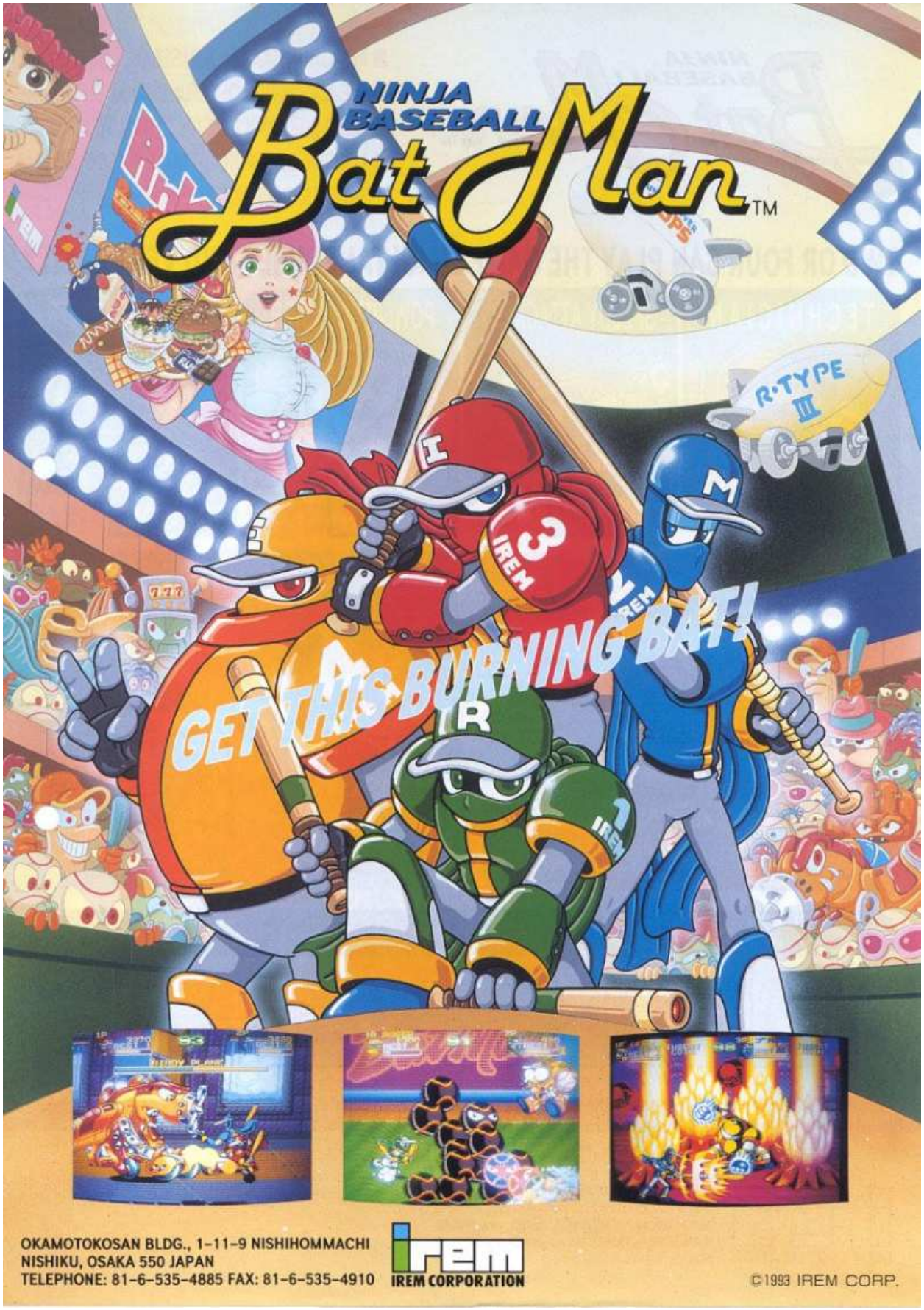


OKAMOTOKOSAN BLDG., 1-11-9 NISHIHOMMACHI
NISHIKU, OSAKA 550 JAPAN
TELEPHONE: 81-6-535-4885 FAX: 81-6-535-4910

IREM CORPORATION

©1993 IREM CORP.

