Veritas Jumpchain
Ninjanon

Welcome to the world of Veritas, Jumper.

This world is much like your own, save for the ability of ki. Martial artists have warred across centuries and even eons now. With the rise of fire arms and industry, their power aned and they were forced to hide themselves from the world.

Reunion plans on changing that.

A Korean based conglomerate, they're owned by the Linus family, the successors of heaven's riches, an incredibly powerful martial art. They invented artificial ki, allowing martial artists to gain power far beyond what they'd ever had before. They forced the martial artists into their schools, lest they be destroyed or made irrelevant without artificial ki. It's their plan to conscript them under their banner.

But Yuri Linus had her own desire. She wanted to be a godess, to unite her ki with that of the world's. Backed by the power of reunion and its mighty martial heroes, it seemed that she would get her wish. But Lightning Tiger, the master of Enlightenment of Thunder and Lightning, and his companions fight against her, and even without artificial ki they're strong. Lightning Tiger himself is equal or even superior to Yuri Linus, despite her unnatural power, and is the only one she fears.

You start a week before Lightning Tiger finds Ma Gangryong, and begins teaching him EOTL, and stay in this world for ten years.

+1000 CP

Backgrounds: Take one on the house.

Drop In: You come to this world with no additional memories or connections. You awaken with a student ID for Reunion's martial academy. Looks like your transfer has just gone through.

Street Punk: You've spent your life on the streets, fighting. You were the big boss of one of the schools in Korea, and chances are good that more than one of its students were your lackey. You were top dog- until you ran into something amazing. You witnessed something that belonged in an anime; a person who could shatter buildings with nothing but their hands. They took you under their wing

Reunion Candidate: You're related to one of the higher ups in the massive Reunion company, or else were taken in by the academy for your natural talent at martial arts. You've been attending their academy for a while now, absorbing the martial arts wisdom that Reunion has gathered.

Traditional Successor: One inherits all. That's been the rule of the ancient martial arts native to Korea to prevent their enemies from learning the weaknesses of their art. You have been selected by one of the elders of your art to inherit the great secrets of their art, to preserve it for the next generation. You've been sent to Reunion, under veiled threat and bribery from the powerful company. Beware, though they've said they only wish to keep your art from being lost, there are those who have had the secrets of their sect pried away from them.

Location: You may start within any insecure location within Korea, or any location you have a right to be as you so choose. This naturally, includes Reunion's Martial Academy.

Age 14+1d8 or pay 50 CP to choose.
Gender is the same, or pay 50 CP to choose.

Skills & Abilities:
All discounts are 50% off. They do not stack. Each Origin gets its 100 CP perk for free.

Undiscounted:

One Sexangenary Artificial Ki (One free for all, additional purchases 200 CP): A Sexangenary of ki is the amount of energy that might be be collected and internalized by a human over the course of sixty years from the world. In the past, before industrialization, such a thing could be achieved far sooner with a good breathing technique. But here, now... A man may well die without ever gaining a full sexangenary of ki. This is why Reunion labored to construct a manner of refining it more quickly. A skilled martial artist with a single sexangenary of ki could drive their fist through steel, balance on a blade of grass, and keep the pace with a car on a freeway for time at least. The more you purchase, the larger your internal reserves of energy, giving you more power or stamina depending on how you wish to use it.
You have fully and safely absorbed all ki bought with this option.

For my Veritas (400 CP): You have something, don't you? A purpose, a truth you've devoted yourself to. This doesn't grant you such a thing, but it will help you achieve your goals. You are a master at hiding your motivations until it's time to strike, manipulating both friends and enemies, and at creating strategies to realize your goals. You also have the willpower and courage to see your path through to the end, no matter what needs to be done.
Let nothing stay your hand, jumper.

Drop In Discounted:

Head Down (100 CP): As long as you don't call attention to yourself, people tend to overlook you. This won't protect you should you pick a fight or try to infiltrate an enemy base, but you could stay neutral through a war if you didn't want to pick a side.

