



**Ninja Baseball Bat Man Jump  
Tri-Sevon Version (1.0)**

Some would say that the sport of Baseball is something that holds a major impact in the world. Others would say that it can reach its appeal out to anyone. And then there are just some who don't care about actually playing the game.

Well, for those who still want Baseball, but still want something exciting to do, why not take this chance to go into the world of **Ninja Baseball Bat Man**.

Here, a criminal enterprise known as the **Jado Syndicate** has stolen perhaps one of the most symbolic representations of the famous sport. The golden statue of the 'Great Bambino', otherwise known as the one and only Babe Ruth. And to go even further, they even stole the golden equipment that came with the statue.

The Baseball Commissioner, following the theft of the symbolic items then contacts and hires the 4 Baseball Ninjas: **Captain Jose**, **Twinbats Ryno**, **Beanball Roger**, and **Stick Straw** to retrieve the stolen items and return them safely.

However, the Jado Syndicate has split the stolen items across the United States in North America while their future plans begin to develop...

...And now, you find yourself in this world when the Ninjas begin their quest. You may feel free to help them out, but maybe perhaps you wish to side with the Jado Syndicate instead. Or maybe you just become involved for your own reasons.

So take these **1000 Baseball Points** to get yourself ready for the insanity of this world.

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## Roadmap Destination (Locations)

*You do not need to pay any BP to determine where you end up. In fact, as befitting the fact that Baseball brings together people from various walks of life, you can freely choose your starting location.*

*And if in the case you wish to roll dice to determine things, you can use whatever dice you use to determine where you start.*

### **Seattle, Dragonfly Airport**

Located on the upper west coast region, Seattle is the first lead the Ninjas take in tracking down the stolen items. And given that there seems to be some activity at the Dragonfly Airport that seems to be a bit too sketchy...

...Just be aware that a certain mechanical being may be out there to take out any intruders messing with their operations.

### **San Francisco, Steamship**

Following the lead found in Seattle, the Ninjas end up in 'Cisco' (Or San Francisco) in the search for a Steamship out in the water. However, the closest way to get there is on the big bridge, where one of the mechanical Jado associates is roaming around...

### **Las Vegas, Drone Pacific Hotel**

The next destination is the fabulous Las Vegas. Where fun, excitement, and where you gamble all of your career money on Slots, Cards, and other games of chance.

However, the Ninja Heroes will be on the lookout for a particular Hotel and Casino for the next piece of the statue. Though the guardian of the establishment run by the Jado Syndicate may be willing to disagree on giving it up for free.

### **Texas, Haunted Residence**

Following a well-deserved break, the Ninja Heroes find themselves roaming into Texas. While on their way to the main destination, the sun began to set on a creepy landscape.

The main area for them to investigate is a haunted ranch/mansion, though the paranormal enemies in there will be a ghastly detternat. Not to also make mention of the poltergeist creature roaming the halls...

### **Florida, Hidden Marsh Facility**

The isolated region of Marshland in Florida is perhaps a very odd location. But given that the Commissioner was able to inform the Ninja Heroes that a certain pair of spikes (shoes) were seen in that state...

...Perhaps the facility and security defenses out there may be the place to begin searching. However, the boss in charge of the facility may not exactly be peachy to just let anyone wander inside, let alone damage all of the work going on.

### **Chicago, Hideout Warehouse**

With the last item, the Memorial Statue itself to be recovered, the Ninja Heroes discovered that the main hideout of the Jado Syndicate is in Chicago. Though given how much trouble they have caused...

...The active members in the windy city may be planning for an ambush inside their hidden location as their main boss is ready to put the Ninjas in their place one way or another.

### **New York, Construction Site**

As it turns out by this point, the hideout in Chicago was just a diversion and a ploy to eliminate the Ninja Heroes once and for all. With that having failed, the Commissioner gets his hands on the Memorial Statue...

...And reveals that it was him causing all of the trouble as the true ringleader of the Jado Syndicate. Using the stolen statue and items as bait, the Ninja Heroes travel to New York to find a way to get inside the flying fortress and reclaim the stolen items once and for all...

...Assuming the items and statue don't knock them out of the park, both metaphorically and literally.

### **Free Pick**

If you manage to get this, you can pick any of the locations above for free. But you also can freely pick in to drop in any other cities and states in the United States if you want to do so.

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## **Interview Details (Age and Gender)**

*Your age and gender is entirely up to you to determine if it can make sense for you. Otherwise, you also can just roll whatever dice you have to determine your age.*

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## **Team Scouting (Origins)**

*All origins are free to pick, while also having the ability to be considered as applicable to be Drop In choices as well. Though it helps to make sure to provide some backstory or background if you want to go that route.*

### **Baseball Ninja [Free]**

Ah, so it turns out you also happen to be a fellow Ninja that holds a connection to Baseball. This does also mean you could be perhaps a new member of the Ninja Heroes, you belong to a different group, or you operate as a free agent on your own.

### **Jado Syndicate Associate [Free]**

Of course, as fun as Baseball may be, Crime may have been more fun in the past. So with this you could be an active member of the Syndicate, perhaps someone who ended up retiring from the criminal life, or you work as an ally or rival to them.

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## **Special Details (Species)**

### **Human [Free]**

While this may be the most expected choice, it doesn't mean they don't have anything special to them. After all, the Ninja Heroes are all humans after all.

### **Sentient Baseball Gear [Free]**

Now this is unexpected, but normal for this world. This covers the gambit of being a sentient Baseball, Bat, or even a Glove. You'll have access to at least two human-like limbs no matter what form you take here.

