THE AMAZING DIGITAL FIGHT CLUB

V 1.0 BY APOCBOX



THE FIRST RULE OF THE DIGITAL FIGHT CLUB IS: YOU DO NOT TALK ABOUT THE DIGITAL FIGHT CLUB. THE SECOND RULE OF THE DIGITAL FIGHT CLUB IS: YOU DO NOT TALK ABOUT THE DIGITAL FIGHT CLUB! THERE ARE RUMORS FLOATING ABOUT SOME SORT OF HYPER-ADVANCED VR FIGHTING GAME WHERE YOU CAN MAKE SOME REAL GOOD DOUGH. THE CATCH? AFTER ENTERING, YOU ARE NOT ALLOWED TO LEAVE UNTIL YOU WIN. ALTHOUGH SOME ACTUALLY CHOOSE TO STAY, ENJOYING THE LIFE OF A FIGHTER FAR MORE THAN THAT PESKY REALITY. BECAUSE TRUTH IS? IT'S NOT THAT BAD! AS LONG AS YOU STAY QUALIFIED AND KEEP FIGHTING, YOU WOULD HAVE PROPER SHELTER, FOOD, AND EVEN INCOME; IT'S PRETTY MUCH EASY LIVING!

YOU FIND YOURSELF INSIDE THE AMAZING DIGITAL FIGHT CLUB AS EITHER A FRESHLY ARRIVED HUMAN OR A BRAND-NEW AI OR, ALTERNATIVELY, SOMEONE WHO'S BEEN THERE FOR A WHILE. YOU COME TO YOUR SENSES JUST AFTER POMNI FINISHES HER FIRST FIGHT.

DURING YOUR STAY IN THE FIGHT CLUB, YOU ARE UNABLE TO DIE, WITH ALL YOUR WOUNDS REVERTING AFTER THE FIGHT. THE PAIN REMAINS, THOUGH, AS A REMINDER.

TAKE THIS 1000 POINTS TO SPEND. YOU WILL STAY HERE FOR 10 YEARS.

ORIGINS

CHOOSE YOUR AGE AND SEX FOR FREE. ANY ORIGIN MAY BE TAKEN AS A DROP IN.

AGILITY

YOU ARE AN FIGHTER WITH A FOCUS ON MOVEMENT SPEED AND AN EMPHASIS ON OPTIMAL POSITIONING IN THE RING, LIKE GANGLE THE "SLINK" OR JAX THE "JACKRABBIT"

DEXTERITY

YOU ARE A FIGHTER FOCUSING ON ATTACK SPEED WITH NUMEROUS PUNCHES WHILE STAYING ON THE EDGE OF YOUR OPPONENTS PUNCHING RANGE, LIKE KINGER THE "KINGPIN"

STRENGTH

YOU ARE A FIGHTER WITH A FOCUS ON RAW POWER AND KNOCKOUT PUNCHES WHILE MOSTLY IGNORING SKILL AND TECHNIQUE LIKE ZOOBLE THE "AMALGAM".

AI

YOU ARE AN AI CREATED TO FULFILL SOME SORT OF PURPOSE IN THE FIGHT CLUB. MAYBE YOU'RE ONE OF THE NPCS WANDERING THE STREETS, ACTING AS A SORT OF TRAINING OR CHALLENGE FOR THE PLAYERS, OR A MANAGER TAKING A SUPPORT ROLE TO ONE OF THEM. IT'S YOUR CHOICE.

PERKS

Perks are discounted to their respective origins, perks worth 100 are free and the rest is 50% off. Free perks are optional.

General

Welcome to your new body Free/100/200

No one in the fight club looks exactly human, with the avatars of humans being rumored to perfectly represent their minds and the NPCs being crafted by the people running the show. For free, you have a humanoid body that doesn't offer you any advantages like that of Pomni or Ragatha. For 100 years your body has had some sort of advantage, like Zoobles' four arms or Gangle's extreme flexibility. For 200, you either have two 100-point-level advantages or one stronger one, for example, having a massive size like the Gloink Queen.