Madonna (200 CP): In this world of professional fighters, many are beautiful, and few bear scars despite the frequency and severity of their injuries. But even among them, you're gorgeous. It's hard to imagine anyone declining a chance to spend time with someone even half as beautiful as you, and you have plenty of charm to go with it. So to will your beauty will always be at its peak despite any injuries you bear, and you will never scar unless you wish too. Even then, they will be aesthetically pleasing to you.

Half-Step (400 CP): You're nothing short of a genius when it comes to avoiding your enemies' attacks. You're not guaranteed to win, but your opponents are guaranteed to be frustrated with trying to hit such a slippery target. Even in conversations, you're difficult to pin down, and you can easily slip out from any restraints your placed in.

Purity (600 CP): You are something beyond the wisdom of modern man. The internal energy of the first human was said to be perfect, unclouded by anything. Humans have spent lifetimes pursuing after such a state of being. And they all failed. All of them save you.

Your ki may not be larger than anyone else's, but it is *perfect*. Drink and smoke as much as you like, for your energy will remain crystal clear in spite of anything you do or is done to you. This purity of energy makes your attacks supremely difficult to read, as there is no waste of energy in your attacks. And the lack of waste also clearly manifests itself in your techniques; they are far more powerful than they should be based on the amount of strength you use in them.

Street Punk Discounted:

Scent of Strength (100 CP): You can... smell the strength of others. While it won't ever be accurate enough to for science, you can tell if someone's stronger or weaker than you or another you've smelled, and by roughly how much. It also makes it difficult to sneak up on you- your sense of smell can easily tip you off to someone powerful if they're nearby.

Mad Dog (200 CP): You're used to getting hurt, so you've learned to deal with pain. You can ignore ignore anything short of immediately fatal injuries and continue to fight. Holding an unpleasant conversation while being electrocuted to death, fighting with two broken arms and a broken leg, ignoring a slashed carotid artery, none of it's a problem.

Sharpening Fangs (400 CP): You learn through battle, and the harder pressed you you are the more quickly you can grow. Fighting your someone who is your equal can give you months worth of training in a single duel, and fighting someone who's strong that you can barely hang on by the skin of your teeth can advance you years. If they crush you before you can do anything, however, you'll gain no benefit. However, fighting with a handicap that puts you in real danger will work as if your handicapped strength was your total.

Overcoming The Gap (600 CP): Maybe you don't have as much experience, or resources, talent, or training as your opponents. But you'll not rollover for them. If they win, they'll have to work for it. You're an expert at sucking others into your own pace, crippling them with sneak attacks, and finding and exploiting the minuscule cracks in their armor. Any fight you take part in is no longer a fair one, and the longer it drags on the more advantages you manage to mount up through both luck and skill. If they cut you, they'll slip in your blood, or it will get in their eyes. If they kick you in the face, you might rip their Achilles tendon out with your teeth. Only those who are completely out of your league can be confident they'll claim victory over you, and those who are equal will be all but assured a loss so long as you're willing to fight dirty.

Reunion Officer Candidate Discounted:

Bureaucrat (100 CP): Unlike many who attend this school, you can do more than fight well. You know how to maneuver through bureaucracy, fill out papers, render impartial judgments, and do the million things that keep organizations running smoothly. This also, happily, makes you a start student at normal school subjects.

Mish Mash Leap (200 CP): One of the advantages of the Reunion's arts is that they take less time to master than pure, traditional arts. They study the many martial arts of the world, and have cobbled together arts that are easier to learn than the base arts they were made from. Now you too, can take concepts from many related sources and create techniques relying on their combined basis that take far less time to master than the sum of their parts.

I Wanted you to Smile (400 CP): There's just something about you. It makes other want to protect that smile of yours, sometimes even to their detriment. And woe to all of those who dare try to take it away from you- your friends and loved ones will fight tooth and nail to restore it, making sure to destroy those who took it away in the first place. You have a tendency of luring in those you spend time with, and becoming more and more important to them. They may well build their life around you- but be careful not to treat them too unkindly. Heaven has no rage like love turned to hatred after all.

