History's Mightiest Disciple Kenichi

Play that catchy song!

Nani kashira kojitsukete wa iyana koto saketeikiteta
Naiyou nante nai yo ne

Ano toki moshimo guuzen deatte nakereba koko de
Ikiru imi sae shirazu ni

Dono michi no tatsujin mo ichinichi ja naritattenai
Sono risouzou mune ni daki
Muda kuchi kikazu wakime mo furazu...

Demo nakidashisou de nagedashitakunatte
Yowai jibun ni makesou naraba
Sonna jibun torikago ni haire
Tani he tsukiotose!

Soshite kitto dare yori shinjitekureteru
Yatsura no tame, shinnen no tame
Tsuyoku nareru. Tsuranukya ii sa.

Chutto zutsu demo risou ni yume ni chikazuketeru ka na
Me ni mienai to fuan de

Nagai jinsei no naka de tsumazuki, tachidomattemo ii
Sono kotoba mune ni daki
Toki ni wa sora wo ookiku miage

Moshi wakaranakunatte dou ni mo dekinakya
Toki ni mi wo makasereba ii yo
Sonna fuu ni atama kakaete
Namida nagasanai de!

Soushite nayaminuite akiramekaketa koro
Atarashii michi batto aketari
Tsuyoku nareru. Yuuki ga aru sa.

Daisuki datte akirametakunaitte
Boroboro ni nattemo itteta ne
Sonna tsuyoi sutekina kokoro
Zutto hanasanai de!

Demo nakidashisou de nagedashitakunatte
Yowai jibun ni makesou naraba
Sonna jibun torikago ni haire
Tani he tsukiotose!

Soshite kitto dare yori shinjitekureteru
Yatsura no tame, shinnen no tame
Tsuyoku nareru. Tsuranukya ii sa.

Hold up you want the English Translation. Here you go

Rationalizing everything, avoiding unpleasant things
That kind of life is empty, isn't it?

If we didn't meet here by chance back then
Without even knowing what it means to live

Whatever path you master, it doesn't happen in a single day
Hold that ideal image in your heart
Don't chatter, don't look aside...

But when you're about to cry, when you want to throw everything down
When you're about to lose to your weak self
Put that kind of you in a birdcage
And throw it into a ravine!

Are you getting closer bit by bit to your ideals, your dreams?
If you can't see it with your eyes, you're uneasy

And then, for the sake of the guys who believe in you more than anyone
For the sake of your beliefs
You'll be able to get strong. Break through it.

During your long life, it's okay to stumble, or to stop dead
Hold those words in your heart
And sometimes take a big look at the sky

If you don't understand, if you can't do anything
Sometimes it's okay to give yourself up

If you're at your wits' end like that
Don't shed any tears!

And once you've reached the bottom of your worries, when you're ready to give up
A new path will open up suddenly
You can become strong. You have the courage.

"I love it." "I don't want to give up."
You said even when you were completely worn out
Don't ever let go
Of that strong, wonderful heart!

But when you're about to cry, when you want to throw everything down
When you're about to lose to your weak self
Put that kind of you in a birdcage
And throw it into a ravine!

And then, for the sake of the guys who believe in you more than anyone
For the sake of your beliefs
You'll be able to get strong. Break through it.



Okay now then Welcome to the world of History's Mightiest Disciple Kenichi. On the surface looks just like earth, nothing unordinary. But if you look closer you'll see a whole world of martial arts hiding from the public eye. And it is here where things get a bit crazy. Soon Kenichi will see just how crazy it gets and so will you. You will be staying for the next 10 year. In other words from the start of the manga to the end of the manga including the time skip. But it is dangerous here. So you are going to need some help

1000 CP

You are going to need it.

Origins

Every road has a starting point what is your starting point

Age: anywhere between 10 to 18

Gender: Martial arts doesn't discriminate. Make you choice

Disciple: You are like Kenichi you just discovered the world of martial arts. You are literally at the bottom but train hard you might be able to surpass even the most powerful of masters

Prodigy: Like Miu you were born into the world of Martial arts. A child of a master, heir to their techniques and natural successor to their dojo. As a result of your genes or training from infancy you stand above the other disciples and you are on your way to reach masterhood in your own right. However, there is always room to improve REMEMBER THAT!

