

ELECTRONIC ARTS®



THARPS



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Shaq Fu 1.0 By Burkess

Welcome to Shaq Fu.

Long ago and far away, in a place called The Second World, there ruled the heartless sorcerer Sett Ra. His hunger for power still gnawed at him even though his dominance over the Second World was unchallenged; he longed to extend his grasp to the fair First World, Earth.

Sett Ra's Plan was simple. He would destroy the Pharaoh of Egypt and usurp his throne. He created a perfect assassin from his own shadow who would serve him without question. This shadow became Beast, the mightiest and most loyal of all Sett Ra's minions. Beast destroyed the Pharaoh, and the disguised Sett Ra soon sat upon his throne.

However, the Pharaoh's son Ahmet was not deceived. He brazenly confronted the powerful sorcerer, threatening to reveal him. Sett Ra escaped from the palace to the Great Desert, where his grandfather, Leotsu the Wise, dwelt as a monk and hermit. Leotsu and Ahmet united with a coven of powerful wizards from the lands beyond Egypt, and their combined power was able to send Sett Ra back to the Second World, comatose and imprisoned within a rune-encrusted pyramid. He slumbered for a millennium, bound by the wrappings of a mummy. Beast roamed the Second World, dedicated to finding and releasing his dread master. Successful at last, Beast and Sett Ra vow to wreak havoc on those who stopped them before. They have gathered a battalion of formidable fighters to further this end.

To regain his full strength and to end his exile from the First World, Sett Ra must perform an ancient ritual upon a descendant of Ahmet. Beast has now returned from Earth with the child Nezu, a child in whose veins the royal blood runs pure. All is ready for the final cataclysmic battle-only the Chosen One can stop Sett Ra now. One who possesses strength, spirituality, courage, agility, intelligence, and unsurpassed skill in the martial arts. Where will the world find such a one? Only Shaq knows.

You'll need these.

1000 Shaq Points.

Locations:

1. Anywhere on Earth.
 2. A location of your choice in the Second World.
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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 Shaq 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.

Combat Basics: Free! This gives you the abilities the other fighters in this world possess. You gradually regenerate health overtime, healing any injuries you might have. After combat, if you didn't receive a fatal wound, you'll quickly recover until you're fighting fit again.

Your stamina is also greatly expanded, letting you fight, jump around, and throw down indefinitely. You're granted the physical fitness needed to keep up with the fighters in this world, and the basics of how to punch, kick, leap twice your height and throw people.

Fury System: Taking damage gradually builds up a fury meter. When the meter is full, you enter fury mode. This greatly increases the damage you deal, and taking further damage will expand the amount of time you can remain in fury mode.

Stun Effects: Repeated strikes on a target will fill up a stun meter until it's full. This will briefly leave your target open to attack as they recollect themselves. Stunned enemies make easy targets.

Blocking And Energy Shield: Enables you to create a brief force field when being attacked. This guard technique greatly reduces the damage you'd take from an attack, but only in the places that you're guarding. You can create a short-lived energy field that will deflect and protect you from projectiles, but is useless against physical attacks.

Basketball Player: You become Shaq's equal at basketball, and also gain 10 years of experience and memories of playing basketball.

Stun Immunity: You become immune to the effects of being stunned. Regardless of how many blows you take, you can push right through them. The effects of concussions and other forms of trauma will still damage you, but do nothing to prevent you from fighting.

Player Priority: If you and an opponent hit each other at the same time, your attacks will always "win" and they'll be the one who takes damage. Striking someone at the exact moment they strike you lets your priority override their damage. In your case, a good offense can replace a good defense, with the right timing.

Birth Of The Beast: Allows you to create beings from your shadow. The strength of these creatures will scale with your own, letting you create beings as powerful as you are. You'll give up a portion of your own power to create this new life form, the strength you used staying within your creation and empowering them.

The power you gave up to birth this being will be returned to you should they ever fall. They will have unfaltering loyalty to you and will support you at every opportunity. You can also choose to teach them techniques and abilities you know, and they'll be able to learn them.

Indefinite Survival: You now live indefinitely. The only way you'll die is from injury or disease. You will remain in your prime regardless of how many years pass.

