5 Super fighters jump

By Daddycool101 (u/Sundarapandiyan1)

Welcome to Medieval China, as envisioned by hong kong martial arts movies. This story in specific is about a teacher and his three students getting revenge on a martial artist who goes around defeating and humiliating martial artists. If you don't want to get involved in this specific story, then you can get involved in any other story you want to. This jump is under the assumption that almost every martial arts movie set in this time period is happening somewhere in China, unless you (the jumper) doesn't want it to be true.

Take these 1000 Kungfu points (KP) and 4 tokens. Everything costs 100 points, unless specified. You can use a token to get anything (perk, item or companion) for free. For items with multiple purchase tiers, you need to use two tokens to get the completely upgraded purchase for free.

Perks:

- *Kung Fu skills(50 KP, first purchase free): Entering a martial arts jump without knowing how to fight is stupid. You can select a single style of kung fu to master. You've nearly 15 years training in that style and have a peak human physique. This perk can be bought multiple times to get knowledge in other fighting styles (not limited to kung fu).*

- *5 Super fighters(100 KP): Isn't it strange that the film is named five super fighters but there are only four protagonists? From now on, you can add yourself to a group as a member (either via talking with them or entering a jump already as part of the team) but you have to pull your weight, otherwise you'd be a laughingstock.*

- *Corrector of bad kung fu(100 KP): It's kind of evident that the antagonist is an asshole who goes around beating up people by proclaiming he's correcting bad kung fu, but he wasn't arrested or anything like that. From now on, you can also do the same thing, by hiding your intentions behind a benign sounding name, like proclaiming yourself the disciplinary officer and beating up delinquents, etc, and completely believing that you're doing the correct thing without any doubt, you don't draw attention from bystanders and authorities won't stop you, unless you target them. I know some of you might use it to name yourself chief breast inspector, but please don't.*

- *Dear Jumper(100 KP): Half the time the teacher spent moping and drinking would have been avoided if the students informed him or wrote a letter. From now on, you know how to share information in a precise manner with just enough words, either spoken or written. Also gives you beautiful handwriting.*

- *Gambling skills(50 KP): You know how to gamble and have a good amount of knowledge in most kinds of games that involve chance and the skill to cheat in all of them. A second purchase lets you learn new gambling games and ways to cheat them incredibly fast. (Doesn't help you escape when you inevitably get caught after winning 20 times in a row).*

- *Badass soundtrack(50 KP): You have a badass soundtrack of your own that plays when you fight or act cool. It's traditional Chinese music by default but you can remix it with electronic music or something else. Can toggle if only you can hear it or everyone else and you can turn it off when you don't want to hear it. A second purchase gives every notable person in the setting a soundtrack.*

- *Losing face(100 KP): In some places, appearances and reputation are everything. You know how to maintain an appearance and reputation or ruin others'*

- *Sifu(100 KP): Every great fighter in history needed a teacher to teach him, but finding the right teacher is a problem . From now on, you can find a teacher to teach you whatever skill you want to learn. If you learn whatever you can from them, you'll find another teacher who can teach you more or a teacher who can teach you something else that complements your skills, etc. You just need the will to learn and opportunities keep falling in your lap.*

- *Everybody knows kung fu(100 KP): A setting mod you can use in future settings, that makes it so everyone in the world knows how to fight, useful if you want to sharpen your skills or create a society where everything revolves around who could punch better.*

- *Everything is kung fu(100 KP): Everything in this world teaches you something, if you observe it closely. Even a frog trying to catch insects might give you ideas on a fighting technique. This perk is not limited to learning how to fight.*

- *Great teacher(100 KP): A martial artist passes on his teachings so that the future generations might use them and develop them even more. A teacher gives his knowledge and wisdom to students so that they'll grow and flourish. You've learnt this fact and now you can teach and nurture your students to succeed in life. You can design specialized training and lessons that let you teach students in a year what might take one or two decades to learn. It doesn't matter how many students you have, you can give the same amount of care to each and everyone of them and raise students who are completely loyal to you and think of you like a parent.*

- *Sweat to succeed(100 KP): Nothing of value can be learnt unless you work for it. As long as you put in the effort, you'll see multiple times (around 5 to 15 times) the amount*

of gains you'd normally get. And you don't get tired of training or working to learn something, even if you spend years working at a single thing.

