking a guy into another guy would send the full force into the next guy, letting you bounce them around like *billiard balls*.

Everybody Panic: You can induce feelings of panic with physical contact, with longer touches or harder hits amplifying this effect. It gradually wears off if you don’t keep refreshing it.

Wild Flailing: When you climb onto someone, they’ll wildly and aggressively flail to get you off. This is self destructive and you can guide them to do more damage to their allies than you could have done fighting them normally.

Organic Weapons: You have a special ability to use living beings as weapons. This inflicts damage as if you were wielding a proper weapon, and inflicts extra harm if your victims are friends with the person you're swinging around. Your living weapons will not die or be harmed from being used as a weapon unless you want them to.

Experience Gained: Defeating enemies enables you to gain experience points. Collecting enough of these will cause you to level up, improving all of your attributes. You gain level points each time this happens that you can spend to develop your attributes further, strengthen your abilities, or unlock new special attacks. When you go shopping, you'll find highly expensive trinkets that can add both permanent and temporary bonuses to your attributes when used.

Rise Of The Clone Army: You can split off hive-mind clones of yourself who share the same mind as you and send constant updates on their experiences. Any damage you or a clone experiences is split between you and any existing clones. You start off being able to produce 5 clones and can learn to create more.

Data Download: This ability passively gathers information and data through scanning and analyzing everything around you. It provides detailed information into the mechanics of how things work, as if a super computer was processing inputs 24/7. In a fight, you'll analyze enemy attacks and patterns and gain an understanding that lets you predict and overwhelm them. Should they allow you to gather enough data, your foes will become open books.

Whenever I Get Hurt, I Grow Stronger: Your body adapts itself to damage and becomes more resistant to it. Being punched means future blunt damage at the same level of force would hurt you less. The strength of your muscles also increases whenever you experience shock or trauma.

Warlord's Excitement: You feed on conflict, violence, and war, and they strengthen you. When surrounded by the before mentioned elements, you gain rapid development of your skills and insights into new fighting techniques. When in a battle, you gradually become stronger and more skilled, patching up flaws in your fighting

style. Battle brings epiphanies and grants insight into new tactics and strategies for combat and warfare. As long as you can keep fighting, you'll continue to grow stronger and will surpass your opponent.

Safe Intent: Attacks you use and conflicts you're involved in will never cause any more injury than you intend to inflict. You could harmlessly knock someone out by stabbing them repeatedly with a knife if you didn't want them to die. A fireball you launch into a crowd of enemies would kill no one unless you wanted it to.

Chasing The Golden Ending: You're guided towards what you would see as the best possible ending for any scenario you're involved in. You'll know what steps must be taken and what choices you have to make to help cause that to happen. You can adjust this for what a group of people would see as the ideal outcome, and they too will know what their parts are in making it happen.

Inevitable Confrontations: When toggled on, you're set on an imminent collision course with anyone who has a problem with you. Fate will conspire to ensure you'll encounter and confront all the people who dislike you or want to stop you from achieving your goals.

Legal Technicalities And Loopholes: Your legal issues have a way of smoothing themselves out. Evidence goes missing, law enforcement doesn't follow the correct processes, and witnesses choose not to testify. The only way you'll really get in trouble is if there's completely ironclad evidence of your guilt with no possible reasonable argument for it being fake. Or if you confess with the intention of being punished for what you've done.

Pain = Teleport: Grants the ability to teleport to anywhere in your line of sight within 360 degrees. When struck by an attack, you'll automatically teleport to the nearest safe location.

Anti-Enemy Force Field: Grants you a force field that only allows a certain number of foes to enter it, while repelling all the others. This means there's only but so many people who can confront you at once, letting you break up large groups of enemies and defeat them in smaller batches.

2D Plane: You can convert the environment around you into the second dimension, and see yourself from the third person. Anyone who comes near you gets pushed into the same perspective and plane and becomes incapable of 3d movement.