Recovering the Severed Thread (600 CP): There are significant problems to the one man inheritance rules of Korea's martial artists. After all, if all knowledge goes to one person, the art will disappear if they are slain. But Reunion has been working to restore such severed threads, albeit with mixed success. It's truly a pity that they hadn't put you in charge of these efforts; if they had there would be far fewer lost arts.
You are highly intelligent, and having a talent on finding and piecing together tiny fragments of information from disparate sources into a complete whole. What you create with this talent may not be exactly what was lost, but it will be very close. It may take you years of sifting through information to find and recreate what has gone missing, but for you, nothing is truly lost.

Traditional Successor Discounted:

Sole Heir (100 CP): There are many whose secret arts have become all but common knowledge. But you will never have to experience such a humiliation. The only way one may copy your abilities is by having you or another teach them one on one, or at the very least having a training manual that was meant for common use. You may pass these benefits onto a single student at a time, who may, in turn, pass your art down to one other person once they've mastered what you've taught them without fear of others copying their techniques.

Fending Off Flames (200 CP): Things are complex here. Some get close to others, simply hoping to steal their knowledge for their own benefit. But you won't have to guess. You have a nigh infallible sixth-sense for what others want. No one will have the chance to earn your trust through deciet, for you will know whether they are genuine or not.

Steady Breath (400 CP): Breath techniques are the process through which a martial artist cultivates their Ki. They are mostly used in meditation, to refine and control the energy they already have and to claim further energy from the world around them. You, however, do this process subconsciously. Your energy is always growing, even in the midst of combat.

Advancing Art (600 CP): There is always a limit, isn't there? Many arts are considered complete, and their practitioners are forced to look elsewhere to grow in skill and strength. But some few masters didn't buy into this concept. They managed to advance their supposedly complete art further than ever, creating transcendent skills of awe inspiring power.
You have the same potential as they now. So long as you continue to polish and practice with your skills, they will continue to grow and advance with you. There are no limits on your potential, though the further you grow the more dangerous it will be to continue on this path. Take care not to let your own energy be used improperly, lest you suffer from backlash and kill yourself. You may teach the skills you create to others, safely and swiftly, though they will not share you ability to go beyond perfection.

Martial Arts: Choose one Art to receive a discount towards. While you haven't fully mastered it, you *are* very good at it. You have the equivalent of a decade's experience with it, and have all the knowledge you need to complete the learning process.

Basic Art (Free): A normal martial art, publicly available. One may choose something along the lines of boxing, karate, or krav maga. This is the basis for your normal attacks.

Cat's Claws (100 CP): A simple, and not all that impressive art. It allows you create blades of ki around your fingers and attack either attack directly or launch them at distant foes. It's far from impossible to block for the skilled, but is wonderful for sweeping away weaklings, or cutting down reinforced concrete buildings.

Flowing Spirit (200 CP): A throwing art, that manipulates the wind. It's all but impossible to win against its users once they've gotten a grip on you. They manipulate their own weight and increase the force of their throws with the wind. Crushing heads, throwing people through steel walls, and tearing off or dislocating limbs of even skilled enemies is child's play once you've gotten a grip on them. It also includes a skill for temporarily boosting one's speed for a short ranged dash to help you close in on them.

Iron Spirit (200 CP): A straightforward art. Iron Spirit inures you to pain, and makes your skin harder the more you've mastered it. Shrugging off tank shells without a scratch isn't overly difficult for skilled users.

Sharpened Sword Force (400 CP): An evolved form of Cat's Claws, Sharpened Sword Force further condenses ki into a single cutting edge. There are few earthly materials that can withstand its force; one must either dodge or disperse the energy if they don't wish to be cut in twain. Even masters of Iron Spirit would wise to avoid wielders of this art.