### **Jado Syndicate Member [Free]**

While the Jado Syndicate has most of its members made up of 'Sentient Gear', they aren't the only other strange choices. In fact, most of their members are either robotic or an entirely different animal. Or maybe even both.

This does mean while you could have forms based on their most common members or in fact their unique Bosses, you can also use this to make yourself into whatever you may think of...

...As long as it can have some manner or form of having 'limbs' that can work as legs and arms.

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## Talents (Perks)

*You have a choice to get 5 Tokens for freebies if they can match a specific origin you ended up with. Otherwise, you can forgo the Tokens and instead get a stipend of 800 BP to use in this section only.*

### **Critical Red [Free]:**

Given the amount of things going on in the near future, this will be handy in letting your allies know at a glance with a flashing red aura around you that your health/energy reserves for fighting are about to go out if you get damaged or harmed any further.

Also, you can instead impose this condition on any enemies in case you wish to make it more clear how much you have left to go to end things in your favor. And yes, this is togglable in case you don't want to have it active.

### **Swing Ace [100 BP - Baseball Ninja]:**

If you happen to have a suitable blunt object in your hands, like say a Baseball Bat, you can easily aim and swing with it to make fast or powerful attacks against opponents.

And this also works well with non-Bat objects and weapons, by making them more able to inflict damage if you use them like a Baseball Bat. (Though for note, this works far better with larger and blunt-like items rather than sharp items like blades and swords).

### **Kick Star [100 BP - Baseball Ninja]:**

You find it rather easy to incorporate kicks into your combos using weapons, allowing for more hits to put onto an enemy. However, this also gives you a sizable damage boost in said attacking kicks in a combo and any special moves/abilities that involve leg-based combat.

### **Grapple Expert [100 BP - Baseball Ninja]:**

As great as it is to use your hands to throw and slam opponents, you could also actually find ways with this to make your weapons aid in the grappling business. It also helps with making sure to get more maneuverability and power into said grapple attacks and throws.

Oh, and any damage done by these types of attack (with or without the aid of weapons) will also do more damage as well.

### **Dashing Striker [100 BP - Baseball Ninja]:**

This is two-fold, where you find your efforts in either dashing or sprinting to be far more effective. Meaning even if you were rather large and slow, this can make the

difference in being able to cross the distance, or make someone smaller and faster have more time to attack other foes.

But this also makes it where you use your speed to add extra oomph (or damage) to any attacks thrown out in the midst of your dash or sprint. This also applies for any moves/abilities related to 'Dash Attacks' that you may have...

### **Downing Assault [100 BP - Baseball Ninja]**

This allows you to strike faster with either your weapons or physical attacks with your body when your opponent is knocked onto the ground. Doubly so if they are in a stunned or semi-knocked out state while stuck on the ground.

And as a bonus, all of your attacks and combat abilities can now make your foes more likely to be stunned or knockbacked to the ground if you wish to have that. if not, the stun/knockback effects can be toggled off.

### **Combat Driver [200 BP - Baseball Ninja]:**

It really isn't really subtle or Ninja-like, but given what the Ninja Heroes can do when they take control of those one-seated cars, just about anything in their way is going to be in a world of pain.

Not to also mention, you can now do the same if you put yourself in control of a vehicle. Meaning ramming and running over the enemy is now more flat out effective, while also applying similar destructive power to any inanimate objects or obstacles in your way.

However, this does not mean the vehicles you use this with will survive for very long. If you do wish to preserve the vehicles you take on a spin, you can strongly reduce the damage output in your combat driving to make sure they don't break from all of the impacts you purposely inflict on them.

And if you don't want that, this can be toggled on and off at your discretion.

### **Ninja Recovery-Counter [200 BP - Baseball Ninja]:**

With how much is out there, if you ever get thrown onto the ground without reacting, you may find yourself getting swarmed by the opposition. Well, now with this, you can perform a combative recovery move that can knock any foes quite a distance and score some counter damage.

If you already happen to have a sort of recovery counter, this will also boost the damage output and also give a 'Super Armor' and defensive boost to make sure it still can hit and reduce any damage from mid-impact.

### **Treasure And Trash [200 BP - Baseball Ninja]:**

Given that there are things such as Crates, surely breaking them open means they must have something in them. And this allows you the comfort in knowing that whenever you do break said objects, you'll always find something useful inside it like a disposable throwing weapon or a chunk of preserved (and tasty) food.

This also works for things like Trash Cans as well, with no degradation in quality either. And in future settings, any suitable storage-like item if smashed open (that ain't yours, companions, or allies) can dispense some useful item or chunk of edible food.

### **Power Food Healing [300 BP - Baseball Ninja]:**

Quite simple. Any food you end up eating, even in the midst of combat will quickly provide a range of healing/recovery for any damage you may have taken. More larger meals or more higher nutritional value items offer larger recovery than say like a small little wrapped candy ball.

This also will carry over to future Jumps, while making any known food or edible items that provide healing effects and other temporary/permanent attributes or stat boosts far more stronger. Like maybe around 2.5x to 3.5x more effective depending on their quality and/or rarity.

### **Return To Pitcher [300 - Baseball Ninja]:**

Sometimes, life is like a fastball. It comes at you too fast and getting beamed by it-Wait, the metaphor ain't working. To try to salvage things, any projectile thrown your way with a special aura of your choice...