Dodge Impact: When you dodge an attack, you leech energy from it. The closer the dodge, the more energy you're rewarded with. You can unleash this stockpiled energy in your own attacks.

The Most Artful Of Dodgers: You have a precognitive sense of where attacks are coming from, and your body begins dodging attacks before they even happen.

Auto Guard: Your body will automatically attempt to block, deflect, or parry an attack before it happens, even without your input.

Elemental Engine: Grants an internal engine that produces, absorbs, manipulates, and releases an element of your choice. It enables you to perform a variety of elemental kinesis tricks with your chosen element and enhance your combat style.

Gyration Physiology: You can independently gyrate any part of your body, allowing you to spin your limbs around at rapid speeds. You can pierce directly through objects and create wind attacks from the speed of your rotations.

Gyrate Dance: You can gyrate your body on any axis. Essentially, this turns you into one big spinning top giving you the ability to spin yourself off any surface.

Big Bouncy: When you make contact with a surface, you can launch off of it. This sends you careening away from that surface at a rapid speed. Impacting something else will enable you to increase your momentum and bounce again. You can release explosions whenever you land. Pick an element, such as fire, ice, stone and so on. You gain control of that element and can incorporate it into your bounces.

Drill Physiology: You can form spinning drills from any part of your body and also spawn them in your environment. This allows the creation of drill weaponry, and firing drill projectiles.

Land Shark: You can swim through solid surfaces as if they're water and can perform an explosive attack upon resurfacing. This destroys the surface you emerge from, sending shockwaves and bits of super fast shrapnel in every direction.

Shoto-Clone: This is a system of karate and assassination focused martial arts that gives you various mystical and esoteric powers. It includes the ability to teleport by projecting yourself to a place in your environment. As well as a powerful anti-air flying uppercut, a spinning kick that hits everything around you, and the ability to fire energy projectiles.

When your will to kill, win, and survive overwhelms you, an evil version of yourself can take over. This transformation makes you stronger and enhances your attacks, and also allows you to perform a special move that brutalizes your opponents and destroys their souls. You'll need to train to master the darkness within you.

Incapacitation Burst: Incapacitating an enemy fills you with a burst of energy that heals you by a total of 10% of your total health. If you're fully healed, it refills your energy stores instead.

Life Force Energy Vampire: Your physiology absorbs and drains energy and vitality from others. You can drain the life force of your foes through physical contact or from energy projectiles you now know how to create. Your stockpile of stolen energy and life force can be spent to regenerate your body, enhance your attributes temporarily, or refill your energy pools. Stolen life force also directly increases your lifespan.

Garbage Can Roast Beef: Breaking the environment causes various power ups to spawn. It can include things like weapons, healing food items, armor pieces, and many more exciting items. Beating up enemies can knock similar things out of them, but less often than smashing stuff does.

Safe For Now: When there's no hostile enemies nearby, a 60 second timer counts down. If it reaches zero without you getting into anymore fights or encountering any foes, you'll rapidly regenerate your health and stamina until you're fully healed.

No Backlash: You no longer experience any backlash or self damage from your own attacks. You can punch brick walls with your bare hands and not harm yourself. Shatter windows with your fists and not get cut.

Auto Healing: Passively, you recover 1% of your total life and energy reserves per second. Anyone you're touching can be allowed to benefit from this.

Deep Breathing: The deeper your breaths, the more of your total health you recover. Breathing energizes your body and causes you to be filled with vitality. This grants increased physical attributes, improved healing speed, and boundless stamina as long as you continue to breathe. Your study of breathing can teach you special attacks using it, such as learning a breath weapon.

Movie Doctor: After you've treated a wound or injury, the healing is instantaneous. Removing a bullet from a gunshot wound and providing treatment would cause your patient to make an instant and miraculous recovery after you finish. And it's the same for any other injury you receive or you treat for other people.

How To Train Your Sword: Items you're using can gradually gain experience and become stronger and better as a result. The longer you have something and the more frequently you use it, the faster this process is.