- *Not a single peep(100 KP): You had years of training or you have really soft feet, but your movements don't make any sound, a useful purchase if you want to sneak or practice in the night.*

- *Time crunch(100 KP): When you're under a time limit, your skill and talent rises in proportion so that you can learn more things in a short time. The rise in skill/talent has a hard cap, you can't use this perk to learn a large amount of things in a day or two. The effect of the perk caps out at around 6 times the rate you'd learn normally at.*

- *Age is just a number(100 KP): In the land of martial arts, even old people are spry enough to kick ass and do somersaults and if a fighter like yourself can't protect yourself or beat up sassy littleshits, you're a disgrace. By buying this perk, your physique doesn't deteriorate due to age nor does your mental capabilities.*

- *Defeat means opportunities(100 KP): Anytime you get defeated, you don't get discouraged but introspect on your defeat and find something else that would give you victory. This perk also makes it so you have enough opportunities to run away from a life or death fight, like the opponent feeling pity towards you and leaving you or you can play dead really well.*

- *Jumper the outrageous(100 KP): Do something ridiculous to break down barriers or get your way. It's advised to use this perk only when you absolutely need it, because people gain a resistance to it if you keep doing ridiculous stuff like proposing to your high school teacher while half naked in the middle of the class.*

- *Drunken god(100 KP): You have a ridiculous alcohol tolerance, able to drink anyone under the table. As a freebie, you are a master drunken fist user .*

- *Brothers have each other's back(100 KP): Insert all your companions every jump. Every jump they get 200 KP (points or CP) each, a second purchase makes it so they get 500 KP (points or CP) each and a final third purchase makes it so each companion gets 800 KP(points or CP). (Whatever followers you insert get half the points a single companion gets, per group, i.e, if you have four groups of followers, each group gets 400 Points to spend on the doc, if you bought the third level of the perk, you can decide how they share the perk or item or power they bought, if a single follower gets it or the power is spread between the group, giving them all access at a reduced level, etc)*

Items:

- *Era appropriate clothing(free): A dozen garments that are appropriate for the era. They range between training robes to things for formal occasions. They don't get torn, messy, stained or dirty, so you can use them forever.*

- *Weapons(free/50 KP per purchase): A master crafted iron weapon that's most suited for your martial art. Something like a sword, dagger, spear, etc; (if it's something that uses arrows or similar ammo, you get a 100 or so of them and they get replenished overnight). The weapon is completely mundane but it doesn't break, rust or lose its edge. The first purchase is free, but you can buy more weapons at 50 KP each.*

- *Fishing boat(free): A boat for fishing, what else needs to be said. This one guarantees that you will catch a large amount of fish everytime you go fishing. The caught fish get sold or used immediately so no worries about wasted fish.*

- *Cookbooks(50 KP): These books teach you how to make authentic Chinese food. The books are enchanted to let anyone learn the recipes inside them incredibly quickly.*

- *Wine(50 KP): Endless amount of different types of alcohol of your choice. Comes in easy to carry containers. Really useful for a master of drunken fist style.*

- *Food(50 KP): A table filled with endless amounts of food of your choice. Just think of the food and it'll appear on the table.*

- *Kung fu dojo(100 KP): A place where you can hone your martial arts. This dojo is well equipped and constructed using auspicious techniques so that you can learn martial arts incredibly quickly (a boost of 10 times to everyone's learning speed, as long as they train inside the dojo).*

  A second purchase makes it so anyone training inside the dojo can learn mystical martial arts (xianxia arts, sidereal martial arts, etc) even if they are unsuited or incapable of learning them, as long as they train inside the dojo. The training gives them the required abilities and physique necessary to learn the arts in question.

- *Challenge letter(100 KP): A bunch of white papers you can use to write letters. Challenge anyone to a fight and they'd appear on the date and time you asked them to and have a duel to the death. The letter doesn't need you to know the address of your target, just write the letter and think of your target, this letter appears before them.*

- *Kung Fu scrolls(100 KP): A library that has information about almost all the well known martial arts styles practiced in the setting. This library updates to add information about new martial arts in future jumps. A second purchase grants you access to hidden or secret styles.*

- *Resources (100 KP): A purchase that indicates the level of wealth, special items and pull you have, for 100 KP, you're at the level of a wealthy merchant and have a house and some businesses. A second purchase gives you the wealth a mayor of a major city has and enough guards and treasures. A final third purchase makes you the Emperor of China with all that entails. Wealth beyond measure, armies at your beck and call, millennia old treasure, etc; The purchases upgrade to the level of a wuxia or xianxia based on your drawbacks. This item becomes a warehouse attachment post jump and can be inserted in future jumps.*

Companions:

You aren't buying companions, just paying the fee to your benefactor so that they can connect your companions to you and ensure they have a safe passage with you.