Ninja Baseball Batman 1.0 By **Burkess**

One day, six baseball items were stolen from the Baseball Hall Of Fame by a secret organization called Jado.

The commissioner of the Hall has asked Ninja Baseball Batman to return the stolen items.

Captain Jose, Twinbats Ryno, Beanball Roger and Stick Straw, all experienced Baseball Ninjas, answer the call and begin their quest.

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

1000 Baseball Points.

Locations:

1. Seattle.
2. Pick anywhere you want.

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 Baseball Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

Baseball Ninja: Free! You have the skills of both an expert baseball player and also a ninja. You can dash, pick up and throw objects and enemies, break and recover from grapples, and jump really high. Furthermore, you're also strong enough and durable enough to keep up with the other ninjas.

Tale Of The Tape: First purchase is free! What type are you? Decide how you fight. Power types focus on overwhelming enemies and dealing massive damage. Speed types are about being quick.

Reach types can hit their opponents outside their enemy's swing radius, and prefer to keep them at a distance.

Swing types are like speed types, except the focus is on hitting fast rather than moving fast. The two go hand in hand.

Balanced types attempt to balance all four categories and to have no weaknesses. But they tend to be average. Your purchase will give you a clear bias for one particular type and make you exceptional at it, at the cost of less proficiency in the others.

Super and Mega Home Run: Free! You have some self-destructive techniques that consume your health as a cost to execute them. Think of them like ultimate attacks. They deal fantastic damage. Each perk, power, ability, and item you possess gives you a new Super and Mega attack based on it.

Falling and Leaping: When inside a building with multiple floors, you can perform a leap that lets you pass through the floor and land on the next one. You can do the same by falling, and this won't harm you.

Grappler Style: You gain extra physical bulk and the ability to chain your grapples. Each of your grapples can combo, letting you string together a series of holds and throws to deal awesome damage. You gain the strength needed to hold someone your size above your head, and then repeatedly slam them into the ground by their leg.

Dynamite Style: You can turn normal attacks into special moves that all lead into easily comboing with your super attack. An eye poke or a jab could quickly transition into your super attack, catching foes off guard and blindsiding them. ANY attack of yours can suddenly become a Super, leaving enemies always wary.

Ninja Art—Reusable Consumables: You have an advanced technique that causes one time use items, such as explosives, to reappear for you to use after using them.

Dual Wielding: You're now ambidextrous. Dual wielding doesn't have the practical concerns when you do it that it would for other people. Your weapons never tangle or block each other, and using two weapons is a purely additive experience for you.

Elements: Each purchase gives you the ability to control a new element and incorporate this into your attacks. These can include ones like fire, lightning, wind, and so on. These abilities are quite potent and versatile and can form the basis of your ninja style.

Combo Style: Your attacks all flow together and merge into each other, ignoring end lag. This means landing one of them allows you to instantly transition into the next form. This can continue until you either miss or choose to stop. Your style allows unparalleled aggression.

Health Bar: You can precisely tell your condition at all times and estimate exactly how injured or healthy you are. Rather than specific parts of your body being injured, or suffering debilitating wounds, it instead subtracts out of your overall “health.” Which you can heal by resting normally.

Smashing To Find Treasure: Shattering things nearby and beating up enemies causes them to drop power ups. Breaking a bunch of trash cans could potentially have you find things that weren’t there before and shouldn’t be there. Like healing food, money, or extra lives.

Good Cheer: You have the skills of a cheerleader. This means that when teaming up with others and performing a routine, you can unleash destructive attacks that damage every enemy nearby. You can also spawn large amounts of healing food. And empower people with cheers.

Battle Damage: When you keep inflicting damage to a foe, you’ll end up tearing their gear apart and tearing parts of them off. This is a talent for destroying equipment and dismembering foes.

Fisticuffs: You’re a skilled hand-to-hand combatant whose fists can inflict as much harm as a weapon. You can choose to grow your hands to be up to 5 times their usual size.

Inhuman?: There are a lot of incredible lifeforms in this world. Would you like to be a Jack-o-lantern, or a robot of some kind? You can remodel your body here and give yourself abilities like the beings of this world that match your new form.