...Can be smacked back to the origin point. This also makes it where any projectiles you send back as a counter to deal damage are boosted. So must make sure you got good reflexes and a suitable method to return the thing heading towards you, like a Baseball Bat.

### **Boss Breaker [400 - Baseball Ninja]:**

If you find yourself facing off against metallic, mechanical, or cyborg-like enemies, this will allow you with enough damage to break off entire limbs off your enemy. And this also ensures that this will disable any attacks connected to said limb unless the enemy has somehow accounted for that.

And as a bonus with more limbs and/or methods of attack removed, the opponent will also take a sizable loss in offensive power unless they get fully rehealed.

### **Mega Home Run [400 BP - Baseball Ninja]:**

Sometimes in order to have space to move around, you gotta make it yourself. Except perhaps this way is more exciting than perhaps other possible methods. As

long as you have a suitable weapon in your hands, you can charge up for an attack that will smack your opponent like a baseball and send them flying out of the park.

However, if you also charge up even further at the cost of some stamina or some other energy source, you can amplify the damage even further to really make it sting on the sucker who got hit.

In case you have something like this already in your skillset, the stronger and deeper charge will not require any stamina or anything at a cost to you. Oh, and this also makes any additional foes that get hit by your soaring target also take more damage if they crash into them.

### **I'll Never Forgive You! [500 BP - Baseball Ninja]:**

Given everything that you may have gone through, alongside the defilement of the great sport (or something else that really matters to you), once you find whoever is to truly blame for everything. Well, they are going to face your full wrath and then some.

For example, if you got a bat and the perpetrator you wish to punish for your revenge is in front of you...Well, you can charge up a massive swing that'll send them flying literally into the moon.

And now something like that is now available to you as long as you are a bit creative. Though of course, this won't impact you morally unless you wish it to. Nor are you forced to be unable to forgive the perpetrator if such a case exists...

...But as a cherry on top of this, anything similar to this that deals with revenge or vengeance is also boosted as well.

### **Leap Smash [100 BP - Jado Syndicate Associate]:**

Sometimes, throwing your weight around is a way to make things go in your favor. Especially with this as this makes the act of leaping-to-slam attacks far more effective. Not to mention, you play your cards right, you can stun the target for followup attacks.

This also enhances your ability to leap as well, in case you use it for other things like defensive and mobility matters. And yes, any other special moves/abilities of yours that use leap attacks will do more damage with this.

### **Enhanced Bite [100 BP - Jado Syndicate Associate]:**

Just plain and simple, kinda. If you do have any physical attacks involving the motion and force of 'biting', you now get far more damage to be inflicted with those.

And as an additional boost to give you, if you have any weapons or equipment that can do similar 'bite-like' type attacks, they also get the damage improvement as well in case you want that as an alternative option.

### **Imitation Talent: [200 BP - Jado Syndicate Associate]:**

They say imitation is the sincerest form of flattery, but you seem to have taken it as a means to make it work as a countermeasure. Like the Jado Syndicate, you have found a far easier method to make copies of weapons and armor for your lackies based on the opposition trashing them.

However, while this helps massively in making copies quickly, it doesn't mean that you can get the same level of quality by this alone. And this also doesn't mean wherever you give these copies are going to be competent either...

...That said, some skill and talent mixed in the process can perhaps make the difference.

### **Cardinal Boost [200 BP - Jado Syndicate Associate]:**

Much like the walking cards, why not take the chance to take a chance? In short, you get a free deck of cards with 4 primary colors as options. Orange, Yellow, Blue, and Green. If you pull any of these color cards, you gain a boost, alongside a possible additional effect to occur for you.

If you get **Orange**, you find that any charging/full-body tackle can be boosted in damage and speed. **Blue** makes you able to add a tornado-like effect to any combat spin attacks, **Yellow** allows you to send a burst of fire and boosts fire damage, and **Green** allows you to cast giant fist shaped projectiles with any thrown punches, alongside punching power being increased.

In case you don't want to try your luck or don't want these, you can toggle the effects and card deck at your whim.

### **Slot Power [300 - Jado Syndicate Associate]**

While you may not be a walking Slot Machine armed with weapons (possibly), you do actually have something akin to said machine. You have an ability to activate a trio of slots that always end up a full match.

And depending on what items/objects are used, they will form an attack that gets unleashed upon the battlefield that will only harm your enemies and ignore your allies.

By default, the matches are made up of the following: Coins, Explosive Barrels, Dice, and Baseballs. And in case those don't work, you have 4 'designations' to replace with whatever fits your fancy as a possible item to use offensively.

*(Oh, and you find it far easier to win on other Slot Machines or similar one/two-armed gambling devices as a cherry on top.)*

**Haunting Manipulation [300 BP - Jado Syndicate Associate]:**

In short, you don't need to be a ghost to do any of this stuff. But you know what, you may as well be one. In short, you can make a place become haunted and make any intruders have trouble roaming around.

This also makes it where you can teleport around the place you haunt, especially with anything you happen to be in possession at the time. And any other related abilities that can be considered as ghostly in nature are boosted.

**Acrobatic Gunman [300 BP - Jado Syndicate Associate]:**

Sometimes, you just need more than just baseball bats to teach a bunch of punks a lesson. So that is where you break out the guns.

As long as you got a suitable thing that can count as a gun, you find that your fire rate is improved with it, alongside dealing more damage. You also find it far easier to do leaps and fancy gun-tricks like using the recoil to do flips in the air.

