



KUNG FU*

Nintendo ENTERTAINMENT SYSTEM™



ACTION SERIES



Kung Fu (NES) 1.0 By **Burkess**

Welcome to Kung Fu. A Kung Fu master named Thomas and his girlfriend Sylvia were attacked by a gang of mysterious men. Sylvia was kidnapped, and Thomas received a message from the attackers.

“Your love **Silvia**

is in our custody now.

If you want to save your dear **Silvia's**

life, come to

the Devil's Temple

at once

5 sons of the devil

will entertain you.”

Thomas answers the call and arrives at the Devil's Temple, where the 5 sons of the devil and the elusive Mr. X awaits him.

What role will you play in this story? You'll need these.

1000 Kung Fu Points.

Locations:

1. Devil's Temple.
2. Pick somewhere else in the world to go.

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 Kung Fu Tokens. These can be redeemed to get anything you want here for free.

Score System: You earn a score for each enemy you defeat, scaling with the difficulty of doing so and how challenging the opponent is by the standards of the world you're in. By scoring enough points, you can earn an extra life. This enables you to come back after dying.

Stage by Stage Recovery: You fully heal yourself whenever you have a moment to rest while in relative safety.

Boss status: You're three times stronger than a normal person and gain proportionate durability. You passively regenerate health every second, letting you survive longer and win wars of attrition. You have an intimidating aura that keeps your minions under control.

Pyoong: People will fly into the air and then fall out of the world when they're defeated. They'll later be left lying, crumpled up, after the battle is over. This prevents them from waking up during a fight and deciding to help out.

Kung Fu Sounds: You have the vocal talent for an excellent evil laugh and some intimidating kung fu noises.

Black Belt: Choose any martial art or combat sport, such as boxing. You're now a master at it. Can be purchased multiple times.

2D World: You can choose to experience the world in 2d, thus allowing you to see everything that's happening around you. Anyone who comes near you will have their perception switched to this as well.

Swarm Tactics: When working with a group, the task becomes proportionately easier based on the number of people helping. Even guys who are just standing around can contribute just by being there.

Solo Fighter: Your presence causes a series of accidents that makes teaming up against you difficult. Your foes will get tangled up in each other, accidentally hurt each other, and miss the timing and fail to use teamwork. It's worse for them to fight you together than it would be for each of them to 1 vs 1 you.

Cloaked In Obscurity: When something else is going on nearby, you can blend into the background. This makes you difficult to see as people's vision slides over you unless you're

presenting yourself as an immediate threat. A good distraction could let you commit any number of crimes with little scrutiny.

Formation Of The Five Devils: In every world you can find exceptional people. They'll be experts in their craft and will have mentalities that align with yours. They're of unusual strength, potential, and skill and will become valuable assets. You'll be drawn to them, and they'll be drawn to you.

Minion Assembly: You can easily collect an army of minions who will pledge loyalty to you. You'll trip over people who want to befriend and serve you. Most of them won't be very strong, but they'll have other skills to make up for that.

From The Beginning Again: You can create stable time loops in which everyone keeps their memories of the other loop's events. You could cause someone to have to defeat you and rescue their girlfriend over and over again. The loop ends if you're killed, or you choose to let everyone go.

Sylvia: You become very conventionally attractive. The more someone likes you, the more attractive you become to them. In the event you get captured or abducted, the people close to you will learn of this and launch a campaign to save you.

Fighting For Love: When you act in the name of love, you're empowered based on how much love you feel and the stakes of what you're fighting for. A normal kung fu master could defeat 100 men if someone he loved was in danger.

Thomas: Can jump twice your height. Your kicks and punches drop normal men in a single blow and inflict major harm to Your body can take considerable punishment, and you have limitless stamina. You're a master of kung fu.

Stick Fighter: You're an adept at using blunt weapons. You have the ability to exactly calculate both distance and speed to help ensure your hits land where they're most effective. While keeping you out of danger. When you reach for your stick, it'll appear for you to use.

Boomerang Fighter: You have an ability to make anything you throw return to you. You'll always be able to safely catch these items. You can also control and guide its movement both after you've thrown it, and when it's returning to you. Furthermore, you can conjure boomerangs at will.

Giant: You can choose to gain an extra 2 feet of height and 200 pounds of muscle. You gain five times as much strength and durability as you would usually have, and hit far harder than you should.

Black Magician: When you encounter someone, you can select one of their attacks to become your weak point. And in return, you're invulnerable to their other attacks. You stun people briefly if they attack you the wrong way. You have a multitude of magical tricks including teleportation, casting spells, and the ability to survive decapitation and create a new head.

Mr X. You're Thomas' equal at kung fu, but deal more damage. Your body works to begin dodging or parrying attacks before they happen. By observing a foe's fighting style, you can program your body with automatic reactions, so you can respond to their attack with the correct counter as they perform it.

Gripper: Drain life from your victim with a bear hug technique. This saps life faster the more people who join in on the hug. You can teach others this technique. You gain increased skill in grappling, and your grip is twice as strong as it normally would be.

The Twist: You can break out any grapple by shaking your body from one way to the next. It pushes someone off you and briefly stuns them.

Knife Thrower: When you reach for a knife, you'll find a knife. You have excellent accuracy when throwing weapons. You gain a speed enhancement, which lets you quickly pursue an opponent or retreat to put them in your ideal range.