Frost Breath: You can breathe a mist that, if it comes into contact with someone, freezes them in a sheet of ice and stops them in place.

Drill Appendages: You can produce extra limbs from your body that have drills on the end of them. These are dangerous weapons.

Spring Physiology: Any part of your body can be turned into a spring, enabling you to bounce and hop around. This also enhances your attack power.

Windy Plane: You can grow metal parts to turn yourself into an airplane robot. This also grants you control over the wind. Your fans can blow your opponents back, and your metal body is durable and strong. You have the gift of flight.

Baseball Golem: You can turn yourself into a large baseball golem, in a form made out of baseballs. This lets you transfer your eyes between each ball, and you only take damage if the ball containing your eyes is damaged. You can freely rearrange and reform your body.

Screw Ball: You can summon a large screw that's suitable for being used as both a spear and a battering ram. You can safely impale yourself with it and then charge at opponents to impale them on it.

The Captain: You're an expert at leading the group and can keep everyone on task when working together. As the heart and the soul of the team, you push everyone to give 110% in everything they do.

Florida Gator Gunner: You can summon a gun that allows you to shoot flaming snakes. They crawl around and attempt to bite and burn your enemies. You can shift to an alligator form that gives you the proportionate strength of a gator in a form that stands on two legs. As well as powerful jaws and a tail made for clubbing foes.

Flamingo Force: You have a group of five flamingo soldiers who wield spears and fight in formation at your side. Your presence revitalizes them and heals them if they're injured, and resurrects them if they die. You, too, can also transform yourself into a flamingo soldier. And you have the ability to summon a wicked red spear. Every year that passes, you gain another Flamingo soldier.

Mad Lax: You can summon and drive Mad Lax, a large car. It regularly spawns smog enemies and alligator vehicles who assist you. It can extend its lips in a dangerous kiss attack, and drop trash cans from the sky to crush foes.

Flame Thrower Arm: You can turn your hand(s) into a nozzle that fires a stream of hot fire at your targets.

Mini Bombs: You create bomb minions who try to get close to their target, grab onto them, and then attempt to self-destruct. The bombs follow your orders and have intelligence and personalities. They can be set to explode under different conditions, such as proximity.

Mouth Cannon: You gain a cannon that you can extend out of your mouth. It fires gigantic fists that punch people. You can learn to fire other things, like elemental attacks.

Umpire: You can grow armor over your body, making you more durable and harder to injure. This extends to creating shields you can use to deflect attacks. You now hit harder when attacking.

Defending Slot: You can grow jets on your feet that spew flames and enable you to fly and hover. They're protected by detachable mechanical spider legs. You also gain two large claws for grasping and attacking. And you have the ability to make sticks of lit dynamite appear from thin air. Your strongest feature is the slot machine placed somewhere on your body.

When you pull the lever, it will roll and create an effect depending on what it comes up with. Coins cause it to drop giant ones from the sky. Barrels make flaming barrels appear. The crown has giant dice try to crush your opponent. You can add more reels to your slot machine overtime, granting it new effects.

Scythe Lantern: You can summon a wicked sharp scythe. You also gain the power of levitation, and can spawn fireballs. Your lightning powers enable you to create ghosts who can possess inanimate objects. These ghosts follow your orders.

Burger Time: You can create ghostly hamburger minions who attack by charging at their foes. They're deadly in large groups. If you pull the eyes off one of your burgers, you or someone else can eat them to regain a lot of health. Your body gains the same effect as your burgers. Willingly allowing someone to eat parts of you will fully heal them.

Ghost Buffalo: You have ghostly powers that allow you to turn nearby objects into armor. It also gives you telekinetic control over said objects, allowing you to attack with them, often in strange and supernatural ways.

Mechanical Alligator: You can turn yourself into a mechanical alligator. Any of your removed limbs are capable of continuing to fight even when cut off of you. You gain 4 feet of height and a large alligator body that weighs over 1000 pounds with rippling muscles. Your grapples are deadly as your teeth and jaws can rip foes to shreds, and you have thick, metal claws. You gain armor covering your entire body that refreshes itself every time you transform.

Makeshift Villain: You're an expert with firearms and have a shot gun with infinite ammo. You can freely spawn dog gangsters who also carry guns. You also gain an armored coat filled with knives.