**Makeshift Jumper [400 BP - Jado Syndicate Associate]:**

As it turns out, sometimes you just need to make sure you have a decoy or something to take all of the heat off you in case you need it. And that's something you find easy to do.

In short, as long as you belong to an organization or syndicate (especially if you own/run it), you can designate someone else as the real target instead of having it be you. Meaning if you plan things well, you can use this to buy time for your efforts or possibly get your enemies to be defeated by your designated target.

**Fortress Construction Mastermind [300 BP - Jado Syndicate Associate]:**

With the knowledge and skills offered with this, you could turn an entire large place like an entire Baseball Stadium into a flying fortress. Can make other stadiums and other large properties you may (or may not own) get the defenses and flying capabilities.

And as a bonus, you can also apply this talent to future conversion of properties and bases to have either more defensive measures or making movable properties go far more faster and efficiently.

**It Was You, Jumper! [400 BP - Jado Syndicate Associate]:**

That is what they will say when you make the grand reveal. Assuming they even get that far to earn it. In essence, you find it massively easy to hide your hidden agendas and criminal ties so well, no one will find out unless they are paying close attention...

...Or you choose to reveal yourself, as said earlier. And as a bonus in future jumps, this will help keep the information you don't get out about you much safer AND makes your words in grandeur more better if you feel like being an evil mastermind.

### **Comeback Rematch [500 BP - Jado Syndicate Associate]:**

Round 2, chumps! They may think they have beaten you up last time, but it turns out you are back again to deal them the lesson they failed to learn.

This means that when you arrive, you arrive with double the health, double the attack and defense you had last time in the fight they one. They can still possibly beat you, but if the lackeys did their job well enough...

...This should be a cakewalk. This also makes any boosts you gain from revenge or rematch-boosting powers and abilities far stronger as well.

### **Slapstick Manipulation [100 BP - Sentient Baseball Gear]:**

In case you find yourself in uncontrollable situations that can accidentally harm yourself or your allies, you'll take very minimal damage and instead possibly get enough time to escape from the danger.

Alternatively, you can influence things to inflict similar events to your foes... Though at the cost of these events via this method not really doing damage and instead damaging rather their ego or eating up a lot of their time.

Still, the latter result does give you time to run away if you need to...

### **Background Observer [100 BP - Sentient Baseball Gear]:**

While this world is weird, it doesn't change the fact the Sentient Baseballs still populate this world. In fact, they seem to be almost anywhere at any given location, though some will never actually join in any of the fighting going on nearby.

And now you too can blend into the background, meaning as long as you don't try to actively get involved or just stick to minding your own business, you won't get dragged into a fight by accident or random chance.

However, this doesn't really work if there are people out to actively get you on purpose.

### **Multi-Pilot [200 BP - Sentient Baseball Gear]:**

Given the many roles asked in a criminal syndicate, being able to drive just about anything is a very worthwhile skill you have. So while this does cover the expected vehicles on land, sea, and air...

...You also find it just as easy to pilot things like the Umpire Armors used by the Mini-Baseball lackeys and perhaps anything else that may be unorthodox or strange to control.

### **Multi-Combat [200 BP - Sentient Baseball Gear]:**

Even when you can be considered weak physically, sometimes the best way to make up for it is the stuff you use. So with this, you find yourself able to make bits of gear or attachments you have on your person able to find some form of combat utility.

Got a wrench? Use it as a striking club. Got a metallic mohawk? Use it as a shocking method against your foes. Got mini-subbs with drills on your belt and head? Fire off the drills. Got mechanical spider legs? Use them as part of your charge attack. On a spring contraption? Use it to jump and crush your target.

In short, as long as you have creativity and access to various tools and attachments, you can find a way to win a fight.

### **Cooperative Merging [400 BP - Sentient Baseball Gear]:**

Well, they say there is strength in numbers. But with this, I think the phrase's intended meaning is being misread. Either way, you can now work with others like yourself (such as if you are a Sentient Baseball) to combine together into a giant humanoid form that uses all of the combined mass and power to act as a massive heavy hitter.

Not to mention, if you have any abilities like being able to shoot projectiles, those get amplified and multiplied if you decide to fire them off in this giant form. That said, do be aware that you can still be defeated with enough damage and be made to split apart.

### **As Normal As Baseball [100 BP]:**

No matter what your current attire may look like, you will find that it will be far easier to just fit in without any ridicule or unwanted attention. In fact, you may even be able to just have a normal life if you wanted despite possibly not being human.

However, this doesn't help if you act in ways that cause problems with society or impact the people out there to view you in such ways. And in case you don't actually want to have this be active all the time, you can toggle it on and off at your whim.

### **Tri-Elemental Resistance [100 BP]:**

Given the surprising amount of burning, zapping, and freezing methods that happen in any given fight out here...

...These choices should help you out. For 100 BP each, you could pick a strong resistance to either Fire, Ice, or Electrical attacks. This isn't immunity, but it does make it very likely to survive facing strong harmful exposures to these elements.

Though in future jumps, these strong resistances will also adapt and apply to other forms of more specific subtypes. Like say: Magical Fire/Hellfire, Divine Lightning/EMPs, or Snow/Death Frost as possible examples.

*(And just in case, if you do happen to get hit by anything you resist with this Perk, you can make an over-exaggerated or cartoony-like reaction effect happen. This part, of course, is naturally togglable.)*

### **Counter Possession Offense [300 BP]**

In case you find yourself being attacked by Poltergeists or other possessed people by chance, this will allow you to effectively destroy any possessed items/objects 3x as more efficiently. And in the case of it being non-inanimate objects and more like people or animals...