Delinquent: Not every martial arts trains in the traditional sense. Some get their train from the streets. Most of them are delinquent, You are one of them. You're a big fish in the tiny pond that is your high school. You have skills in street fighting and in some way you were able to learn a martial art of your own

Starting Location

Make your choice eierht Dojo of Ryozanpaku or Koryo High school

Bifurcated choices



This world has a wide array of martial arts, yet it is also rigid. Rigid in the sense that people are in one of two groups. Granted these choice can be changed during your stay here, but your initial choice grants you some boon that will follow you throughout your adventures here and the rest of your jumpchain.

Satsujinken or Katsujinken (Free): These disparate philosophies of martial arts have split the martial artists of this world into polarized organizations. YAMI is a vast and expansive organization of assassins, mercenaries, thieves and criminals who practice martial arts with the intent to slay their opponent and elevate their own status. Ryouzanpaku is a small and fairly poor dojo with a loose network of other masters with similar philosophies. They live in relative poverty but use and train others in the use of martial arts without the intent to kill or cause lasting harm. The philosophies of these organizations are called “Satsujinken” and “Katsujinken” respectively.

● **Satsujinken:** Those who follow the path of “Satsujinken” or “death giving fist” hold that the true purpose of martial arts is to improve the self even at the expense and lives of others. People who follow

this viewpoint will almost always seek to kill their opponents if only to make themselves stronger. So long as you hold to this philosophy, you may suppress your conscience and morals for the sake of making you a better fighter. You will not be bothered by extraneous thoughts as to the consequences of a person's death unless you desire to and will be able to fight and kill without remorse.

● **Katsujinken:** Those who follow the path of “Katsujinken” or “life giving fist” hold that the true purpose of martial arts is to protect those who cannot protect themselves and improve the lives of those around them. They believe that life is sacred, that one man cannot take another's life, and so they never fight to kill, always looking to end fights with those involved alive, they always seek to preserve the lives of all. By embarking on this path, you develop a kind and calm demeanor, capable of setting just about anyone at ease. So long as you hold to this philosophy, you will be able to have a brief but significant dialogue with your opponent before any act of open combat.

Sei Ki or Dou Ki (Free): Ki is the life force, energy or breath that flows through all living things. Martial artists harness their Ki to perform amazing feats of strength and abilities, with master's able to channel their Ki into effects that are truly superhuman. One thing to note here is that you can either one of these ki types and follow either of the philosophies listed above In this world Ki can be categorized into two distinct varieties.

● **Sei:** A Sei-type martial artist hides his intention to fight, instead focusing on sensing his/her environment, then releases it quickly in response to danger. It actually means that this type of martial artist fights not with power or anger, but with talent, skills, and wit. This principle requires a state of calmness and a clarity of mind. Sei users will be more likely to come up with new inventive solutions in combat and will frequently have moments of insight that may turn an unwinnable battle in their favor. Sei fighters can read an opponents movements but this technique requires an absolutely calm mind. This technique is known as Ryūsui Seikūken.

● **Dou:** A Dou type martial artist uses his/her anger to exceed his/her limits. As such, they tend to be aggressive in combat, and very rarely strays from the offensive. At some cases, they are even bestial, as seen with Miu and Kisara, after receiving intense emotional pain and frustration, respectively. Users seem to rely heavily on instincts and brute strength when fighting. Dou fighters have a technique for reading the opponent's movements which relies on exciting themselves that's an equivalent to a Sei fighter's Ryūsui Seikūken.

Unarmedor Weapons (Free): The eternal struggle between warriors has always hinged on a number of small but significant factors. One of the most important of these is whether or not to improve the body to the point that it becomes an implement of destruction, or to masterfully utilize a tool that is greater than any human body could become.