Southern Yardplay (400, 600, or 800 CP): A series of inter connected arts that were disguised as entertainment. For four hundred, you may select any two arts save for Mirage. For six hundred, you may select any four including Mirage. For eight hundred you receive them all.

Life Wish is an art that was once disguised as acrobatics. It relies on high speed rushes and dashes from varying angles, meant to confuse and overwhelm opponents. It has a many hit combo, which is meant to finish off an opponent and leave them literally buried in the ground. It also can be used to super heat its users hands, allowing them to cause burns, protect themselves from heat by blocking it with that hand, and to cauterize wounds.

Spinning Dish was an art disguised as spinning, a well, dish upon a long pole. It is used to create projectiles of spinning ki, though they can be used as drills, grinders, and even spinning shields by a skilled user.

Orchestration is an art that was once disguised as music. It relies on creating shock waves from ones limbs, rendering blocking useless. It can be used to rattle and damage enemies' organs, no matter how hard their muscles and bones become.

Rope Trick is an art once disguised as tightrope walking. It allows its user to create ropes and beams of ki. They can be used as whips, lashes, or simple ropes, but they also allow one of the fastest movement techniques in the world once they're properly set up by allowing its user to skate over the top of the

ropes they've made.

Marionette is an art that was disguised as puppetry. It allows they user to create tiny threads of ki, allowing them to bind others, control them as puppets, and nullify pain. Using others practitioners as your puppets will allow them to act with greater speed and perfect synchronization.

Mirage is an art that allows one to directly control their ki, and was so mysterious it never had to be hidden. Its user can move their own body without twitching a muscle by moving the ki within their body, allowing one to do dodges in in air or other untenable positions. Its users can also make illusions, such as clones from their Ki, though these illusions will have no physical substance.

Northern Broad Strike (600 CP): One of the two strongest physical arts in the world, Northern Broad Strike is a formless art that relies on establishing and controlling distance. Its every effective at both offense and defense, especially when coupled with the speed and power of a skilled ki user. But this is not the greatest skill of this art. Its other use relies on reversing ki flows with in both their own and their opponent's body. The raging ki will disrupts all the power they receive using their internal energies, leaving them vulnerable and even tear their enemies' bodies apart with their own power. Note that one will have to physically touch their opponent before they can reverse or disrupt their ki flow.

Southern Taek-Gyun (600 CP): The other of the two most powerful physical arts, Southern Taek-Gyun can be used to read their opponents' ki and disperse it, allowing for incredible defense and terrifying offense against those who use supernatural energies.

Five Heavenly Paths (600 CP): Liquid Shark. Fire Dragon. Elder Wood. Earth Beast. The titles of some of the most powerful masters in the world, they each wield one of the Five heavenly Paths, allowing them to generate, control, and take on the qualities of their element. Intelligent use will give its wielders incredible power. Fire Dragon uses his flames to suck the air out of his foe's lungs, for example.

Enlightenment of Thunder and lightning (800 CP): The last, and the strongest of the Five Heavenly Paths. Its wielder is called Lightning Tiger, after the element they control. The electricity its user's wields disrupts ki, burns nervous systems, and even eradicates armored bunkers in a single strike. It even has a singular technique, of unsurpassed discernment. Lightning Brand, a ranged attack that can't be stopped no matter what's in the way. It will simply create a bolt of lightning at the targeted point.

Heaven's Riches (800 CP): The pinnacle of martial arts, only equaled by EOTL after its last master advanced it. It manipulates the concept of distance, generally expanding or contracting it. This leads to immediately lethal effects if they manage to hit their opponent. Imagine adding in an extra five feet in between one's neck and head, for example. They too have a remote technique, though its striking power is lesser than its others. It directly applies force at the targeted point, though it can be disrupted by too many intervening objects.

Companions:
They all start in the same place as you, save the canon characters.

Nine Dragons (50 CP each, 200 CP for eight): Someone you get along with and can trust with a free background, color, and 600 CP to spend. Can be a new buddy or an import from a previous jump. They may take any drawbacks worth 300 CP or less, up to a max of +600 CP.