Fighting skill Free/100/200

Well, it's in the name; it's the fight club. People fight here! Everyone receives one "ATK" move and one "DEF" supermove with their effectiveness, and your experience using them scaling with the price. For free, you are relatively inexperienced, knowing how to throw a punch and that's about it. For 100 you are similar to Ragatha; you've been here for a while and learned about the limits and capabilities of your body. You are proficient in your preferred type of fighting and can easily get out of the rookie rank. For 200 you have a wealth of experience and skill to be one of the best in your preferred type of fighting, having a good chance to reach the top ten.

Form adjustment and abuse 100

It can be hard getting used to your new body, especially if it's radically different from your previous one. Well, not anymore, as not only do you have a great grasp and knowledge of any body you find yourself in, but you're exceptionally good at figuring out ways to utilize any sort of weirdness it has for combat purposes, like being able to easily strangle people if you're made out of ribbons.

Agility

Scatter 100

You're really good at slipping away from your opponents with great footwork and fast evasions.

Whiplash 200

Forcing your opponent to move by way of your attacks into a favorable position is extremely easy for you, with you also being able to designate a small "sweet spot" at the start of the match, which is a place on the ground, a couple of feet in diameter, where the damage against your opponent is multiplied by two.

Hare parry 400

THE MORE YOUR OPPONENT DEPENDS ON PURE PHYSICALITY INSTEAD OF SKILL OR EXPERIENCE, THE EASIER IT IS FOR YOU TO BLOCK AND PARRY THEIR ATTACKS.

KNOCKDOWN 600
THE LONGER THE FIGHT CONTINUES, THE MORE DAMAGE YOU START TO DEAL, AND YOUR ATTACKS BECOME LESS AND LESS COUNTERABLE AND BLOCKABLE. RESETS AFTER THE FIGHT.

DEXTERITY
QUICK STEP 100
YOU'RE GAINING A MASSIVE INCREASE IN YOUR ABILITY TO BOB AND WEAVE WITH A FIRST HIT AFTER SUCCESSFUL EVASION, BECOMING HALF AGAIN AS STRONG.

CUFFLINK 200
THE FARTHER THE ATTACK COMING YOUR WAY CAN MOVE YOU, THE EASIER IT IS FOR YOU TO PARRY IT, DEALING AN ADDITIONAL 50% DAMAGE ON YOUR NEXT HIT.

SCORN 400
THE HEAVIER YOUR ATTACKS, THE MORE OF YOUR POWER YOU USE IN THEM, THE HARDER IT GETS TO COUNTER YOU AND THE EASIER IT IS FOR YOU TO COUNTER.

HELIX 600
BY HOLDING AN ATTACK, IT BEGINS TO CHARGE, AND THE LONGER IT CHARGES, THE MORE DAMAGE IT WILL CAUSE. THE INCREASE IS RAPID, BUT IT'S REALLY OBVIOUS YOU'RE USING IT WITH ALL THE GLOW, SO BE CAREFUL WITH COUNTERS AND PARRIES.

STRENGTH
PUMMEL 100
YOUR SKILL AT UTILIZING HAND OR FIST WEAPONS IS EQUAL TO YOUR UNARMED SKILL, WITH THERE BEING ZERO TROUBLE UTILIZING ANY OF YOUR STYLES OR MARTIAL ARTS WITH THEM.

SUBDUE 200
NOT ONLY DO YOUR LEGS LOOK ABSOLUTELY STUNNING, BUT YOU ARE ALSO ABLE TO UTILIZE THEM JUST AS WELL AS YOUR ARMS AND POSSESS GREAT TALENT IN USING THEM TO IMMOBILIZE YOUR OPPONENTS WITH MINIMAL DAMAGE.

DUO BLOCK 400
YOUR STRENGTH INCREASES AFTER YOU SUCCESSFULLY COUNTER AN OPPONENT BY TWO TIMES FOR THE NEXT 10 SECONDS, BUT THE BOOST DISAPPEARS IF YOU GET HIT.

MAUL 600

YOU HAVE AN EXTREMELY STRONG ATTACK THAT CAN BE PARRIED RATHER EASILY, BUT IF IT LANDS, IT IS DEVASTATING, DEALING FIVE TIMES YOUR MAXIMUM DAMAGE AND STUNNING YOUR OPPONENT FOR ONE SECOND.