Weapon Skills: Select a weapon. You gain proficiency in it as if you studied that weapon for 10 years, training every day. You're also given a mundane weapon of the type you selected that you can summon and dismiss at will.

Career Experience; Fighting Edition: Grants you 10 years of experience and memories in performing an activity of your choice. But you've also developed a fighting style based around that career that would let you compete in a fighting tournament.

You're given updating credentials that'll let you practice whatever career you chose, if applicable.

Unlife Revival: Dying causes you to immediately self resurrect after your death as an undead. This requires you to be destroyed again to properly die. You can optionally choose to return to full life upon entering a new setting.

Elemental Affinity: Select an element, such as fire, electricity, or so on. You gain an elemental kinetic ability that lets you generate and control that element, and you immediately know how to use it in combat. The power of your technique will grow with training.

Mercenary Life: Enables you to get hired for mercenary work and other jobs easily, spreading rumors of any successful achievements from your past before you enter an area. You have the skill to negotiate fair contacts for both parties.

Round System: When you enter into combat, by default, it will be a best 2 out of 3 duel. You can customize the number of "rounds" that combat will take, and each combatant will be healed in between rounds. You're also able to decide how long each round will last, if you plan to use a timer at all. The injuries that are dealt during the round that decides the winner are the only ones that will stick around.

Blink Teleportation: Grants a method of teleportation within your line of sight. It works instantaneously with a brief cooldown between uses. Using it again during the cooldown allows you to force it to work, at the cost of draining your energy reserves. You get to customize exactly how your teleportation works.

Do you turn into smoke and appear somewhere else? Disappear and reappear in a burst of light? Many fighters in this world have this ability, and now so do you.

Long Distance Fighting: A technique some of the fighters in this world have mastered in a long range, line of sight attack. As long as they can see their victim, they're able to launch an attack at a great distance to strike them. You now have the same capabilities, able to use similar techniques to fight at great ranges.

Avenging A Slight: If someone crosses you, Fate will conspire to enable you to attempt to avenge yourself. As an example, losing to Shaq in a fight could lead to you finding your way into a charity ball game he's playing in, so you have a chance to face him on the court.

For Charity: Any efforts you make for the purposes of charity are twice as effective as they normally would be. You'll also become aware of people who need your help and can benefit from any charity you'd like to give.

Be The Chosen One: In any setting, you can simply decide to be the chosen one. This causes you to inherit all the benefits and negatives of any sort of prophecy or fate. Is there someone destined to defeat a great evil? You can be that person.

You'll be able to gain the advantages that the person who originally would have fulfilled your role would have gained, and their allies as well. But you also inherit their enemies and troubles.

A Dojo, Of All Things: You have a knack for conveniently finding rare and unique things in worlds. Just idly wandering and window shopping in an area with something unique or special would have you run into it 10 times out of 10. You will always live in interesting times, as anything exciting will have a way of finding you, if you don't find it first.

Save The Boy, Nezu: If someone would have no hope of survival if not for you, or they're in a dire situation, you'll be the one to save them. Or at the very least, be put in a position where you have the chance to do that. This acts as a failsafe to give anyone you'd care about another chance to survive, and ensures they last long enough for you to get to them.

Beat The Evil Out Of Them: Enables you to free someone from mind control, possession, or the influence of any sort of outside force by defeating them in combat. They also won't be especially injured after they're freed from control, healing from any injuries you gave them in the process.

Animal Person Alien: Choose any animal and become an anthropomorphic version of it. You'll also gain a series of associated super abilities based on that animal, with a heavy leaning for combat potential. Can be bought multiple times to become a hybrid.

Personal Fighting Style Mastery: Like Shaq, you have the potential to create a fighting style perfectly suited to you that takes the best of what you've learned and applies it as best you can. Any moves you learn, any techniques you have access to, all of this will crystallize in your mind into one style to rule them all.

Whenever you learn something new, you'll instantly know how to adapt it to improve what you already can do, if the knowledge is at all applicable. You'll also have the discernment to know what isn't helping you and should be dropped, changed, or forgotten.

Necromancy Experience: You're an adept at necromancy, giving you the ability to raise skeletal soldiers, as well as hypnotize people into doing your bidding. If you come across a system that calls itself Necromancy, you can learn any tricks they use and add them to your repertoire.