Seminar (100 CP, can be purchased four times): You don't forget about your friends. Each purchase gives all companions imported or created in this jump another 100 CP to spend.

What's This About Hopping? (50 CP each): A character from canon of your choice will become your companion, or will if you can convince them to do so that is.

Items:

Mountain Ginseng (50 CP): A hundreds of years old ginseng root. Properly prepared, it's extremely healthy, helps promote longevity and ki growth, and is worth a disgusting amount of money. You get one every sixth months.

Split Shirt (50 CP): A top that leaves most of your chest bare. For some queer reason, no one ever stares...

Coffee Filter (100 CP): An odd training aid, meditation and breath techniques become far easier as long as you stare at this coffee brewer. It also makes an utterly perfect cup of coffee and supplies its own beans and water.

Dulmi (200 CP): Dulmi, called Dummies by most, are robotic dolls made from nervous systems of the recently deceased. Reunion uses them extensively as tests and training aids. This one has been made for you, specifically. Though useless in actual combat, this dulmi can mimic the powers of anyone you've ever fought, and can always ramp up the difficulty to where winning is difficult for you. As a bonus, it will never cause permanent harm to anyone who spars with it.

Dulmi Factory (400 CP): A factory that creates dulmi out of the dead. They retain all the skills and powers of the deceased whose nervous system they use, and feel no pain. These *can* be used in combat, but tend to be fairly unintelligent, and posses no personality or memories. The factory will be connected to your warehouse post jump.

Temple (400 CP): A grand temple of martial arts, placed upon the summit of a mountain. In addition to the scenic view, training here is twice as effective and the building repairs and restocks itself, guaranteeing it's always fit for habitation. It even has all modern amenities. How nice. Post jump, you may place it anywhere you like, or have it become an attachment to your warehouse.

Artificial Ki Processor (600 CP): A complex machine that is capable of creating artificial ki. Delicate, and extremely expensive to use, nonetheless it's an extremely valuable resource for any martial artist. You'll get shipped enough ingredients to make one sexangenary of ki every year. More can be made, but you'll have to gather the rare and expensive ingredients yourself.

Chairman (600 CP): You are the head of a huge multinational company. They specialize in technology and the advancement of humanity thereby. Your control is near absolute, and your salary massive. In this world, You head a division of Reunion, and you have only two equals in authority. Getting your hands on artificial ki, dulmis, or talented personnel is child's play. In future worlds, you'll find yourself as the head of a similarly powerful group, though it will fit the setting you've arrived in.

Drawbacks:
Take as many as you'd like. You may not receive anymore than 800 extra CP though. If you would,

reduce that amount to 800 CP, unless you take Yuri's Ascension, then your cap is increased to 1600 extra CP.

You're Really Ugly; It's the Honest Truth (100 CP): You're considered utterly hideous for the entirety of the jump. This won't mean you're incapable of finding love (though it makes it highly unlikely), but you won't be able to get anyone to willingly have sex with you. The very thought of being with you will cause their gorge to rise, and there's not enough illusions or make up in the multiverse to change that. Expect people to make fun of your looks almost constantly.

Thanks for not Stealing my Food Bowl (100 CP): You introduced yourself to your allies and enemies in a completely over the top and insulting way. They hate you for it. It may be possible to get yourself out of their bad graces, but its going to take a lot of work.

Eclipsing Sibling (100 CP): you have an elder sibling. And they're better than you. At what? At everything of course. No matter what you do or accomplish, they'll have done it firt, better, and took less time to do it too. They're not hostile to you, but aren't above rubbing their superiority in your face upon occasion. They are, of course, your parent's favorite, and impossible to get rid of as well. Nor can they be leveraged into fighting your fights for you- after all, they want you to have the chance to live up to their name after all.