...You can instead make all of your damage apply to the entity possessing them to damage them till they drop their possession or they get destroyed. In future Jumps, this will also count towards other forms of possession that aren't ghostly in nature.

### **Fanfare/Boss Cue [Free]:**

In case you are wondering if you are walking into something that'll turn into a massive fight, you'll suddenly see a trio of baseballs with instruments making a fanfare of music to announce a major fight.

This can be toggled on and off, in case you don't want that to happen.

### **Coordinated Posing [Free]:**

In case you get done with a major fight, you and your companions can perform a quick jumping maneuver that allows you to land and make a pose that'll look great for the camera. Especially if you got someone or a method to take the photo.

And yes, this can be toggled on and off.

### **Idle Animations [Free]:**

In the case you are in the midst of a fight where you really can't do much...You can instead do something to pass the time. Like strike a pose and wave to the audience if there is anyone watching. Or dream about food that you want to eat later, or polish your equipment to make sure they look nice.

And the best part, if anyone assumes you'd be easy picking to do this, they'll learn quickly you aren't actually wide open to attack given you can easily attack even when it doesn't look like the case.

### **Athlete Styles [200 BP]:**

Much like other sport games, Baseball does have people that specialize in being either Batters, Pitchers, In-Field and Out-Field Defense. This is not for that, but instead allowing you to have a direct influence on your improvements and development.

With this, you get 4 options to pick from with their own advantages. **Balanced** offers what its namesake is, but allows for faster growth and development across all stats. **Speedster** is focused more on the speed and agility over other stats, while **Powerhouse** would focus more on melee power and defense over other stats. And of course, there is **Specialist**, which makes a singular stat (like reach/melee range distance) be the highest priority over other stats.

You can also buy the other styles if you want, while also making it where you can turn off these styles on and off in case you don't want to rely on them.

### **Dynamite Dance [200 BP]:**

One of the signature moves of Captain Jose, which this allows you to now execute to deal a dynamite-like power kick to set your foes ablaze. It also has some range to it, meaning you don't need to be fully close to perform it.

And since you get it here, it also gets boosted by any Perks that improve fire and explosive blast damage.

### **Thunderbolt Kick [200 BP]:**

While not exactly easy to perform, this signature move of Twinbats Ryno allows you to use any dual melee weapons to achieve a hover state, before you can cast out electrical projectiles that get followed up with a fast dive-kick like maneuver on your target.

And since you got it here, this also means if you have any Perks that boost electrical damage or do things like 'Rider Kicks', you'll find this to be improved by them.

### **Foil Buster [200 BP]:**

While it requires strength, being able to use the Foil Buster (also known as one of Beanball Roger's signature moves), will make anyone avoid getting in your way. In essence, you perform a grapple chain that slams your target 4 times, before then leaping up in the air for a final slam.

And for getting it here, you also find that any of your slam attacks via Foil Buster are boosted by any AoE increasing Perks, while also ensuring that only those you wish to hit will be affected by the AoE waves.

### **Royal Stinger [200 BP]:**

A special leaping attack used by Stick Straw, which allows one who uses the signature move to land a barrage of weapon strikes on the opponent while juggling oneself in the air. The end to this barrage is a tossed explosive object, which will send the foe flying.

By getting the special move in this manner, you find any Perks that improve barrage-type attacks to be far stronger. You can also substitute or replace the explosive object (by default, a trio of dynamite sticks) with either something else like say a bundle of flashbangs or a Holy Hand Grenade.

### **Custom Combo Attack [300 BP]:**

In case you don't want to rely on taking others' signature moves, you can make your own. Just do keep in mind while these are strong by themselves, they also won't be one hit kills on very tough foes and entities.

Though you can also do something special for picking this. If you feel like amping up the power of your 'Custom Combo Attack', you can burn through your stamina or other energy reserves to increase the damage.

How much? Well, that's up to you for how much you want to risk...

### **Meteor Storm [300 BP]:**

One of the other signature moves of Captain Jose, except this one has far more flash to it. Namely, because the attack consists of summoning several meteors that turn into flaming meteors as they spin around the battlefield.

Then to conclude with the finale, the flaming meteors then crash into the ground to create fiery shockwaves and blasts to obliterate the enemies. And since you got it here, you don't have to worry about casting/using this 'Super' eating away any of your health.

### **Lightning Storm [300 BP]:**

Given what Ryno could do already, why not just have the ability to throw lightning on everyone. Well, that's what you get to do as well. In essence, you take to a hovering position before zooming around unleashing a storming torrent of lightning strikes onto the battlefield.

And yes, you don't have to worry about losing vitality or life by using this 'Super' either.

### **Volcano Breaker [300 BP]:**

As for Roger, his strength is well-known for how mighty it is. But unlike his fellow Heroes, he takes the route to going physical with his 'Super'. And if you get this, you can do the same.

In short, by using your power to slam into the ground, you'll end up producing several volcanic earth geysers that'll flare up across the ground. Then once you deal the final punch, the geysers complete the final showstopper part of this attack.

Don't worry about striking the ground, you won't lose any health or vitality from doing that or performing the 'Super'.

### **Water Dragon [300 BP]:**

Leaving us with the last bit, Straw is perhaps the most odd of the four. How so? Well, if you acquire this...