Enchanting Bistro: Allows you to imbue created food and drinks with special effects using magic. With this, you can create meals that power people up or heal them when ingested. The quality of the ingredients and your skill at food preparation impacts the results. More skill = greater impact.

Mighty Fortification: This allows you to greatly fortify the defensiveness of any position with the right tools and time spent on it. Examining something will give you ideas on how you can strengthen it against an enemy attack or invasion.

Hero Path Lure: This grants you an endless colored rope that only you can see. By dragging it through an area, this allows you to designate places that any intruders will feel a compulsion to check out and explore. It means you could have them take the most difficult and dangerous routes, without even thinking to go a different direction. Obviously suicidal paths will break the compulsion.

Elevator Sections: With a moment of focus, you can tear apart nearby inanimate objects and reconstruct them into a working elevator. With training, you can learn to create things other than elevators.

Exceptional Worlds: In worlds you visit, you can select for geniuses and exceptionally talented individuals to be semi-common. Giants, martial arts masters, world renowned fighters and more will make up roughly 10% of the total population of the planet.

Knock Offs Abound: Every noteworthy person who has accomplished anything of value in a setting will gain a series of highly similar people who take after them. They could be different ethnicities, sexes, species, or what have you. But it'll be like they're a palette swap of this person with highly similar skills and abilities that exceed the original's in some way while being inferior in others.

Unleashed Potential: Training never stops for you, and that extends to your abilities. You can shunt any gains you'd make into your perks, powers, abilities, and so on. This makes it so you can train any of your abilities as if they were your body. Achieving gains like they're muscles.

Telekinetic Extension: You control an energy field that allows you to manipulate objects within a short range. It lets you extend both your strength and durability to cover things, reinforcing them. With this, you could use a long piece of glass as a weapon and never have it break. If an impact wouldn't break YOU, it won't damage what you're controlling. It can also be used to enhance your attacks, adding your strength and durability to any of your blows.

At One With Your Gear: Anything you're wearing or touching benefits from your healing factor or regenerative abilities. A tattered outfit you're wearing will heal as if it's part of your body. You could restore a torn apart dress by holding it for long enough. Your broken weapon will gradually fix itself until it's "recovered."

Heroic Career: Choose an action packed and incredible activity, such as rescuing the president from ninjas or fist fighting 100 alien invaders. You gain the memories and experience of doing something like this every day for 10 years.

Career Options: Choose a career. You gain 10 years worth of experience in it, with auto updating credentials for every setting you visit.

Criminal Experience: Pick any crime or activity that includes doing crime. You gain 10 years of experience and memories of doing this every single day.

Fighting Style: Choose a fighting style. You become a master at it. This includes any styles that exist in Beat Em Up universes.

Weapon Skills: Choose a weapon. You gain skill with it as if you'd practiced for a lifetime.

The Evil Wizard: You've gained dark magical powers. These include flight, forming energy barriers, summoning magical projectiles, and casting necromancy. You can reanimate any dead you encounter to turn them into your servants.

Respawn Point: Grants healing abilities. Your powers are potent enough to stabilize anyone you're treating, preventing them from getting any worse. Broken bones can be healed in minutes, and injuries more serious than that take a half hour. The range of your healing effect is about the width of a hospital operation room. You can mark someone. When they get incapacitated or gravely wounded, they'll be teleported to your location or a place that you've set.

Gear & Equipment

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Multi-World Media:

Just in case, here is a collection of the various Beat Em Ups with matching machines to play them on whatever platform or device to play them on. Oh, and you will also find

that any worlds you explore while here and beyond will make a game copy based on your deeds/adventure.

Oh, and in case you want it, you can have any of the OSTs of any setting you ended up at in any audio format you may wish. Yes, even in vinyl. You also get copies you can give out to your friends and allies if you wish to share it.

Battle Weapons:

Name a weapon that is an actual thing fully made for combat. You now have it, while having some special traits, like it never breaking, never needing to be cleaned, and will always be able to withstand your might or power.