- *Dao companion (100 KP): Most martial arts movies have a love interest who's martial arts are complementary to your own arts. This companion/ optional love interest has arts and skills that complement your own perfectly. They get 1000 KP each jump.*

- *Handsome Monkey King (free/Optional): A monkey from the flower spirit mountain who ate a special fruit and gained intelligence comparable to humans. He watched humans practicing kung fu and learned on his own. He carries a collapsible iron rod with him that he can use to great effect in breaking bones and stealing fruits. He thinks of you as a brother and follows you on your adventures. He's a bit mischievous but knows not to fool around in a serious fight.*

- *Monk San Te (free/Optional): Usually Shaolin monks keep to their temple but this monk is wandering the countryside, hoping to save people wherever he could. He tries to stop thugs and bullies whenever he sees them but these days he thinks it's better if he teaches people to fight for themselves. If he follows you, he'd always argue for saving people and would act on his own, if you aren't interested. But explaining the situation to him would stop his more reckless endeavors.*

- *Lady Qinghuang(Free/Optional): A scion of a noble family, she learnt knife throwing because her father believed that everyone needs to learn how to defend themselves but he didn't want his daughter learning the more brutish arts so she learnt how to throw knives. She took to the art of knife throwing a bit too well, so now she can kill people 100 meters away from her within seconds. She carries enough knives, darts, needles, etc to arm a small garrison but no one knows where she hides them.*

- *Priest Fei Hung(free/optional): A disciple of the Wudang school who didn't like staying far away from civilization and left the school to become a self-serving asshole. He always looks out for himself and since you're his friend, he looks out for you and your*

companions. He runs a gang of his own that makes enough money to let him live comfortably.

- *Beggar So (Free/optional): This old man is a master Drunken boxer who also mastered snake style. Due to some incidents in his hometown, he's wandering the world and looking for students to pass on his art to. He picked you as his student and will teach you all he knows.*

- *Su Jian (Free/Optional): Su Jian was a sweet little girl until she saw her parents being brutally murdered by her uncle. She was saved by one of her servants and she spent the past 15 years honing her kung fu skills to get revenge on her uncle. Fortunately, you helped her out when she was ambushed by thugs and she enlisted your help in killing her uncle and taking over her family's business.*

- *Juedai Fenghua(free/optional): Fenghua was a cultivator from a higher plane, trying to ascend and become an immortal, but the tribulation killed her and a last minute escape attempt by her, reincarnated her in your world. She's trying to cultivate and ascend once more but the amount of qi in the environment is low so she's still at the lowest level of cultivation, she will teach you everything she knows about cultivation if you take her along on the chain.*

- *Qiao Feng(free/optional): This old beggar is the current leader of the beggar sect, like all the previous sect leaders, he's a martial arts master (staff arts and palm arts) and has a huge information network in the form of the beggars of his sect.*

- *Song Shuhang(free/optional): Since his childhood, Shuhang saw the difference in livelihood between the rich and the poor and how the powerless were exploited by those in power. Now that he's older, he's trying to help the poor by stealing from the rich and giving the money to those who need it. In future jumps, he'll try to do the Robinhood thing he has going on in this jump, but he'll be careful to not lead his pursuers to you.*

- *The rusty sword(free/optional): This old and useless looking sword is dropped by an immortal on his ascending tribulation. This sword took a winding path that finally reached your world. You can slowly provide it with your excess lifeforce and in a few years, it'll rise from its sleep and teach you sword cultivation and help you ascend. Or you could kill enough people and drench it with enough blood to awaken it quicker. The more innocent the victim, the more blood qi it can take in. Do remember that if you go down this path, there would be CONSEQUENCES.*

- *Zhao Ru Si(free/optional): Ru Si was raised by her doctor father who taught her everything he knew, but he died after getting an incurable disease(cancer). Seeing her father's death made her determined to learn how to heal everything.*

- *Xiao (little) Bai (free/optional): This kid doesn't remember his surname but just his name which means 'white', his red hair is a unique sight in these lands. He wants to save everyone but has zero survival skills, he can learn sword arts incredibly quickly and is a great cook. He's also an exceptional archer who never missed a target till now.*

- *Meijuan(free/optional): Mei was born to a prostitute so her only career opportunities were being a prostitute, according to everyone else. She tried to gain employment as a cook but her mother sold her for a few bucks. After trying to escape a few times and getting punished for it, she came across a martial arts manual left behind by a client and is training in secret until she can kill the people that keep her and the other girls as slaves in all but name. Fiercely independent, she's hoping to establish her own restaurant once she kills everyone that abused her.*

  In future settings, she'll do her best to run shelters for homeless and abused girls, she won't ask you for financial aid or help unless she really needs it.