AI

A QUEEN BEHIND EVERY KING 100

YOU ARE AN EXCEPTIONAL ROMANTIC AND SEXUAL PARTNER, AS WELL AS BEING ABLE TO READ PEOPLE WITH WHOM YOU'RE ENGAGED IN SUCH RELATIONSHIPS LIKE AN OPEN BOOK.

ROYAL DUCHESS OF KICKING YOUR ASS 200

YOU ARE A GENIUS WEAPON, ARMOR, AND TOOL DESIGNER FOCUSING HEAVILY ON ITEMS INCREASING THE SHEER STRENGTH AND DURABILITY OF THEIR USERS. A REGULAR HUMAN WEARING YOUR MIDDLING WORK WILL EASILY BE ABLE TO BURST THROUGH BRICK WALLS UNHARMED.

BROTHER FROM ANOTHER COLOR 400

THERE'S A BALANCE THAT THE MANAGER HAS TO MAINTAIN. SPEND TOO MUCH TIME TRAINING YOUR CHAMPION AND YOU'RE NOT MINGLING WITH THE BIG WIGS AND SECURING SPONSORSHIPS. SPEND TOO MUCH TIME MAKING MONEY, AND YOUR PROTÉGÉ REMAINS POORLY TRAINED. WELL, NOT TO WORRY, AS YOU ARE NOW ABLE TO SPLIT YOURSELF INTO TWO BODIES. YOU CONTROL BOTH OF THEM AS WELL AS YOU COULD ONE, BUT THE OVERALL STRENGTH OF BOTH OF THEM IS HALVED.

DIS-ABLED 600

YOU OBFUSCATE, LIE, GASLIGHT, AND GATEKEEP LIKE A REAL GIRLBOSS. FINDING BREAKS, GLITCHES, BUGS, AND SO ON IN ANY SYSTEM TO ABUSE AND CHEAT YOUR AND YOUR FIGHTERS' WAY TO VICTORY IS CHILD'S PLAY. AND BEST OF ALL, MOST WON'T SUSPECT A THING DUE TO HOW WELL YOU COVER YOUR TRACKS.

ITEMS

ITEMS ARE DISCOUNTED TO THEIR RESPECTIVE ORIGINS, ITEMS WORTH 100 ARE FREE AND THE REST IS 50% OFF. ANYTHING CAN BE IMPORTED IN TO A FITTING ITEM (WEAPON INTO A WEAPON, TOOL INTO A TOOL ETC.). IF LOST OR STOLEN YOU GET THEM BACK IN AN HOUR. ALL ITEMS CAN BE BROUGHT MULTIPLE TIMES, WITH FREE ITEMS COSTING 50 AFTER FIRST PURCHASE. YOU CAN COMBINE COMPATIBLE ITEMS LIKE RABIT FOOT AND BLING.

GENERAL

CLUB CRED FREE/100

ROOKIES AREN'T GIVEN DESIGNATED WRESTLING OUTFITS MUCH LIKE THE OTHERS;
WHENEVER YOU JUST ENTER THE FIGHT CLUB, YOU'RE GIVEN A RATHER BASIC SET OF BLACK CLOTHES, LIKE SHORTS AND A TANK TOP OR LEOTARD, AND HAVE TO EARN AND BUY ANYTHING BETTER. FOR

FREE, THAT'S WHAT YOU START WITH. FOR 100 YOU GET A FULL WARDROBE OF INCREDIBLE CLOTHING THAT FITS YOU AND WHATEVER THEME YOU'RE GOING FOR.

AGILITY

TEMPORARY COSMETICS 100

A SOLVENT THAT CAN HARMLESSLY WASH TATTOOS OFF YOUR BODY AS WELL AS A COLLECTION OF CLIP-ON PIERCINGS THAT LOOK LIKE THE NORMAL KIND WHEN PUT ON.