● **Unarmed:** Martial artists who choose the path of unarmed combat will seek to turn their own bodies into weapons and tools of martial arts. Prepared for any encounter at any time, these masters will likely be slightly less effective in combat than weapons users, but will never have a decrease in effectiveness as a result of losing their weapon. Whenever you fight unarmed you will find that you consistently deal more damage and are more accurate with your strikes than if you held a weapon.

● **Weapons:** Martial artists who embark on the path of weapons will seek to master a physical implement to augment their fighting style. These tend to be much more lethal than unarmed fighters, but are at a disadvantage when disarmed or caught without their weapon. Whenever you fight with a weapon corresponding to your martial art, you will find that you consistently deal more damage and are more accurate with your strikes than if you fought unarmed.

Martial Arts



First four styles free, extra styles 50 CP each.The main focus of the series. All who enter this world know at the very least the basics of their chosen martial art as well as its various strengths and weaknesses. The more styles you choose to study, the longer it will take to incorporate them into a cohesive and usable whole. You may also choose any real-world martial art not listed here if you so desire. You will however remain a novice in your style unless you can somehow obtain a master or worthy sparring partner.

Archery: Once a means of hunting, then became a weapon of war and now is enshrined as a sport. This martial art focuses on using a bow and arrow. It requires a high degree of spatial reasoning and arm strength. To be used effectively its practitioners must be light on their feet and able to move far out of their opponents reach. This is an armed martial art.

Arnis: Arnis is a Filipino martial arts that focuses on the use of sticks, bladed and impact/blunt weapons, improvised weapons, and hand-to-hand (empty hand) techniques. Eskrima is also known as Kali and Arnis. This Philippine martial arts style uses weapons such as a Yantok (fighting stick), Baraw (knife), Bolo (machete), Bankaw (staff), etc. Eskrima is best known for its stick fighting skills. But these techniques can also be done unarmed. Though not directly used, the philosophy of an armed technique being done unarmed has been shown by Kenichi in one of his fights. It is an armed and unarmed martial art

Baguazhang: One of the three main Chinese martial arts of the Wudang school, the other two being T'ai chi and Xing Yi Quan. Its defining characteristic is constant movement and change, and the ability to fight while being on the move. Where most martial arts engage with an opponent in a head-on fixed position, a bagua fighter can attack or defend while walking and changing direction constantly. It is an armed and unarmed martial art

Bojutsu: Bojutsu is a Japanese martial arts style that focuses on training with a bo staff. The staff was seen as one of the most effective weapons to counter a samurai's sword (katana). It is an armed martial art.

Boxing: A specialized martial art focused entirely on the use of one's fists for offense. It features strong footwork and both brutal and rapid strikes using fists but suffers when facing attacks from below. A way to look at the use of this foot work, is kicking the floor to gain more ground on the opponent. It is an unarmed martial art.

Bufu: A martial art style that originated from Shamanism. Bufu is the Mongolian analog to Japanese sumo, and is also a very customary martial art as the winner passes through the flank of the losers. It is an unarmed martial art.

Caci: Also known as whip fighting, this martial art focuses on the use of a whip in a combative way instead of being used to tame and command animal. This martial art proves that the whip is an effective weapon. It is an armed martial art.

Chishōken: Also known as Ditangquan (alternative writing: 地趟拳, literally ground tumbling boxing) is a style of fighting that "obtains victory through negative grounds," its style is of ancient origin. The only known practitioners in the manga so far are Li Raichi and her father, the Ground Fist, Li Tenmon. It has been said that it originated from the Eight Immortals of Taoism. It is mostly aerobics and kenpo, but the Chishōken is one of the more difficult forms of kenpo. It is an unarmed martial art.

Command SAMBO: A modern martial art developed by Russian special forces for answers to modern military combat. Combat Sambo is basically a more superior version of the original SAMBO style, which was remade for the purpose of destroying the enemy. Combat Sambo combines the grapping techniques of Sambo with practical punches and kicks to make it more effective in long term fights. In addition, Practitioners are taught in techniques and training on the use modern firearms, and knives; as well as how to and defend against them. Its practitioners also study the use of terrain and situations that would occur on a modern battlefield, using those conditions to their advantage. It is both an armed and unarmed martial art.