Bloodied (100 CP): Whenever something hits you, you get injured. It's not fatal, but it looks awful. Even light taps against a wall as you walk will cause swelling. Thankfully, these injuries are cosmetic and will heal after a couple days. If something would injure you normally, then ti will simply look even more awful than it is. Don't expect to be getting a lot of respect.

Blocked Channels (200 CP): You started your breathing techniques too late. Using any supernatural abilities is very painful, and is far less powerful than it should be. It will be all but impossible to pull yourself up to the level of the strongest of students, let alone the real powerhouses. This applies to passive supernatural abilities as well, though the pain is quite a lot less, and it also allows you to shut them off until the drawback is lifted. If the ability is simply potential, such as Purity, it won't affect it.

Jobber (200 CP): You, either through some insane desire to catch others by surprise or terrible luck, can't ever beat someone in your first match with them. Be careful who you fight; not everyone is so kind as to let their enemies go unmolested after victory even if they don't kill them outright.

Hot Head (200 CP): You pick fights. With everyone. Including the people you know you really shouldn't. While you might not assault random people in the street, violence comes naturally to you and you'll attempt to antagonize everyone you meet into at least a single fight if they spend any amount of time near you.

Demonic Possession (300 CP, Can't be taken with Shattered Ki Center): Your own energy turns against you. You have to be supremely careful in everything you do. One wrong step and your internal energies will attempt to destroy your body. Anytime you attempt to use such abilities, they will run rampant and out of your control, and it will be agonizing almost certainly deadly.

Dummy (300 CP): You died, jumper. And you awoke as a dulmi. You possess all the abilties you had in life, but your memories are gone. You ability to communicate is gone. Even your mouth is gone. You're trapped in this body of flesh and metal, and nothing you meet will believe you to be a person. Be careful, the dulmi are expendable after all. And if it got out that you had free will... Well. Threats have

to be destroyed, don't they?

Shattered Ki Center (300 CP, can't be taken with Demonic Possession or blocked Channels): Your supernatural abilities, they're simply gone. All of the. You were forced to destroy them yourself under threat of destruction by those who felt threatened by you- and they have their eye on you still. Be careful they don't come to see you as a threat once more, jumper.

Yuri's Ascension (1000 CP): Vera never told Lightning Tiger where Yuri held her ceremony. Now all the natural energy in the world is hers to command, making her capable of feats on in far excess of the greatest of natural disasters. Even destroying the world itself is not beyond her reach. And yet, this is not enough. Even now, she's laying claim to the energies of the cosmos, quickly growing in power. And in her madness, she has sensed you, and the unnatural powers that brought you here. She will attempt to destroy you and take everything you and your companions are as her own. You must destroy her first. If you don't do so before ten years are up, then she will take your place, her hunger and power both growing without end.

Ending:

Go Home: You've had too much blood and death. You go home keeping all you've gained.

Stay: This world clearly needs you, so maybe you'd like to stay? You'll keep what you've gained up until this point.

Move on: You'll keep moving on then. To the next world and the next adventure.

Glossary:

Notes:

Claiming artificial ki as your own is a lengthy and sometimes dangerous process. Furthermore, you can only absorb so much before your body simply can't take any more, at least until you've strengthened it. Any purchased ki will already be safely under your control, but getting more will mean taking the risks inherent in the process.

If you take an Art as a natural successor, the in canon in master will be your master, and will have known you and personally taught you all you know. For EOTL, this would be Lighnting Tiger. For Heaven's Riches, either Yuri or her parents, etc. Assume they value you highly, and are more than a little attached to you, their pupil.

Steady Breathing applies to all energies that can be improved through meditation or through non heavily exertive practice, and it's greatest benefit is that it never actually stops. Even if someone dedicated their entire life to training, they'd still achieve results on their ki at roughly a third of the speed as you. They have to stop to sleep, to eat, to train their bodies, etc. Beings that's not really possible, it will take you about a sixth of the time it takes most who dedicatedly training.

Purity affects to all internal energies, and any other energy you take into yourself.