RABIT FOOT 200

A KEYCHAIN ACCESSORY IN THE FORM OF A PURPLE RABBIT'S FOOT. BOOSTS YOUR SKILL AND ABILITY TO INSULT WITH YOUR WORDS, HAVING A HIGHER CHANCE TO ENRAGE YOUR ENEMIES.

GRINNING FACE 400

A PORCELAIN MASK OF YOUR DESIGN WITH A SMILING FACE MOTIF. GREATLY INCREASES YOUR CONFIDENCE AS WELL AS ACTING SKILLS AND PHYSICAL FLEXIBILITY.

♠ ♥ ♣ ♦ 600

FOUR ACE CARDS THAT, WHEN RIPPED, GREATLY INCREASE YOUR LUCK FOR A SINGLE FIGHT. YOUR ENEMIES TRIP, YOUR PUNCHES LAND ON THEIR WEAK POINTS, YOUR INSULTS HIT THEM RIGHT IN THE HEART, AND SO ON. RESTORES 24 HOURS AFTER BEING USED.

DEXTERITY

BLING 100

A LARGE COLLECTION OF GOLD AND GEMSTONE JEWELRY. CHAINS, BRACELETS, RINGS WITH YOUR NAME SPELLED IN THEM WITH DIFFERENT COLORED STONES, AND SO ON AND SO FORTH.

WRAPPINGS 200

BLUE AND RED BANDAGES THAT ARE ALWAYS BIG ENOUGH TO WRAP AROUND YOUR FISTS. NOT ONLY DO THEY INCREASE THE DURABILITY OF YOUR HANDS TWO TIMES, BUT THEY ALSO DOUBLE THE SPEED BEHIND YOUR ATTACKS.

JESTER HAT 400

RED AND BLUE JESTER HAT WITH GOLDEN BELLS. WHILE WEARING IT, YOU ARE ABLE TO DEAL WITH BOTH YOUR MENTAL ISSUES AS WELL AS OTHERS'. GIVES YOU SKILLS AND EXPERIENCE OF A PROFESSIONAL THERAPIST.

MIGO 600

THIS GUMMY ANTHROPOMORPHIC ALLIGATOR IS THIS GAME'S TUTORIAL NPC THAT CAN ALSO SOMETIMES BE SEEN WANDERING THE CITY. HE KNOWS ANY AND ALL MARTIAL ARTS IN ANY WORLD YOU VISIT AND CAN TEACH YOU TO USE THEM IN AN INCREDIBLY SHORT AMOUNT OF TIME BUT DOES NOT GRANT ANY SORT OF PREREQUISITE, LIKE A SPECIAL BODY TYPE OR ACCESS TO SUPERNATURAL ENERGY, NEEDED

to use them. Otherwise, he is pretty weak and is extremely susceptible to explosions and is afraid of circus ringmasters. Is a follower but can be imported as a companion.

Strength

Doll Gloves 100

Extremely comfortable set of fingerless gloves that always fit you no matter the size. Transform all the damage you do into a nonlethal kind, knocking out opponents instead of killing them, allowing you to go all out without worrying.

Golden Spikes 200

A set of golden spiked attachments you can either place on any hand coverings or hands directly. Boosts your damage a couple of times as well as increasing knockback by a quarter.

Box O' Limbs 400

A chest containing limbs from different animals, the ones made out of different materials and ones with weird shapes. They are all as strong as yours, and you can freely interchange them with your own or even add two additional ones on your body with a corresponding boost in multitasking so you can control them as well as your original limbs.

Full Body Armor 600

An imposing set of power armor that increases the strength and durability of the user fivefold. When put on, it fuses with the wielder's body, sharing all their perks, powers, etc. It can be taken off easily; don't worry about it.

AI

Pimping Looks 100

Cane, gold teeth that you can put on and take off, shades, high-quality cigars, and an oversized fur coat in your preferred design. The cane specifically hits quite painfully no matter the targets durability and pain resistance.

Soap Blower 200

A flying soap bubble the size of your head with a golden tooth. It's about half as smart as you and doesn't mind helping you with monotonous and routine tasks. Says some pretty heinous shit randomly though. Is a follower but can be imported as a companion in the future. Respawns a few seconds after death.