Capoeira: Can be confused with a form of dancing the marital art was made in Brazil by slaves. The reason why it looks a dance was to confuse the slave captors. Primarily focusing on kicks Capoeira is an acrobatic martial art. It is an unarmed martial art.

Fencing: Based around Italian dueling, this martial art focuses on using a one handed sword (and possibly dagger) to face against another weapon wielding opponent. It is particularly effective in one-on-one confrontations, not so much against a multiple of opponents. This is an armed martial art.

Hakkyokuken: A style that emphasized strong striking power. All powers are generated from legs and feet. It is widely used by the security guards in Taiwan and China.

HEMA: Simply put this is the knight martial art. Practitioners are taught how wield swords and shields like the knight of medieval Europe. It also covers the use of maces, axes, spears (Through the use of Bo staffs), and even how to wear the armor that the knights use. It is an armed martial art

Hikaken: This martial art is also called Piguaquan. Piguaquan literally means "chop-hanging fists." This is no surprise, as it is hightly focused on palm techniques. The power in the techniques come from the force generated from fast arm rotation. The hips are slower and move more gently than in it's cousin style Bajiquan. As the arm rotates the speed creates force. This force is focused into the striking open palm and is then capable of producing massive damage against an opponent. It is an unarmed martial art.

Hyoho Niten Ichi-ryu: Although the samurai carried both a katana and a wakizashi, they only used the katana outdoors and the wakizashi indoors. Miyamoto Musashi, the famous samurai who wrote "The Book of Five Rings", developed Hyoho Niten Ichi-ryu. This style's name translates to "Two Heavens, One School" and refers to the trademark stance of both swords held above the head to attack. The swords work in a sequential rhythm; as one sword defends, the other attacks in the next step. It also happens be the same sword fighting style that Leonardo from Teenage Mutant Ninja Turtles uses. It is an armed martial art.

Iaijutsu and Iado: These two are in a way one in the same. Focused on the drawing of a sword from its scabbard. A student of these martial arts will then practice the “stroke” or “cut” of the sword. It is an armed martial art.

Jeet Kune Do: A martial art that originates in the United States. Conceived by Bruce Lee, as an "intelligent martial art", not only in terms of fighting methods, as it aims to make the human body learn as much as possible, as if it becomes fluid "like water", and everything in the art follows that principle. The core of Jeet Kune Do mentality is aimed at "intercepting" the opponent, the action or idea of "striking" the incoming attack itself. It is a set of principles to help the practitioner to make instant judgments and decisions, to improve the self of physical and on a mental level, as well as to make corresponding action responses or counterattacks. It is an unarmed martial art.

Jigen-ryu: Jigen-ryu was founded in the late sixteenth century. It emphasizes a powerful first strike, intended to kill an enemy instantly. Students of Jigen-ryu stand in a modified Hasso-no-kamae stance, with the sword held vertically on the right side of the face with the guard at cheek level. The attacker makes a running hidari-kesa cut from the opponent's left shoulder to his right hip, cutting into the base of the neck where armor would not protect easily. You can learn Jigen-ryu in Kagoshima prefecture today. It is an armed martial art.

Jojutsu: Basically, Bojutsu but with a shorter staff. By comparison the Bo staff is 6 feet long while a Jo staff is 4 feet. It is an armed martial art.

Jousting: Jousting is a sport played by two armored combatants mounted on horses. It consists of martial competition between two mounted knights using a variety of weapons, usually in sets of three per weapon (such as tilting with a lance, blows with the battle axe, strokes with the dagger, or strokes with a sword), often as part of a tournament. As a martial art one is taught how to wear plate armor, ride a horse and wield a lance. It is an armed martial art.

