

# CAPTAIN COMMANDO™

# Captain Commando

It is the far future of the year 2026, and crime in Metro City has risen to levels not seen since mayor Haggar cleaned the streets. Against this crime wave a superhero has appeared, one who calls himself Captain Commando.
What the public does not know is that this increase in crime is the work of a single being, Scumocide, who has taken over multiple criminal organizations, offering them genetic therapy to become more powerful than trained martial artists, in a bid to take over the United States and then the galaxy.
But before Scumocide can start his campaign of terror, he wants to get his hands on the Jennety alien technology, which he knows is hidden in the Star Electronics Labs in Metro City. Scumocide first tried to take the technological database of the Jennety decades ago by conquering their home planet, an attempt that killed almost the entire race but the last Jennety managed to escape to Earth with the last information cache. On Earth he befriended Dr Hoover J Estefan and Dr Alexander Carlisle, owner of Star Electronics. Unfortunately Dr Alexander and his wife Elaine were killed in an attack by Scumocide soldiers. Their young child, Mars Carlysle swore to train and become powerful enough to find and defeat Scumocide. The alien, nicknamed Mack the Knife, decided to stay by his side to protect him and maybe get his own revenge over Scumocide. Dr Hoover was attacked and most of his secret lab destroyed shortly after Mars came back and took control of his father's company, now a megacorp grown with some of the retro engineered Jennety technology, but not before preparing a powerful armored suit and weapons for Mars. Luckily Dr Hoover managed to transfer his mind to a clone body. Now Mars, Mack, Dr Hoover and Mars ninja friend Ginsu are ready to take the fight to Scumocide, while Scumocide is ready to bring his armies to Metro City.
You arrive in this world a few days before Scumocide seals the city with a gigantic force field. Here’s a 1000 CP to help you find your place in the coming conflict.

# Origin

**Drop-In**: You wake up in a hotel room, with no prior life in this universe, no connections or memories.
**Ninja**: You are a ninja of the Bushin-Ryu, come to Metro City searching for news of the young master. Or of his sister, who also disappeared while looking for the young heir.
**Superhero**: You have spent a lot of your life studying martial arts and other skills. Now, inspired by the Captain Commando you decided to become a vigilante.
**Scientist**: You are one of the scientists working to retro engineer the “Amazing tech left by Dr Hoover”. But you are one of the few brilliant enough and trusted enough to know it is actually alien tech, and that the biggest inventions are being used to power the vigilante known as Captain Commando and even that Dr Hoover is still alive.
**Scumocide**: You are a criminal, either a foot soldier or a former crime boss, and one of the chosen to start the conquest of Metro City.

You’re human by default, but if you take Drop-In you can be a second surviving Jennety. This doesn’t give any advantage over a human but your biology is different enough that you will need special adjustments to survive on Earth.

Roll 1d8+20 for your starting age. Your gender is the same as the last jump. You can pay 50 CP to change your gender or choose your age, or 100 CP to change both.

**Location**
You start in Metro City at your home or at a hotel room.

# Perks

Perks are 50% off for their origin, 100 CP perks are free instead.

## General

**Genocider** - 600 CP
You are a twin to Scumocide, a powerful ten feet tall alien looking being, with strength and toughness greater than even a Super Criminal and psychic abilities that allow you to fly and shoot fireballs and freezing blasts from your hands.

## Drop-In

**In the Background** - 100 CP
A tall gaunt alien covered in purple bandages, looking like a mummy, should not be able to pass unnoticed as the bodyguard of a famous playboy CEO. And yet Jennety can, even while drinking coffee in a store and keeping an eye on an intrepid reporter looking for information about your boss. Like him you can fade into the background, and people will ignore how weird you look and act as long as you don't draw attention by yourself.

**Monstrous** - 200 CP
Despite being bright purple and wearing orange shorts and an orange baseball cap Jennety still manages to be scary when he wants and even intimidate genetically enhanced criminals. Like him you are very good at intimidating people and you can manage to be scary no matter your appearance.

**Survivor** - 400 CP
Scumocide's destruction of the Jennety race was not a simple planetary strike, but the result of attempted infiltration, and when that was foiled, outright war. Still one Jennety survived, the one nicknamed Mack by a young Mars Carlysle. Like him you are a true survivor, tough in both mind and body, resourceful and ruthless. You are as tough as the Captain and the Ninja even without armor, and your willpower is even more impressive, capable of keeping you going even after losing everything and seeing all you knew die. You also know how to do powerful spin attacks that deal more damage than regular attacks and how to add spinning to normal attacks.