Ad Campaign 400

You own thousands of billboards and millions of posters that you can spawn in any location without anyone seeing anything strange with it. People's eyes are drawn toward them, making them consider whatever is displayed on them far more than usual.

Manufacturing Plant 600
A giant automated factory producing a variety of different weapons, tools, and armor as well as being able to construct anything you have blueprints and materials for. You have a legal license to sell everything this factory produces.

Companions

Companions can't take drawbacks.

Original/Import 50 for 1, 200 for 8
Make someone original in this world or import a previous companion. They get an origin, freebies and the discounts along with 1000 CP to spend as they please.

Canon 100
Take any individual as long as you can convince them to go.

Drawbacks

Drawbacks trump the perks and items from this jump and the previous ones. They last for your entire stay here but disappear when you finish the jump. Take as many as you can handle

Vese Free
At the point of writing the animation isn't out yet, that, general lack of lore and probably me missing something. You can choose to alter the setting slightly the way you see fit as long as it still follows the origan premise and has the same characters.

Extended Stay +100 per
Stay for 10 more years. Can be taken as many times as you want but you only get CP for the first 4 purchases.

His boxing is phenomenal. I can't believe his vegan +100
Your food preferences have been altered, and you're unable to eat your favorite type of food.

Zero Drip +100
You cannot change out of basic fighting attire for your entire stay here.

That's some anime type shit +100
Every time you fight, your clothes get ripped in the most gratuitous of ways. Makes non-fighters see you less seriously.

BAD WITH MONEY +100/200

YOU CONSTANTLY OVERSPEND ON SHIT THAT YOU REALLY SHOULDN'T, SO EXPECT YOUR HOME TO SOON GET CROWDED WITH USELESS ITEMS. FOR AN ADDITIONAL 100, YOU SPEND ALL YOUR MONEY INCREDIBLY QUICKLY AFTER PAYOFF AND HAVE TO SURVIVE ON SCRAPS TILL YOUR NEXT ONE.

HIS PULLING HIS $#&$ OUT! +200

THE RULES IN THE FIGHT CLUB ARE FAR MORE LENIENT THAN THOSE IN ITS CIRCUS COUNTERPART. FOR EVERYONE OTHER THAN YOU THAT IS. YOU CAN'T SWEAR, DO RUDE OR LEWD GESTURES, AND OF COURSE ARE UNABLE TO HAVE SEX.

ONE-TRICK PONY +200

YOU SPECIALIZE IN ONE ATTRIBUTE AND COMPLETELY IGNORE OTHERS, MAKING YOU A FAR MORE PREDICTABLE AND COUNTERABLE FIGHTER.

SILLY GOOBER +200

YOU'RE JUST A SILLY LITTLE GUY; YOU DON'T UNDERSTAND ALL OF THIS. YOUR INTELLIGENCE, WISDOM, AND EMOTIONAL MATURITY ARE AKIN TO THAT OF A PRETEEN.

ETERNAL ROOKIE +300

NO MATTER YOUR SKILL OR POWER, YOU ARE FOREVER STUCK IN THE ROOKIE LEAGUES. THIS SEVERELY DAMPENS YOUR POTENTIAL MONEY GAIN AS WELL AS MEANING THAT YOU CANNOT LEAVE THE FIGHT CLUB FOR YOUR ENTIRE STAY HERE.

ABSTRACTION +300/600

FIGHT CLUB PARADOXICALLY IS A FAR MORE CHILL AND CALM PLACE. YEAH, YOU HAVE TO BEAT THE SHIT OUT OF PEOPLE AND BE BEATEN CONSTANTLY, BUT THERE IS A CLEAR AND STRAIGHTFORWARD WAY OUT. THAT PLUS A VARIETY OF OTHER QUALITY-OF-LIFE UPGRADES MAKES IT SO ABSTRACTION ISN'T A THING HERE. BUT YOU ARE NOT ONLY STILL SUSCEPTIBLE TO IT BUT ALSO TAKE LOSSES FAR WORSE THAN BEFORE, WITH EACH ONE PUSHING YOU CLOSER TO THE BREAKING POINT. FOR AN ADDITIONAL 300, THE SAME IS TRUE FOR ALL THE HUMANS IN THE FIGHT CLUB.