If ever lost or stolen, you'll find a copy in your Warehouse or any property in about a day's time.

Unusual Fight Weapons:

Okay, now name something that isn't actually expected to be a weapon. Like say a frying pan, or perhaps something like a baseball bat or hockey stick. Maybe even a wrench or full on metal chair.

No matter what it is, you'll find that using it as an improv weapon means it will do damage, it won't break on you, and it'll make sure to never hamper your fighting style. In fact, it actually helps blend into your style if you would wish to incorporate its usage.

Power Artifact/Device:

In case you are looking for something in particular, like say something akin to a belt-like object to be a Sentai Hero, some magical artifacts to be a magic Boy/Girl, or something else completely altogether...

...Here you go. A working copy of whatever you are looking for, plus any additional upgrades/trinkets associated with them. Oh, and don't worry about any incompatibility issues in case they ask you to fulfill special requirements.

And as a last bonus, the power offered by these special copies are guaranteed to be sufficiently better than the originals. How? Trade secret.

Tag-Team Ro-Buddy:

This is a summonable/deployable bipedal human or humanoid robot (by default) that can easily fight alongside you if you let it join you in battle.

In fact, it is so good...It'd make its own spin on forms based on any transformations you might have. And the same applies to any power ups or methods you have to boost said power while being the best tag-team/cooperative partner you could want.

And yes, you can turn them into a companion, if you would wish to give them their own personality and identity to add on to them being your best Ro-Buddy.

Portable Trash Collector & Food Dispenser:

While this may look like an unassuming trash can (by default), it is actually rather something special. In essence, you can use this portable waste disposal object to collect surprisingly large bits of junk and garbage easily with little to no impact on weight.

It also sorts out the useful trash/garbage to your specifications, while allowing you to take (or dump out) what you want while leaving the other stuff elsewhere in the object.

And as an additional feature, if you find the switch on the bottom (or somewhere else that is more accessible), you can instead use this to produce an entire meal of your choice that is guaranteed to be tasty, clean, and easy to eat especially in the middle of a fight.

And yes, the device allows for vastly easy telltale signs that you'll always have a means to know if you are in collection or dispense mode.

Hoverboard/Jetboard:

The perfect one-person board device to ride on. It automatically adjusts to your position either on top or in the air for it flawlessly. Meaning, you can engage in a high speed chase and still get to throw out your punches, kicks, and other attacks to your foes.

Also, won't get broken by any hazards or by any opponent's attacks unless you also get hit by them. And if lost or broken, will reappear in tip-top condition in your Warehouse in a day's worth of time.

Mutagen Vial:

A glowing vial of mutagenic material, perfect for throwing down onto the floor to either make someone else (or yourself) take on a mutated or 'Super Form'. Comes with no drawbacks in case you don't wish to have nasty after effects.

Mutant Maker 9000:

A machine that allows you to turn what would be normal creatures, like say rodents, bandicoots, and others into mutated creatures. You can also set it to where they end up being around normal human size with the capability of having human-level dexterity and strength.

You can also instead, make them larger than a human and instead be more vicious and combative, with special biological powers like summoning spikes, launching ice spikes, or shooting sharp feather projectiles.

Or if you really, really wish to... You can also mix animals together into a monstrous hybrid. Like say a Scorpion and Gorilla that is also massively strong and is even bigger than the last two 'options'.

Oh, and of course... You can designate it where your creations are able to think, talk, and act on their own accords. Or just have them under your control. Whichever works.

The Omni Ring:

This ring absorbs other accessories and grants the benefits of those accessories while you're wearing it.

Combat Autonomous Robot - CAR:

This is a battle robot who serves as both transportation and a battle buddy. It's a transformer that can take pieces of machines to upgrade its body, switching between vehicle form and robot form.

It comes with a powerful AI and a suite of personality and voice options. Can also be a companion if you'd like.