**Commando Teamwork** - 600 CP
Teamwork makes the dream work as Captain Commando would say. And like him you are an expert on coordinating teamwork, even getting lone wolf types like Ginsu to work seamlessly with a team. You can even sync your willpower and mental abilities with your teammates to power and even overclock willpower based abilities. With some time and training you can create bonds so strong with you team, you not only end up creating powerful team combos, but any member of the team can call on the others for a team combo and they'll will be able to teleport in, do the combo and teleport out, so even in a one-on-one tournament your team still has your back.

## Ninja

**Ninjitsu Student** - 100 CP
You are a trained ninja, trained in martial arts, a number of melee weapons, the use of shuriken and other throwing weapons, explosives and poisons. You are skilled in stealth, infiltration, disguise, and other ninja skills.

**Ninja Eyes** - 200 CP
Your ninja training didn't include just stealth and infiltration, but also the necessary tools to counter the infiltration skills of your enemies. Your senses are enhanced and you can sense the life energy and ki of people. Your eyes are particularly well trained, allowing you to pick enemies from 500 meters ahead in pitch dark.

**Weapon Master** - 400 CP
Ninja are trained in martial arts and weapons as a matter of course, but you have shown more potential than most and went through an intensive training regimen to become one of the greatest warriors your ninja clan has seen in decades. Your skill with martial arts and ninja weapons is greatly increased and so is your agility and strength. You are especially good with a single japanese weapon or martial arts of your choice.

**Bushin-Ryu Successor** - 600 CP
Ginzu is a genius of ninjutsu, having become the current Grandmaster of the style at 22 years old. You too are a master ninja, faster even than Captain Commando, capable of blending in with shadows and muting your presence to the point even other ninjas have difficult in noticing you, and capable of doing magical jutsu, like creating illusory clones, or teleporting short distances, even trading places with a log to fool attackers.

## Superhero

**World Tour** - 100 CP
After his parents died, young Mars used his family fortune to go on a tour of the world learning the skills to one day find and defeat the ones who killed him, training with detectives, spies, special forces soldiers, even with a ninja clan. Like him you have studied under many masters, learning a breadth of useful skills, including investigation, forensics, surveillance, stealth, sciences, tactics, hacking and how to operate most vehicles from cars to airplanes to military hardware. You're not the greatest at any skill but you're proficient in all of them.

**Star CEO** - 200 CP
Being a vigilante and going to war against a global criminal empire aren't things that can be done cheaply, but luckily you can make the kind of money necessary for it. You have the skills to manage and run an international megacorp at a high profit, even while spending most of your time in research, training or superheroing.

**Heroic** - 400 CP
While Mars journey started as a quest for vengeance, in the end he chose to be more than a simple avenger and become a true hero. Like him you are a naturally optimistic and heroic person, a natural leader with charisma that shines through even in a few words and a smile. You are naturally inspiring and charming and people just have a feeling that you are a trustworthy and moral person.

**Commando** - 600 CP
Another thing that Mars Carlysle had to learn during his training was how to fight, because he knew that the scum that murdered his parents wouldn't shy from doing the same to himself. Luckily there are many great martial artists out there willing to teach guys like him and you. You know several martial arts and are a master of one or two. You can manipulate your ki to increase your strength, speed and toughness, enough that you could join one of those street fighting tournaments that happen every few years.

## Scientist

**Doctor** - 100 CP
Star Electronics is one of the greatest technology companies in the country and it hires many scientists like you. You have a doctorate in one scientific field of your choice.

**Rider Rider** - 200 CP
The riders are a mix of bike and mecha, small but powerful combat vehicles and you are a skilled driver of them. You are an expert at both riding motorbikes or piloting mechs and both skills increase your ability to pilot riders. You're good enough that with the right rider, or other mech, you can do martial arts, grappling and even wrestling moves

**Secret Researcher** - 400 CP
Dr Alexander gathered many great scientists to work on the Jennety databases brought to Earth by Mack, and Scumocide did similarly once he suborned Dr TW.  You are at the level of one of those scientists, skilled in engineering, genetics and space sciences. This also gives you a boost in intelligence, making you a peer to Dr TW and Dr Hoover.

**Baby Head** - 600 CP
It is better to start over than to die, so whenever you'd be killed you can transfer your mind to a mindless body instead. This works once per ten years and works as a 1-up, letting you be reborn without counting as a chainfail. You'll have to provide a body, whether it's a clone still in its cloning tube or a mentally dead patient or whatever.