- *Donghai Longzhi(free/optional): Longzhi was born into his martial arts school, his father and his father's father were honored members of the sect and he began training at a young age. In his town, Young master Lin has been harassing the town people and used his goons to beat up people who opposed him. Few of Longzhi's schoolmates were bedridden because of Lin. Longzhi's cousin defeated Lin but she didn't kill him because he groveled before her and promised to stop his evil ways, only they didn't, he continued his bullying secretly and planned to assassinate most of the members of Longzhi's school. Longzhi found out at the last moment and killed him in his sleep.*

  Longzhi pleaded his case but was banished from his school. He wandered the world but wherever he went, his infamy followed. Longzhi came to the realization that if the world wants to brand him as a stone cold killer that's what he will be and pay evil unto evil. Now, he's infamous as the coldblooded dragon. He has a gang of like minded people he has saved and recruited. He runs his gang with an iron fist and protects the common man for a fee. (They are basically the yakuza if they are really noble). He pretends to be a jerk but he has a heart of gold.

  If you prove his innocence, he'll be annoyed with you for a while but secretly he'd be happy and glad that he isn't a criminal in the eyes of his family.

- *Tea house Granny(Free/optional): No one knows her name, to everyone she's the granny who owns the tea house. She personally serves tea for every customer that visits her tea house.*

  But she's secretly a part of an information/assassination guild and her teapot is an assassin's teapot that can dispense up to two separate liquids as she wants. She has knowledge of a wide variety of poisons but she prefers using a special poison without color or smell and which takes a few hours to have an effect. Depending on the amount

she dispenses , it can give you diarrhea, make you pass out and fall in a coma lasting days or kill you.

She doesn't fight at all and is very frail, she could easily be killed by any martial master, but since she is a basically a shadow in a dark place, she could easily kill any martial master as long as they don't know about her, and they will probably die far away from her after falling very sick, making it seem like it was some extreme disease, which severely lowers any suspicion from her.

For some reason, if you didn't buy the 'Brothers have each other's back' perk, you can pick the below options.

- *Sworn brothers (100 KP): You can insert 8 companions, they get 600 KP each to spend on anything they like.*

- *Sect (200 KP): Everyone of your companions can be inserted, they get 400 KP each.*

Drawbacks:

- *Supplement mode(+0 KP): Attach this jump to any other jump as a supplement.*

- *10 more years(+100 KP): Stay extender. Get 100 KP per 10 more years you spend here.*

- *Wuxia(+200 KP): The world is more magical now. Magical kung fu techniques, magical plants, etc. This increases the danger but you have enough OP perks in this jump doc, so you're just getting 200 KP for this drawback.*

- *Lower plane (+200 KP): Now your world is part of a xianxia setting, but don't worry. This is one of the weaker lower planes, so no cultivator with a working mind would appear here, but occasionally (once every 50 or so years) lost people, resources or cultivation manuals appear in hidden locations that are very dangerous to traverse. The items are mostly useless here because of the low amount of qi in the environment. (This drawback also increases the danger by a small amount but since you would have all the martial arts cultivation manuals, you can easily beat this drawback, probably).*

- *Cripple(+200 KP): You don't have an army or a leg, or you might have lost an eye. You can't heal it and any prosthetic you use is guaranteed to be really uncomfortable. This can be taken a maximum of 6 times, giving you 200 KP each time.*

- *Drunk(+200 KP): You have a drinking habit. It isn't far-fetched to say that you're addicted to drinking.*

- *Bullies(+300 KP): Wherever you go, you find people trying to take your cash or beat you up for shits and giggles. You could fight them off or run away but a day or two later, you'd find another gang trying to fight you. Better stay in forests.*

- *Gambling addiction(+300 KP): You're bad at gambling but can't stop playing, expect thugs and debt collectors attacking you daily.*

- *Corrector of bad jumpers(+400 CP/ +1000 CP): This dude is a jumper or a similar being who's on a noble mission to beat up fellow jumpers. Anyone he beats up, he demands that they go home or stop jumping. He has access to 1000 CP to make a jump build to defeat you. He can't take drawbacks but his build is optimised to defeat jumpers. The second level of the drawback makes it so that he went to the same jumps as you did and made a build that's a perfect counter to yours.*

- *No powers(+200 KP): You don't have any powers from previous jumps, bub. You gotta make do with what you bought here.*

- *No items(+200 KP): You don't have any items from previous jumps, buddy. You gotta make do with what you picked here.*

- *No companions(+200 KP): You don't have any pals from previous jumps, pal. You gotta make do with those you met here.*

- *My students left me(+300 KP): Those who you're attached to have a habit of leaving for months or years without saying a word, which obviously breaks your heart.*

- *Oldman jumper(+300 KP): You're an old man or old lady with all the problems that entail. For 200 points more, you can be blind too.*

Notes:

If you aren't familiar with the story or don't want to get involved with it, you can always roam around China, because the story gets resolved in a year and a half max.

Thanks to the folk on discord servers who gave me some companion ideas.

Here's a link to the movie's Wikipedia page:
https://en.m.wikipedia.org/wiki/5_Superfighters