Villain Bar:

This is a hangout spot for any crooks and people of ill repute. It will attract all sorts of people down for any illegal deals or joining a villainous gang. It turns a decent profit for you and won't be found by the police unless you lead them here.

Iconic Costume:

This is a shape changing outfit that alters itself to reflect your preferences and help convey the vibe you're going for. Anything you do while wearing it becomes easier, more efficient.

Whenever you achieve a major or impressive goal, it's marked into the costume. You gain a special bonus going forward that makes you better at whatever it was you accomplished that applies in similar scenarios.

Boss Stage - Unholy Graveyard:

You can summon this item at will. It causes the landscape to transform into a graveyard filled with restless dead minions. If you have dark or evil powers, you're strengthened in this place. It has a dungeon attached to it for you to use as your lair, and regularly spawns corpses to use in necromancy experiments.

Boss Stage - City Of Vice:

You can summon this item at will. It causes a city to erupt from the landscape. It's a wretched hive of scum and villainy, and you are its master. The city is alive and will create minions that match its theme, cutthroats, thieves, shopkeepers, tavern goers.

All of them answer to the city, who answers to you.

Boss Stage - Duel:

You can summon this item at will. It pulls you and everyone nearby into a featureless void. There's a ground to stand on and air to breathe, but nothing else exists here. It's just you and anyone you brought here. If you were to be defeated or incapacitated, this void will collapse and spit everyone within it out.

It'll place you in a safe location, somewhere miles away from your enemies while simultaneously faking your death. Your opponents will assume you were torn apart by your own void, while you live to fight another day.

Training Mode Simulator And Personal Gym:

This machine allows people to experience highly realistic simulations of combat scenarios. It can be used to fight foes you've battled in the past or imagined. As well as to enable you to have no holds barred duels against your friends without hurting them, as nothing that happens in the simulation carries over outside of it.

The simulator can raise its difficulty to challenge anyone and help them make gains. It also comes with a deployable personal gym, with equipment that scales with the stats of the users. Allowing it to always push you further ahead.

Medical Supplies And Pop Up Surgery Room:

This is a med bag that has an endless number of trauma care supplies in it. It can also deploy a sterile operating room with the equipment you'd need to perform surgeries. Perfect for patching people up.

Eat 'N Heal:

This is a restaurant you own that produces healing foods. It's stocked with the ingredients you need to make world class dishes. It will become especially popular in worlds where people gaining regeneration from eating food is rare and seen as a miracle.

The Armory:

A massive collection of military weapons and gear. It's more than enough to outfit a personal army. It also comes with tanks, helicopters and planes. There's enough fire power here to let you conquer a small country.

The Universe Eater:

A colossal robot, it fires a disintegration ray that allows it to rip materials apart and reduce them to their base components. It can then replicate things it's destroyed using materials it has on hand. If allowed to rampage, it could consume an entire planet and hoard all of its resources unless someone stops it.

Safe Houses:

You gain a hidden safe house in every city, community, wilderness area, and town you visit. These won't be found unless you want to share them with someone. They have enough supplies to keep you stocked up and would let you lie low for months.

Super Armor:

This armor makes you immune to knockback effects and you can no longer be stunned while attacking. It offers great defensive value and scales to be twice as tough as your body.

Companions

Companions can purchase more companions. These cost 100 points unless otherwise stated. You can choose to import companion(s) into roles instead of recruiting a new companion, to inherit the listed traits.

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 Beat tokens, same as you got.

The Perfect Weapon: This person has the ability to consume weapons they touch and then transform into them. When being wielded by someone, they amplify that person's natural strength and draw out their inner potential.

The Alex to Your Ryan: This person scales with you and increases in strength as you do. Furthermore, if they get stronger than you, then you'll scale up to meet them. They have variations on all of your abilities, perks, and items but with their own spin on them to differentiate them.

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

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.

Drawbacks

These offer 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.

Fight For Your Warehouse: Once a year, you'll need to fight a humanoid manifestation of your Warehouse for the right to continue using it. Your warehouse knows any martial art and fighting technique that was ever practiced inside it.