## Scumocide

**Scumocide Soldier** - 100 CP
You are part of Scumocide's organization, a thug, mobster, hitman, legbreaker, or perhaps even a mercenary or rogue ninja. You have the skills and experience to be a successful criminal on your own or run your small gang, including good fighting skills. You also have gone through at least the basic gene treatments offered by Scumocid, making you stronger, tougher and quicker than a regular human.

**Underworld Leader** - 200 CP
Scumocides organization manages to instill enough loyalty in its members that they are willing to go against even powerful superhumans that are willing to kill them, on the chance that numbers will be enough to defeat those heroes. Like him you are a figure of inspiration to any organizations you lead, those working for you quickly becoming loyal, almost fanaticaly so, willing to die for your cause.

**Kingpin** - 400 CP
While you are now part of a larger organization, before you joined you were one of the big shots of your organization, perhaps the boss of your region. You have the charisma and organizational skills to create and control a criminal organization, whether you're recruiting people, tempting customers, corrupting cops and politicians or intimidating them into compliance, you're a master manipulator.

**Super Criminal** - 600 CP
You are one of the select few to have gone through the full empowering treatment offered by Scumocide and Dr T.W. You have gained a foot or more in size and a hundred pounds of superdense muscle, making you a hundred times stronger than a normal human and tough enough that it takes something like sonic knives, monomolecular edges or the Captain Gauntlets just to hurt you.

# Items

Items are 50% off for their origin, 100 CP items are free instead. Items you have can be imported on similar items (a weapon on a weapon, armor on armor, etc.) to gain their powers and an alternate form.

## General

**Doppelganger Suit** - 600 CP
A strange green suit with a red visor that allows the wearer to program a number of shapes and then shapeshift into a green version of that shape. The wearer can program the shape of anyone he sees and gain their physical and biological abilities, as well as a copy of their equipment, and if he can see them fight he can even copy a measure of their skills. He doesn't gain any skills he hasn't witnessed, and he does not gain automatic knowledge about physical abilities or equipment that he has copied. This suit also allows the wearer to split into up to four people and have each clone take a different shape.

## Drop-In

**Genetic Bandages** - 100 CP
Rolls of a purple bandage-like material, once someone is wrapped in them they bond genetically and allow the person to survive in an increased range of environments, increasing the range of temperatures they can live comfortably, how much pressure and gravity their body can take without ill effects, even allowing them to metabolize alien proteins and breath different gas mixes as long as there is some of the gases they need to live in it. This won't protect against actual poison or a flame attack, but would allow for someone to live on an alien planet without any problems.

**Gravity Controllers** - 200 CP
A pair of cool looking sneakers that can control the wearer's personal gravity, making it lighter for higher jumps, or higher to stomp on enemies, with some training they might even allow one to walk on walls or on the ceiling.

**Sonic Knifes** - 400 CP
A pair of knives with hidden vibro-motors. When activated these knives create a subsonic field around the blade that weakens and melts any material it touches. Any slash with these knives leaves a melted wound that is harder to heal or regenerate, and by sticking the knife on something for a few seconds it will cause the thing to melt completely.

**Star Electronics** - 600 CP
The electronic corporation started by Cap's parents has used a few patents derived from Jennety technology to become a powerful international megacorp. By buying this you'll become co-owner along Mars Carlysle, granting you an annual profit of billions, access to its laboratories and factories, including the secret labs that are researching alien technology and producing equipment for Captain Commando and Baby Commando. After this jump the company will be imported into other settings.

## Ninja

**Melee Weapon** - 100 CP
A melee weapon or pair of melee weapons of your choice, such as a katana, naginata or pair of claws. If lost or broken you'll find a new one in your warehouse in less than a day.

**Ninja Suit** - 200 CP
A black ninja suit, treated in ways that have been a clan secret for a thousand years. It is as soft and light as silk, and makes no noise when you move, but at the same time is more protective than steel armor.

**Smoke Bombs and Shuriken** - 400 CP
A dozen smoke bombs, a pouch of small shuriken and a larger fuma shuriken. The smoke bombs not only are useful for escaping eyesight and hiding, but the smoke is highly flammable and after a few seconds the broken bomb case ignites, causing the smoke to explode on fire. The shurikens are very sharp, with the fuma being capable of bisecting a person if thrown correctly. You'll find a replenished stash in your warehouse when they are used up, and you'll also find some shuriken and smoke bombs hidden wherever you go, as if some friendly ninja have gone ahead planting them for you.