...You find you are able to summon an entire water dragon to rampage across the battlefield, with each of its bits crossing in and out to cause pillars of high-pressure water towers to form. And with the amount of speed and force alongside the dragon...

...This doesn't cost any life or vitality to use. But it'll make one massive way to make waves in this world.

### **Custom Elemental Super [400 BP]:**

And here is this, in case you wish to make something of your own. The elemental effect is up to you, alongside how it'll impact across an entire battlefield. But no matter what, make it look cool.

As for the damage level, imagine it as clearing out waves of the weaker foes and doing massive damage to tougher entities and higher chances to literally knock them off their feet.

Though if you want to amp up your 'Super Move' damage, you can take a risk on fueling it with your stamina or other energy reserves.

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## **Game Equipment (Items)**

*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.*

*All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.*

*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.*

### **OST & Remix Collection [Free]:**

The entire OST collection, alongside any possible remixes made out there in any playable audio format. Yes, even in vinyl. You also have copies to give out to friends and Companions, if you wish to do so.

### **Game Collection [Free]:**

A free collection with every version of the Arcade game's release for you in the form of Arcade cabinets. And for some reason, you can also play a separate version of it on a modified toaster connected to an accompanying television set that comes with the collection.

### **Normal Baseball Gear [Free]**

Everything you need to play a good old game of Baseball. This is enough gear to give to 18 Players, split across 9 Players in two teams. Also comes with Bases and any other necessary items needed to make the boundaries for the playfield.

If you end up losing or have these items destroyed, you'll get a new restock in about a day.

### **Unlimited Hotdogs/Curry Rice [Free]**

Come one, come all. You want a Hot Dog, you get a Hot Dog. You want a lifetime supply, you get one. And you can put whatever toppings you want on them as well. So share them with your sweetheart, your friends, or whoever.

And you want-Curry Rice? Really? Not a Hot Dog? Fine, have it your way, bucko. If you want lifetime supply as well, go ahead. Same for what fixins work for that. And you know what, it is Beanball Roger's favorite...

...So who else wants some Curry Rice?

### **Baseball Ninja Gear [100 BP - Baseball Ninja]**

A custom Baseball uniform with accompanying spikes and hat that also counts as Ninja armor. Its style and form is up to you, but none of the gear will impede or get caught by anything.

In fact, it will actually improve your agility, abilities, and powers you have that are associated with Ninjas by a great degree. You can also customize it as well, especially if you want to change up its vanity and aesthetics

### **Custom Ninja Bat [100 BP - Baseball Ninja]**

Rather have a Long-Reach Bat like Straw? Ryno's Dual Bats? Or maybe Roger's giant bat? You can have them...Or just make your own instead. As long as you can find a way to still make it hit a baseball, it'll also somehow get past regulation qualifications to be used in Baseball games.

Oh, and also especially good for fighting against bad guys and criminals.

### **Crazy Combat Vehicle [200 BP - Baseball Ninja]**

This is a one-seater car that has a lot of speed in the engine and is perfect for causing damage in any form of crashing impacts or good-old fashion run-over maneuvers. However...

...This will totally wreck it at some point as it falls apart. You can make it where it'll hold together for longer at the cost of your car-based combat doing far less damage. If in the case you manage to break this, you'll find a set of keys and a new one in your Warehouse in about a day's worth of time.

### **Emergency Support Heart [300 BP - Baseball Ninja]**

By default, this would summon the unmentioned (and possibly 5th member) of the Ninja Heroes. When summoned, they will bring along Food, Weapons, or even perform a large AoE attack that can defeat multiple foes during the brief time they stick around.

Since you got this here, you can designate who shows up as support and what effect they have as mentioned above.

### **Umpire Armor [200 BP - Sentient Baseball Gear]:**

While this would normally be useful for the tiny fellows, these armors are great for fighting off Ninjas. This comes with several weapons, one of which includes a massive set of sharp claw-hands with a pile-driver like shot to it.

It can also throw out its armor like a metallic boomerang or send out small little bombs that'll explode on a target. And in case you don't like those, this one is fully modifiable and easy to adjust for vanity and style.

That said, the pilot seat is meant for the tiny baseballs and not possibly 'human' sized occupants by default. So good luck working that out...Or maybe you could 'scale' it for larger forms to pilot it.

### **Ghost Armor [300 BP - Jado Syndicate Associate]:**

While this isn't an actual 'suit' of metal armor, it is rather armor made of various pieces of furniture and weapons. By default, this will look like the collection of items that the 'Ghost Buffalo' uses to make its 'body'.

While best probably used by a ghost to possess this 'armor', any of the items or objects can be used as improvised weapons if you aren't a ghost. If you are one or have the ability as mentioned...

...You will find that manipulating this mass of objects makes them more powerful and faster under your control. And in case you do want to replace the default options, you can be free to do so as long as you have enough items to make two limbs for this 'armored body'.

### **Secret Production Facility [200 BP - Jado Syndicate Associate]:**

While you don't have to build a facility on swampland, wherever you do wish to have this facility end up in or at...

...It can begin production of turning junk and other items into Sentient Gear like the Bats, Mitts, and Baseballs. Not to mention, you could also make some of the other common mechanical lackeys.

In future Jumps, this property can be modified to produce other sentient item-like entities or other mechanical forms.

### **Metallic Armor and Lab Coat [200 BP - Jado Syndicate Associate]:**

Oddly, this combined set of stuff is really useful with each other. To explain why, the first part is an entire set of 'Cyborg-like' armor that doesn't actually need to be installed.