Seattle Boss: You can turn yourself into a warplane. You have missiles, bombs, machine guns, and laser weapons all attached to your metal body. You can perform partial transformations that enable you to summon weapons of your plane form without fully transforming. This includes bringing out your wings and engine to enable flight.

The King: You can conjure tornadoes with a swing of your weapon and perform deadly melee attacks. You can also do a speedy slide attack to catch opponents who try to distance themselves from you. You gain the added durability and strength of a solid gold statue on top of what you already have.

The Schemer: You're an expert at throwing off suspicion of yourself. This would let you commit a crime, blame someone else for it, and then hire a team to go solve the case that you created.

Criminal Contacts: In this setting and future ones, you'll have a means of contacting anyone who wants to act as a hired goon or do dubiously legal things for you. You'll know what they'll charge and what lines they're willing to cross.

Forgive Me: You have the ability to cry on command and can look pitiful to pull on people's heartstrings. You know all the manipulative tricks needed to make your act convincing, even if you don't feel sorry for what you did at all.

I Will Never Forgive You!: You can tell if someone genuinely has repented and if they're really sorry or not. You can also tell if they would or intend to repent at all, and if they feel remorse.

I Must Punish You!: On a helpless opponent or one who isn't resisting, you can charge up and strike them with a blow that has enough force to send them flying from Earth all the way to the moon.

Items:

Baseball Bats: Free! The weapon of any self-respecting Baseball Bat Ninja. You have an infinite supply of them. Gifting someone one of these bats grants them the Free perks from this jump, allowing them to also follow the path of the Baseball Bat Ninja.

Airplane: This is a passenger airplane for flying to new locations. It has a pilot who will fly you to where you want to go.

Stadium: This is a place for you to host baseball games and make money from tickets and concessions. The main attraction is that the Stadium itself will devise ways to let super powered competitors face each other in a way that's fair and entertaining for an audience to watch. It doesn't have to be just baseball you play here.

Baseball Ninja Suit: This is a suit of armored Baseball equipment like the gear of the main characters. It enables you to take way more hits, and augments your strength.

Healing Fast Food: You have a dispenser that pumps out an infinite supply of healing food items. When someone consumes it, it recovers their body and makes them less tired. It has a scanner that'll let it produce new items if you show it one.

Super Car: This car is strong enough to run multiple people over and keep going without taking a scratch. It's very fast, too.

The Soul Of Baseball: This is a golden statue of Babe Ruth, a baseball glove, a baseball bat, a hat, some shoes, and a baseball. If you will it, beings of the sort you'll find here will be born in future worlds. Baseball people, living beings that are shaped like inanimate objects, animals that walk on two legs, and Baseball Ninjas will become commonplace.

Control Helmet: This helmet can be attached to a statue to transform it into a powerful autonomous weapon. It's much stronger when the statue and the items said statue uses all have cultural and emotional significance.

Tablet Communicator: This enables you to send messages over large distances and perform video calls. You'll always have enough of these to share with anyone you'd like to share them with.

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

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Baseball tokens, same as you got.

Cheer Leaders: This is a group of 36 cheer leaders who assist you on your missions. They'll provide transportation to new locations and can also do group attacks in battle that damage numerous enemies at once. A second ability is that when cheering together, they can spawn into existence a large amount of healing food. Their cheers have the effect of improving the

abilities of the people they're cheering for. They're very reliable and dependable. They come with their own tour bus.

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

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Overspecialized: Your favorite method of combat is now your only method of combat. For as long as this jump lasts, you'll have to stick to just one style.

Hidden Schemers: 9 in 10 people you meet will have reasonable requests for you when asking for help. But 1 in 10 will secretly be using you to advance a plot of theirs. You'll have to figure out which is which to avoid accidentally helping someone hurt you.

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

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Umpire Attack: You'll have frequent encounters with the Umpire enemy, a powerful miniboss with impressive health and armor. There are a lot of them in this world, and they don't like you.

Scaling Rival: There's a special opponent here for you to fight. They get to select a build for themselves with a budget equal to the number of Baseball Points you spent here. They don't like you and see you as their enemy.

Ending Options:

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