**Servant Sword** - 600 CP
A sword made to Bushin-Ryu specifications but with added jennetic technology by Alexander Carlysle. It is made of a special alloy that makes it nearly indestructible and has a mono atomic edge, capable of cutting things at the atomic level. The ninjitsu secrets used to finish the sword make it great at channeling ki, which can be turned into electricity or light that damages supernatural creatures. The sword also cannot be used by others without the owner's permission, burning or shocking the hand of others.

## Superhero

**Captain Goggle** - 100 CP
A pair of shades with visual amplification that allow you to see details at 2km, has great light amplification to see in darkness and can shift to a few other vision modes like infrared. It can record what you see and connect with any computer or phone you carry to run programs like facial recognition. It is also a transformation trinket that can summon a uniform or armor to you.

**Captain Boots** - 200 CP
A pair of boots that can absorb the impact of a fall, to the point that a 100 meter fall causes no damage to the wearer. At the same time they increase the power of the wearer's kicks by hundreds of times.

**Captain Protector** - 400 CP
Special armor made of Captain Ceramic, it is bullet resistant, absorbs impacts, and withstands up to a trillion degrees of heat. The wearer might not resist a trillion degrees of heat, but the suit still allows you to take a flame blast to the face without getting more than a sunburn.

**Captain Gauntlets** - 600 CP
These powerful gloves can act as flamethrowers, shoot lightning blasts and increase the power of hand strikes by 48 times. They also have a psycholink system that increases the power of the flames and electricity depending on the strength of the emotions the wearer is feeling. The more willpower, rage or determination the wearer feels the stronger the effect becomes, and at powerful enough peaks of emotion the wearer can even create enormous beams of pure energy.

## Scientist

**Talking Machine** - 100 CP
A small translator machine, it can perfectly translate all the languages of the universe, all the 3 million of them. It can even translate the speech of a baby whose voice box can't actually make words. It is small enough that it can be hidden in a baby's pacifier.

**Stable Throne** - 200 CP
A flying throne that can be adapted to use as a driver seat for any mech or vehicle you ride, it also comes with power gyroscopic stabilizers so you'll not fall even while doing the most ambitious maneuvers. Can shift into a flying basket cradle if you become a baby.

**Hidden Laboratory** - 400 CP
A large multi level laboratory, with everything you need to make genetic experiments, engineer mecha or power armor. It is well hidden and even a world spanning criminal organization would have trouble finding it. It comes with a few scientist followers to keep your research going while you're out doing other things.

**Silverfist** - 600 CP
A copy of Baby Head's personal mecha, it is stronger, tougher and more agile than the Riders used by Scumocide, to the point that a skilled user can make it do wrestling moves, like a piledriver. Its fists can spin like drills to add power to its punches, it has jets on its feet for increased jumps, fast dashes and even hovering or flying for a few seconds. It has missile launchers on the knees and an internal mini factory that can produce missiles as needed. You can import either power armor, a small mech or a bike into the Silverfist.

## Scumocide

**Gun Crates** - 100 CP
Several crates of guns and ammo, enough to arm a small army of criminals. Includes handguns and long guns, flamethrowers and rocket launchers, and even a few prototype laser rifles.

**Lightning Forks** - 200 CP
A pair of tuning forks, with prongs thick enough to use as a bludgeon or jutte, these weird weapons have powerful electric generators built into their hilts, allowing the user not only to shock enemies hit by the weapon, but to use attacks like throwing lightning bolts or create waves of electricity on the ground. The eclectic field also gives some protection to the weapon allowing it to block at least a few strikes from weapons with monoatomic edges or disintegration fields without getting destroyed.

**Rider Armor** - 400 CP
A cross between a motorcycle and small mecha, this bipedal vehicle can have two powerful punching arms, twin flamethrowers or twin freezing blasters. You have a couple dozen in your warehouse, divided between those three types, and the plans to make more or alter them if you want.

**Criminal Empire** - 600 CP
Scumocide was smart enough to not recruit thugs directly, instead recruiting crime bosses and mercenary captains with their whole organizations in the bargain. As one of those crime bosses you have your own criminal organization, large enough to take over the underworld of several large cities and maybe even contest entire states, or smaller countries. You have over ten thousand soldiers, all given a weaker version of the scumocide gene therapy increasing their strength and toughness without making them appear monstrous, and several hundreds of assorted officers, including a dozen or so trusted advisers, assassins and bodyguards who have been given more power. These are all followers and will come with you to other worlds, recruiting locally to replenish numbers as they die or are jailed. Unfortunately you have only brought a few dozen soldiers to Metro City when Scumocide gathered his captains, or maybe it was luck since they might not be up to defeating a bunch of superheroes.