Instead, you can just easily place it on yourself and remove it with the same amount of effort. This armor allows you to also make your attacks produce small AoE waves on the ground around you to trip up and disrupt your foes.

As for the second part, it is an entire white lab coat that can hide the removable armor underneath and help conceal your form. It ain't perfect, but it'll also fool those who are extremely perspective on the finer details. You can also easily break the coat apart if you don't wish to have it impede you.

Both the removable armor and lab coat are open to modification, alongside accepting any vanity or aesthetical changes.

### **Tommy Gun and Trench Coat [200 BP - Jado Syndicate Associate]:**

An entire outfit that has a Trenchcoat, Hat, and Shoes that gives you the visage of an old-school gangster no matter what form is wearing it. To complete the image, you also get an infinite ammo-spewing Chicago Typewriter (Thompson Submachine Gun) that is light enough to use while leaping into the air.

The outfit also offers some semi-decent resistance to blunt forms of damage, especially those inflicted by baseball bats.

The vanity or aesthetics of the outfit and gun are those by default, but you can instead modify and adjust them, alongside retaining the gear's benefits and ability to fit whatever your form is.

### **Shotgun and Hidden Knife Coat [300 BP - Jado Syndicate Associate]:**

An even more modified Trench Coat that offers more protection, while also holding a means of possible counter-attacks via hidden knives in the coat. It also comes with a powerful shotgun that comes with some very potent pellets that would send any poor target flying after impacting them.

Of course, this gear is even more open to modifications and aesthetical changes as well. So you too can have style and teach any fools with bats a lesson in crossing you.



## **Teammate Recommendation (Companions)**

*Companions can purchase more companions.*

### **Team Draft (Companion Import) [50-200]:**

If you wish to bring along a Companion for your time here, you can spend 50 BP to let them get 600 BP to spend for themselves. If you spend 200 BP, you can get 8 Companions brought along with each of them getting their own 600 BP Stipend.

#### **Recruitment Drive: Ninjas [100]:**

So you wish to bring along the Ninja Heroes? Well, if you spend up to 100 BP, you can pick any of the four to get a chance to convince them to join you on your adventure. Of course, if you do want to bring along all 4, you'll have to spend 400 BP.

#### **Recruitment Drive: Syndicate [100 BP]:**

Maybe someone from the criminal side is more of your kind of team. Thankfully with this option, you can bring along any of the Bosses, like Windy Plane, Mad Lax, or even the ghost that becomes the Ghost Buffalo.

Just keep in mind, while they may be good at crime, perhaps you can be the one to get their talents to be useful elsewhere.

#### **Pugsy Biegel [100 BP]:**

The most notorious figure in the city known as Las Vegas, at least according to reputation. Though at first glance, the figure is actually just a small dog wearing what looked to be old-school gangster clothes and matching hat.

Though as it turns out, this canine is actually quite adept at using baseball bats as weapons in defending itself and its legitimate businesses. And now, by chance encounter, this canine is now indebted to you and wishes to join you on your journey.

So just do make sure to take care of them, and they'll take care of you. Especially if you need someone to run your business every now and then.

#### **Rising Ninja Star [200 BP]:**

Well, this is perhaps very strange, given that you may have ended up crossing paths with this strange Ninja. By default, they are wearing an outfit in the style of the 4 Ninja Heroes and some form of special bat weapon...

...And while they are a 'Rookie', they still have enough experience to be developing their own combat speciality, special attacks, and elemental focus. Perhaps with your help and encouragement, you can get them to become just as good or even surpass the Heroes.

*(And in case it ain't clear, their backstory and their personal details are up to you, alongside whatever elemental powers they may have. Same goes for their combat style being either of the 4 Heroes or perhaps something else altogether.)*

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## Career Hurdles & Incidents (Drawbacks)

*There is no limit for how many Drawbacks you can take, as long as you don't mind and can manage having to deal with what you end up picking.*

### **Replacement Player (Self-Insert) [+0]:**

In case you wish to self-insert yourself as someone in this setting, you can use this. Do try to keep to a fitting origin and perks.

### **Universe League (Fanfic/AU-Option) [+0 CP]:**

If there are fanfics or alternative media that exist, you can use this to make the Jump cover their events instead of what you find here.

### **Curse Of The Great Bambino [+0 CP]:**

You can only leave until the Great Bambino Statue is either found and restored to its original state, or that it ends up destroyed if it gets turned into a weapon of destruction.

### **Extended Career [+100 BP]:**

For each purchase, you extend your stay here by about a year. Can be taken up to 10 times.

### **Food Sickness [+200 BP]:**

While you are now required to eat food to survive (if you didn't beforehand), you will find that any 'Health/Vitality' restoring effects from eating said food are now null and void. Meaning you have to actually do some real work in either treating your wounds and damage.

### **Die-Hard Fan [+300 BP]:**

A rather plain and simple one. Every month, you must attend a Baseball game and stick around for the entire game, especially if you got a favorite team and if they happen to be on a winning or losing streak.

You *can try* to avoid attending with enough willpower, but the longer you go without seeing a full game, the more you begin to feel demotivated or distracted by this panging feeling in your daily efforts or goals.

### **Team Bus Backup [+300 BP]:**

If you happen to be opposed to either the Ninja Heroes or perhaps the Jado Syndicate, you'll find that among their more component members are also with additional backup.

This does mean that there will be enough combatants out in the fights to make things even more crowded and harder to move around in. Let alone harder to get out of them without some form of damage or expending lots of energy and stamina.