Attack Cancel System: After completing an attack, you can instantly launch into another attack, skipping any recovery time. As an example, you could launch a drop-kick, and as you hit the ground, immediately transition into a flying uppercut. This skips the intervening step of you standing back up, enabling you to keep up constant pressure.

Copy Fighter Option: Select someone from this universe. This gives you their fighting style and abilities, making you their equal.

Items:

Hypnotism Ring: Simply defeat an opponent or target someone unresistant or unable to resist. It allows you to implant behaviors and force them to perform actions for you. Your victim losing a fight or suffering a great enough shock will break this effect.

Cybernetic Workshop: Allows you to become a cyborg and improve every aspect of your being, or turn other people into cyborgs. There's a mysterious doctor here who will perform the surgeries for you if asked and does research into cybernetics.

It starts off able to create any of the cybernetics used by The Colonel. This includes robot arms that transform into machine guns, and extend themselves. And a hidden homing rocket attachment.

In future worlds, the cybernetic upgrades will further be expanded by paying the doctor to expand the facility and hire more specialists and staff. Any unique features of the world, such as the presence of magic or other powers, can be incorporated into the designs to further increase performance.

The Second World Replica: This is a recreation of the Second World that follows you on your journey. It has its own inhabitants and maintains any effects or alterations to it that you make. There's a handy portal to allow people to traverse to and from it.

Returning Weapons: This is an effect you can apply to any weapons you own. It allows you to throw, discard, or break them, only to have the weapon return to you in perfect condition moments later. You could throw the same shuriken dozens of times in one battle, or throw your swords with reckless abandon.

Basketball Franchise: You own your own basketball team and all the associated rights and merchandising. It comes with a roster of skilled, hungry players who hate to lose and love to win.

Kung Fu Dojo: The dojo has a configurable portal in the back. It can teleport you to any alternate worlds that exist within a setting. A connected portal will allow you to return from these places. There's a helpful old man living here who teaches Kung Fu and makes the place a nice passive income for you.

Army Of Skeletons: This is an undead army of 300 skeleton warriors, each armed with weapons. If one of your skeletons comes into contact with the remains of something once living, it will be resurrected as a skeleton/zombie soldier who will join your ranks.

The Pyramid Crypt: A copy of the crypt that entombed Seti Ra. Wandering in this place will teach you the secrets of cunning and improve any necromancy abilities you have. If you don't have some already, you will learn.

Wishing it so will spread elements of this setting to future settings. People will develop unique fighting styles that match their personalities, and compete in multi round combat to decide a winner. Basketball will become very popular and be invented if it doesn't already exist.

And another parallel world will be created, attached to the main setting. A vast world with many colorful inhabitants, all of which are skilled at fighting. A portal will appear that will allow the inhabitants from this Second World to travel to the main setting.

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.

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 Shaq tokens, same as you got.

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.

Be The Main Character: You are Shaq. Your goal is to rescue Nezu before he is sacrificed for an evil ritual, and to defeat Sett Ra.

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

Warehouse Lockout: You can't use or access your warehouse.

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.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

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

Be The Main Badguy: You must sacrifice Nezu in a ritual that will give you immense power. This will require you to fight off both Shaq and all the Second World's forces, as well as Nezu himself.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

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

The Boss Dislikes You: You, like Nezu, now have the blood of ancients within you. You're on Sett Ra's radar as a potential sacrifice, and he'll send Beast to confront you. If you're kidnapped by Beast, then you will be sacrificed unless someone rescues you.

Beast's Skeletal Army: A several hundred strong army of skeleton warriors created by Beast will attempt to invade Earth, and they'll target you first.

Combat First, Questions Second: The people in Second World are especially irritable and easily riled up. Most encounters will lead to combat unless you speak very carefully to them.

Many Worlds: There were not just two worlds. There were, in fact, ten in total. A variety of connected parallel worlds have revealed themselves and a major tournament will be held. Representatives from each world will be selected, the strongest fighters of their planet, and compete against the other worlds in a massive tournament.

You've been entered in and must compete in the Many Worlds' tournament against the best that the other 9 worlds have to offer.

Ending Options:

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