Dug, Jake, Simons, and Bred: You'll encounter the same enemies over and over again, having joined new groups or broken out of jail to confront you. If any of them die, they'll be replaced with highly similar palette swaps with different names but the same motivations.

Kidnapping Risk: Anyone you care for is at risk of being kidnapped by your enemies to manipulate you. Unless they're capable of fighting off groups of strong fighters, you'll need to keep an eye on them.

Save My Companions: An evil boss has kidnapped your companions and sealed them behind magic doors. You'll need to defeat a series of mini bosses to unseal your allies. Optionally, you could confront the boss, but they're empowered based on how many of your companions they've sealed. The defeat of the boss will unseal all of your allies and return them to you. If you don't have any allies, you get a free group of companions who are tailor made for you to like them and want to help them.

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

Reclaim Your Powers: Every perk and power you have that's not from here gets redistributed to random people in the setting. There are limiters placed on these abilities to scale them to the strength of this world. In order to reclaim your powers, you'll have to hunt down whoever has them and beat them.

However, this is complicated by the fact that it's well known to the people in this setting that defeating someone who has these powers grants them. If someone who has an ability dies or loses a fight, it goes to the victor or the nearest sentient/sapient being.

You'll have to fight to get your powers back while a war is going on to take what's yours.

Your Dark Counterpart: You have a rival who has evil versions of everything you purchased here. Their perks and items are similar to yours, except with enhancements to make them more suitable for doing evil. They think similarly to you, except their desires are for evil. Their definition of evil is any action that harms others for their own

benefit. This person has your natural talents and will quickly rise to positions of great power to fulfill their lusts for power, wealth, and control.

Hunt For Your Items: All of your items except those you bought here have been taken from you. They've each been transformed into a boss opponent who has superpowers based on what the item does. You're given a radar that will let you track down these bosses. Defeating a boss will transform it back into your item.

Recurring Boss: You gain a personal antagonist who respawns every time you defeat them. They learn from previous failures and have powers that enable them to grow from defeat and become better whenever they fail at things. They have a single minded determination to be the one to defeat you and will join any of your enemies to help achieve this goal.

They consider the honor of your defeat one reserved only for themselves and will defend you at times if it seems like someone else will beat you. Before you leave this jump, you and your Boss will have one final confrontation where they go all out.

Animosity: You begin the jump with a price on your head from a local evil boss. They've sent their entire gang after you.

Crime Follows You: Any city or community you move to gets infested with crime and the perpetrators need to be cleared out if peace is to be maintained. Once defeated, crime won't resurface in these areas.

Fist Diplomacy: You have a natural instinct to use violence to solve your problems. In any situation, you'll have a stray thought of how you could get your way using force. This can be resisted and it won't force you to act on these thoughts. But they'll always be there.

The Multiverse Wars: The inhabitants of beat 'em up universes all realize the multiverse exists at once, and now have the means to visit each other's worlds via portals. That portal that you had the choice to access in the locations section? There's hundreds of these on every planet, all leading to different places.

A massive conflict has started where many planets fight for survival, and you're stuck in the middle of it.

Scenarios

Scenario One [The Evil Boss Rush]

Requires either Multiverse Wars drawback or Portal World location.

From the time the jump starts, you'll instantly have the attention of 10 evil bosses from different Beat Em Up universes. They'll send goons after you to try and take you down.

Your goal is to defeat all ten of these bosses and dismantle their organizations.

Reward

+500 BP

Scenario Two [No Heroes]

Requires either Multiverse Wars drawback or Portal World location.

Your goal is to pick 10 heroes and main characters of 10 different universes and prevent them from succeeding at their goals. When you've made their missions impossible, then you've won.

Reward

+500 BP.

Final Decisions

You have three choices ...

Onward To The Next Fight (Next Jump)

Settle Down (Stay)

Homeward Bound (Home)

Change Log

v1.0

The First Version