Judo: A Japanese martial art focused on grappling, joint locks and throws. It can also be seen as a competitive and aggressive variation of jujutsu, and is a style centered around its heavy use of different throwing and takedown/tackling techniques. It is an unarmed martial art

Jujutsu: A martial art developed during Japan's Sengoku period as an answer to fighting armed and armored opponents on a battlefield. While it has evolved greatly since then into a more "sports based" martial art, its roots remain. It is said this martial art is based around 10% physical ability and 90% skill. There are rumors however of secretive masters who are capable of performing this martial art with 100% skill, using it at full effectiveness despite physical frailty or age. It is an unarmed martial art.

Kalarippayattu: A very old martial art with roots in ancient India, perhaps it is the closest to the original martial art humans developed. It is more holistic than other martial arts, focusing on both ways to damage and restore the body. Its practitioners are usually incredibly flexible (usually practicing yoga in conjunction with it) and are experts in the use of oils and massage therapy for the treatment of injuries. Trained in the use of Katars, sticks, unarmed techniques. It is both an armed and unarmed martial art.

Karate: Also known as "empty palm." There are many variations of this martial art (most of them hard-styles based around strong powerful strikes and quick trips to the ground). It is primarily based around facing armed opponents without the use of a weapon. Those who master this martial art tend to be particularly strong and physically devastating. It is an unarmed martial art.

Kendo: A sport originating from Japan. It codifies old Japanese swordsmanship into a more modern style. Focusing on the use of two-handed swords it is particularly effective when used against armed opponents. It is frequently used as a first step before embarking on a more specific sword style. It is an armed martial art.

Koppou: Also known as Koppo is a method of fighting that specializes in the control and destruction of bone and cartilage. This martial art is possibly over a thousand years old and is one of the oldest Japanese styles of Kenpou and revolved around the kanji, which means talent or skill to understand a clever technique in little time in contemporary Japanese and "core" in ancient Japanese. For practitioners, the difference between those who knew the "core" and those who didn't was in their understanding. It is an unarmed martial art

Lucha Libra: This martial art makes use of the attention of those watching it, encouraging its users to being the spotlight of the moment, to show off and receive everyone's attention, even during fights. This in order to use the public attention to their advantage, either to increase their moral or decreased their opponents, using words as a weapon to shake the opponent's heart. Apparently, however, it's users do not receive it very well when someone else is "showing off" or "stealing the spotlight", doing anything necessary to get them out of it, and then get it back themselves; even if it means inflecting damage onto themselves or getting naked on purpose. It is an unarmed martial art.

Ma Style: A form of Chinese Kenpo create by Ma Kensei. It focuses on a variety of grapple techniques and disarming techniques. It also has a few skills that can destroy armor and a few that can only be described as perverted. This is an unarmed martial art.

Marksmanship: Yes this IS a martial art. Marksmanship is more than just the use of a gun. The art of marksmanship involves the use of numerous firearms at all ranges, under innumerable stressful conditions. For example, reloading an old-style rifle with one hand, while retreating is something that a master at this martial art is capable of. Practitioners of this martial art train to fire guns more rapidly and with greater accuracy. They also train to reduce the frequency of jams and misfires in a high stakes combat situation. It is an armed martial art

Muay Thai: Also known as the science of eight limbs. This is a brutal martial art originating from Thailand that relies on the use of knee and elbow strikes as much as punches and kicks. Its practitioners tend to be incredibly strong, capable of unleashing devastating physical blows, and moving faster than even other martial artists could possibly react. It is an unarmed martial art.

Mugai-ryu: The Chicago Mugai-ryu Study Group manual explains that this style has existed since 1691. It has both kenjutsu and iaijutsu techniques. Students train with bokken--wooden swords--or iaito, aluminum training swords with a dulled edge. Advanced students move on to tameshigiri exercises, which involve cutting targets to ensure proper form and blade angle during a cut. Mugai-ryu's iaijutsu curriculum incorporates two-person forms to help students achieve a sense of distance. It is an armed martial art.