### **Career Drain [+400]:**

In essence, this makes it where any form of a 'Sport Career' you may wish to pursue (or perhaps have already pursued) will end rather quickly. And while it doesn't have to be a physical injury, perhaps it may be something that happened that just made you lose all spirit into playing the game.

This doesn't mean you still can't try to play again, but you'd have to overcome this first. And yes, this will still find ways to impact you if you took to the more heroic action seen in this world.

After all, you may have finally peaked or your prime time has passed on already...

### **Weak Point [+500 BP]:**

No matter what level of armor, shielding, or esoteric defenses you have...If you get hit at all in this 'weak spot' of yours, you'll take amplified damage on top of whatever hit you.

You can try to keep this a secret, but once the word gets out, you'll find that everyone who doesn't hold a sense of honor or fairness will use this against you.

*(And no, you can't try to manipulate this to make it unavailable to be found or attacked. Doing so will just make any inch of you be a Weak Spot that does even more amplified damage and only the most unattentive foes will not notice the signs pointing out you are in such a state.)*

### **Shutdown Status [+600]:**

You have no **External** Perks, Gear/Equipment, or access to your Warehouse. Only what you can get here will work. Good luck!

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## **Special Games (Scenarios)**

### **Classic Pastime**

At some point, you may find yourself getting involved in playing a game of the good old sport, except now that you'll find that Jose, Ryno, Roger, and Straw will be among the players in the opposing team.

To note however, they will be acting akin to the rules of the sport. Meaning that outside of their actual talent in playing a proper version of Baseball, they will not be

using any of their powers to win the game. And since that is the case, you'll be restricted to do the same.

And the goal is simple. Get a win for your team in a game that runs with nine innings. And as for who gets to go first at bat, that'll be up to you to determine.

*(And yes, you have to complete it before the Jump is over. Otherwise, you fail the scenario.)*

### **Reward**

For winning the game no matter how close it was or not, you find yourself under the ownership of an entire **Baseball Field**. One that is perfectly customizable to your heart's contents with enough room for two teams and the onlookers around it.

And in case you want to, you can incorporate it into your Warehouse or anything else you may wish to merge it with.

The other major reward is a collection of **Signed Training Books** written by the Ninja Heroes that allow you and anyone you share them with to become world-class athletes, especially in the sport of Baseball. This talent also applies to making sure this becomes part of your Body Mod as a neat little bonus with the benefits of such.

*(And while they were meant for Baseball, there's still nothing wrong with applying the lessons learned if they are applicable or useful in other sports out there.)*

### **Rivalry Brawl**

*Can be taken with the Classic Pastime Scenario.*

Well, now this is something you may have wanted instead. At some point, you'll be getting into a full on unrestricted sparring or battle with the Ninja Heroes. And while you may think you can just take care of them easily if you are powerful...

...You actually will learn quickly that these are empowered versions of the 4 Heroes that are able to match the level of you and your companions. So it may be best to make sure you do have at least enough viable companions to make it a 4V4. Cause this is going to be a fight for the ages.

*(And for note, if the circumstances that make up this fight make it where they don't wish to actually try to actively kill you, you can try for a rematch again as long as you do it before the Jump is over. Otherwise, you'll fail the scenario.)*

### **Reward**

With you as the victor (alongside any companions or teammates if that can apply), you have earned some major rewards.

The first of these is the entire team of Empowered Ninja Heroes, who have set aside any grudges or problems with you (or what else) to automatically join you on your adventures. This means if you already had spent to bring them along as Companions before this point, you'll be given the allocated BP refunded.

The second one is the '**Master Baseball Ninja**' Perk, which offers a massive enhanced boost to all manners of skills that Ninjas and Baseball Athletes are good at, and the related traits and skills one could apply their expertise into.

The third and last one is a collection of all of their written training works (either in the physical forms of books or scrolls by default), that can teach entire new generations everything to become Baseball Ninjas in a rapid pace than one may normally expect.

So good luck on that, if you wish to go down that path...

## The Great Jumper

Instead of the Great Bambino, the statue is now one made in a likeness of you as a Human (especially if you weren't a Human originally). This statue must have all of its parts (adding up to 6 items, including the statue itself) rounded up and protected.

Of course, at some point before you leave this Jump, the statue will be stolen by the Commissioner, who will make it into a weaponized statue that will be a near equal match to you no matter how powerful you are.

## Reward

For all of your hard work, you get two major rewards. The first being that your '**The Great Jumper Statue**' is now either eligible to be used as a piloted weapon, can be converted to a 'Mini-Mech', or can outright be a Companion.

Either way, it is also fully modifiable in terms of style and vanity if you also care about that.

The other major reward is the Perk known as '**The Legend**'. This effectively makes you to always be one of the best Baseball Players out there, no matter where you go as long as the game is being played.

Fine, it also makes it where you are 2.5x more better at just about everything if you are more of a normal Human, a Super-Human, or just flat out something extremely powerful.

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# Career Decisions

*You have three choices ...*

## Ongoing Draft Pick

Consider yourself unable to find a team around here to join and go back to the Chain you were working on.

## Sign On

You did manage to find a team to sign up with, alongside also making sure to stay in this world instead of continuing the Chain.

## Retirement

Maybe this was the last hurrah before you realized you needed to head back home. Make sure to take everything you want with you and work it out with your teammates if they want to join you in your Chain Retirement.

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## Change Log

vWIP

Initial Template Creation

V1.0

Jump Completed