SETH +300/600

ORIGINALLY THERE WAS ONLY A NEFARIOUS CORPORATION THAT MADE THE FIGHT CLUB AND WAS EARNING FAT STACKS FROM IT. BUT NOW IT SEEMS LIKE IN THE ORIGINAL CIRCUS THERE IS AN AI RUNNING THE SHOW. SETH IS AN UNSTABLE LIAR WHO DOESN'T LISTEN TO PROBLEMS OF HUMANS AND IS OBSESSED WITH MAKING FIGHTING GAMES TO SEND HUMANS INTO, AND JUST LIKE WITH CIRCUS! CANE, IF HE SNAPS, EVERYTHING WILL TURN INTO AN ABSOLUTE NIGHTMARE. FOR AN ADDITIONAL 300, HE ALREADY SNAPPED. GOOD LUCK.

THE FINAL CHOICE

FIRST OF ALL ANY MENTAL, PSYCHOLOGICAL, PHYSICAL OR SUPERNATURAL TRAUMAS THAT YOU ACQUIRED HERE OR ANYWHERE ELSE ARE GONE. IF YOU WANT THEM GONE THAT IS. TAKE THIS TOY VERSIONS OF ALL THE HUMANS AND THEIR MANAGERS FOR FREE.

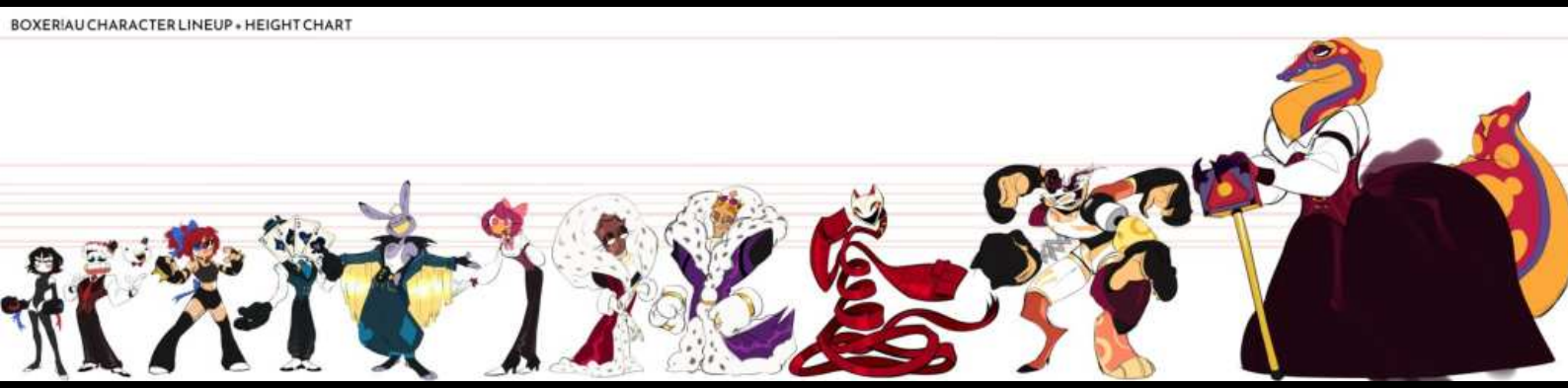
NOW CHOOSE

STAY HERE
WANT TO STICK AROUND? WELL UH, GOOD LUCK I GUESS. HERE TAKE ADDITIONAL 1000CP TO SPEND HERE

GO HOME
WANNA GO HIT THE BED? IT'S OKAY GO AHEAD. HERE TAKE 500CP TO SPEND HERE BEFORE YOU RETIRE.

NEXT JUMP
THAT'S WHAT WE'RE TALKING ABOUT! HERE TAKE THIS FIGHTING GAME IN STYLE OF THE AMAZING DIGITAL FIGHTCLUB AND A HANDHELD CONSOLE TO RUN IT .

NOTES
AU AND ORIGINAL ART BY BURROTELLO



CHANGELOG
V 1.0 RELEASE