Tom Tom: You have the skills of an acrobat. You can perform a somersault move that inflicts damage on contact on anyone who touches you during it. You can switch between your normal height and being 3 feet tall at will, without losing any strength.

Snake Basket: You can summon a basket that spawns venomous snakes, which you control. Willing the basket to have more snakes in it will create those snakes.

Venomous Fangs: You produce venom now and can deliver this with a deadly bite. It inflicts severe damage on your victims. You also gain retractable fangs.

Dragon Balls: You can create orbs called Dragon Balls which will spawn a fire breathing dragon after a brief period. This can be interrupted if the dragon ball is attacked before the dragon spawns.

Fire Breath: Like a dragon, you can release a stream of magical flames from your mouth. The intensity of these flames increases with training. Your resistance to fire scales to become resistant to your hottest temperatures of fire breath.

Baby Dragon: You're a Chinese dragon, now. You're small currently and can breathe fire. You'll grow without limit with time.

Confetti Balls: You can spawn Confetti Balls. They're essentially shrapnel grenades that send explosive debris in a wide area when they explode. These can be interrupted if they're hit before they explode. You're immune to explosions.

Moth Eclipse: You create poisonous moths that you can control and communicate with. They're each the size of a grown man's arm, and are highly dangerous combatants. They hurt someone just from touching them.

Contact Damage: When you make any physical contact with an enemy, you can damage them as if you punched them. Running into a target repeatedly becomes an effective combat strategy.

One Kick Practiced 10,000 Times: You can achieve mechanical perfection and consistency with any movement you've practiced and engrained into your muscle memory. What this means is that if you learn to throw a perfect kick once, you can do that every single time from then on, in any condition. Assuming you both have a leg and are able to stand, you'll always be able to perform that same, perfect, kick.

Face The Boss: Enemies will back off when their boss is present, to allow you to fight one on one. They'll only step in to help after their boss has been defeated or if you try to escape.

Items:

Devil's Temple: This is a mansion with many floors and rooms. You can spawn this into the world at will and assign allies to take control of a floor. This'll give them a band of spawned warriors of the sort you'd find in this world, and it prevents someone from leaving a floor without defeating the "boss."

Trap Panels: You have a collection of wall mounted devices that spawn dragons, moths, and snakes. You can install them into any walls, ceilings, or floors.

Kung Fu Gi: This gi improves the strength of your martial arts when worn. It makes all of your movements more graceful and smooth. You can choose for it to be something other than a gi.

Hostage Chair: This chair scales with the power of the target, allowing you to tie them to it. They won't be able to escape it with their own strength.

Stick: An unbreakable martial arts stick. Made of solid oak wood.

Knives: This is a pouch of knives which reappear in the container after you've taken one out, and it's left your person. Made for throwing.

Ransom Letter: When you desire to send a message to your adversary or a foe, you'll have this in your hand. It'll be written as if you spent a full 24 hours working on it with your entire attention. To get a new letter, you just need to think about what you want to say and who you want to communicate it to.

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

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 Kung Fu tokens, same as you got.

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

Jumper Strategy Guide: Mr. X and his men all receive a strategy guide listing all of your abilities and general traits. It showcases key battles in your past and theorizes about your weak points. They'll have 24 hours before the events of the jump to prepare to face you.

Leave when the story finishes: Free! You can leave this setting and move on to the next jump when either Thomas or Mr X have been defeated. If you have a drawback conflicting with this one, the other drawback(s) takes precedence.

Continuity Toggle: Free! Would you like other Nintendo properties to be canon to this universe? Want to go hang out with Super Mario? You can import any number of Nintendo universes into this one.

Your happiness does not last long: In order to leave this world, Mr. X must be defeated 50 times. Time resets after he's beaten, causing you to have to go beat him again.

Inept Hero: Thomas isn't as strong as he usually is and will need help to make it past the third floor.

Everyone, All At Once: Mr. X has every boss at his side when he's confronted, letting all the devils fight together as one.

Save Sylvia!: You become Thomas and take over his role in the story and body. This gives you the Thomas perk and the Kung Fu Gi for free. But you have to save Sylvia.

Kidnapped!: You start off tied to a chair next to Sylvia, apparently having been kidnapped at the same time. In order to escape, you'll have to fight Mr. X and then battle your way down the tower to the exit.

Save Your Companions!: Your companions all start off tied to a chair next to Sylvia, having been kidnapped to lure you to Mr. X.

Save Your Warehouse and Items: Mr. X stole your warehouse and has it and your items from outside this jump, tied to a chair next to Sylvia, and you'll need to go get them back.

Save Thomas!: Mr. X kidnapped Thomas and tied him to a chair next to Sylvia, and you'll need to save him to leave this jump.

Power Lockout: You can't use any perks from outside this jump in this jump. They've been tied to a chair next to Sylvia. You'll need to go get them back.

Sylvia, Secret Boss: Sylvia is the mastermind behind the events here in a plot to kill Thomas. She'll reveal herself when Mr. X is defeated. She's over 4 times as powerful as X was. Furthermore, she wasn't ever tied up at all.

Longer Stay: You spend 10 more years here.

Ending Options:

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