# Companions

**Jumper Commandos** - 50 CP each, 200 for a group of eight.
Create or import up to eight companions. They gain 600 CP that can be used to buy perks and items. Companions cannot buy companions or take drawbacks.

**Companion Invitation** - 50 CP
If you can convince someone to accompany you they are free, but some, like the Captain and Ginzu, have important duties to keep them here. So if you really want to bring someone along, you can pay to have guaranteed that someone will definitely come with you, this even keeps them miraculously alive even after being defeated, in case you want to befriend a Scumocide agent. Also if you pay for them, Brenda and Carol will be able to be imported as a single companion in other jumps, sharing perks.



# Drawbacks

**Inhuman** +100 CP
Are you an alien? Or maybe one of Dr. T.W.s more extreme experiments? Whatever you are, you sure don't look human. It's not even a case of being green skinned or something, you are more like the reptilian Shtrom or the three eyed Monster. People will be afraid of you on sight and it will be difficult for you to live normally.

**Wandering Warrior** +100 CP
You are not particularly interested in crime or vigilantism, you just want to find progressively more powerful enemies to fight in order to step up your training and hone your skills. You are filled with wanderlust and want to avoid laying down roots, and will ignore most pleasures of life to focus on training and fighting.

**Memory Loss** +100 CP
You have lost your memory of anything from before this jump and about jumpchain. If you're Drop-In you wake-up in a hotel room with no memory.

**Power Loss** +200 CP
Any powers or perks from outside this jump are locked for the next ten years.

**Warehouse Lock** +200 CP
You lose access to all items from outside this jump and your warehouse door is locked.

**Scumocide Attention** +200 CP
Scumocide has taken notice of you and the strange interdimensional energies you emit, and he will send his minions directly after you, to apprehend you for experimentation or at least take samples from your corpse. If you are part of his organization he will betray you and send your fellow criminals against you. If he manages to survive the fight for Metro City he will keep coming up after you, and he will adapt to try and match any powers or abilities he finds you have.

**Baby-Head** +400 CP
You nearly died before the jump started, but luckily, there was a clone body nearby we could shift your conscience into. Sadly, the clone body is only two years old, with the weakness, lack of motor skills and inability to speak that implies. None of your powers will age you and you'll have to physically grow up as normal, and any alt-forms you might have are similarly de-aged to a toddler-like form.

**Caveman** +400 CP
When someone says you have muscle for brains, you are the type that laughs. Not because you're too cool to be insulted, but because you're too stupid to notice it is an insult. Your IQ has taken a severe drop, to the point that you can barely function without someone ordering you around.

**Attack of the Clones** +600 CP (If you're part of Scumocide this drawback can only be taken if you also take Scumocide Attention)
Did you think that fighting all of those people multiple times in the game was an abstraction to represent different people with similar attack patterns? Well, probably, but not after you've taken this drawback. Now you really are fighting clones of the same people again and again. And Scumocide is smart enough to make clones of himself and his favored minions, and send those to Metro City instead of risking himself. So expect having to fight him again and again. He may even make evil clones of the commandos if he can get some of their DNA. He will try to make clones of you too.

**Logical Conclusions** +600 CP (If you're part of Scumocide this drawback can only be taken if you also take Scumocide Attention)
Scumocide managed to genocide an entire alien species, taking out a single city shouldn't give him so much trouble. And with this drawback, it won't. By taking this drawback Scumocide is now as powerful as his story implies. He is several times more powerful himself, his army of supercriminals is much larger and each is much more powerful, and he has a great alien armada waiting in case he decides to conquer Earth through force. Captain Commando and his team will have a much harder enemy in their hands.

# Ending

After ten years your drawbacks end and you have a choice:

**One More Quarter**: Stay in this world.
**Game Over**: Go back to your original universe.
**Next Game**: Go to the next jump.

**Notes**

It is not quite explained what the Hell Scumocide is. If he's an alien overlord, why doesn't he use the alien army he used against the Jennety to defeat Earth? If he's a human genetic engineer that mutated himself but still needs supplies and time to make his army, how did he manage to genocide the Jennety? Feel free to make up whatever explanation you want or leave it as a mystery.

The setting is canonically a few decades in the future of Street Fighter and Final Fight. Whether other Capcom games are also part of the setting I leave to you, fanwank responsibly.