Muso Jikiden Eishin-ryu: Muso Jikiden Eishin-ryu focuses on iaido. Iaido, derived from iaijutsu, develops the samurai skill of drawing the sword and cutting in the same movement, rather than cutting from a traditional stance after already having drawn the sword. Iaido aims to cultivate spiritual harmony in addition to the battlefield skill of iaijutsu. Eishin-ryu contains sitting techniques, standing techniques and techniques for use against multiple opponents, as well as for use on terrain.

Naginatajutsu: This martial art focuses on the use of the naginata, glaive like halberd weapon of Japan. Traditionally Naginata were used by Samurai and Warrior Monks (Yamabushi). Given its length and cutting power, Samurai found the Naginata very useful against mounted enemies. It was one of the weapons that became popular with Samurai women. It is an armed martial art.

Ninjutsu: A martial art believed to have once been practiced by the shinobi of Japan. This style is based primarily around precision, stealth and deception. It is an ancient martial art that has been integrated into countless martial art styles, mostly armed martial arts, and the traditional teachings of Ninjutsu have not been used in combat in centuries. There have been multiple variations of this martial art style. Its users are particularly skilled at kneading their ki, allowing them to engage in maneuvers and techniques that to the untrained eye appear like magic. It is both an unarmed and armed martial art.

Nunchaku Do: This is less of a martial art and more of a sport that uses the Nunchaku. The sport of nunchaku do involves learning the basic blocks and strikes of Nunchaku, Nunchaku kata and Kumite/sparring. It is an armed martial art.

Nyakwondo: Kisara Nanjō's unique form of Taekwondo, in which she adapts Miu's graceful and acrobatic movements along with the reflexes and instincts of a cat into her Taekwondo, which gives her more of an unpredictable fighting style in combat while increasing the effectiveness of all her original techniques through using the motions of a cat. It is an unarmed martial art

Okinawan kobudō: A martial art from Okinawa. It covers a dozen of weapons, each one with their own techniques, katas, training regiment. The weapons in question are kon (six foot staff), sai (three-pronged truncheon), tonfa (handled club), kama (sickle), and nunchaku (two rope- or chain-connected sticks), but also the tekko (knuckledusters), tinbe-rochin (shield and spear), and surujin (weighted chain). Less common Okinawan weapons include the tambo (short stick), the hanbō (middle length staff) and the eku (boat oar of traditional Okinawan design). For reference this is the martial art that the group known as The Valkyries utilizes. It is an armed martial art.

Ono-ha Itto-ryu: Ono-ha Itto-ryu's name translates to "one sword." The underlying principles of the style, and the branches of Itto-ryu that followed it, rely on a single powerful cut to defeat the enemy. According to Fighting Arts, Ono-ha Itto-ryu curriculum has over 150 techniques, many of which involve a direct downward cut through the center line of the body, often using the wrists as a target during their raised position when ready to attack. Modern kendo, the sport form of kenjutsu, derives its underlying philosophy from Itto-ryu. It is an armed martial art.

Pankration: An ancient martial art introduced into the Greek Olympic Games in 648 BC and founded as a blend of boxing and wrestling. Used by the Spartans of Greece during military campaigns, as well as by athletes in the ancient olympics, it is a violent and powerful combination of boxing and wrestling. This brutal martial art requires an athletic and powerful physique to carry out, as it was said to have been invented by Heracles himself. Because of its focus on grappling and strikes, it is especially useful against armored enemies, easily pinning them and striking at vital areas while they are downed. It is an unarmed martial art.

Pencak Silat: Pencak Silat is the umbrella term used to refer to a variety of Indonesian martial arts. In the 1970s, many Indonesian martial arts schools and styles agreed to use the term “Pencak Silat” in order to create a common identity for all Indonesian martial arts. However, these styles can vary greatly and can focus on unarmed combat and/or use of weapons (such as sword and staff). This martial art features techniques allowing the user to react from nearly all natural body positions (sitting, standing, lying down etc.). It is specially adapted to use in naturalistic environments such as jungles. This allows the user to fight much more easily in these environments, using the terrain to their advantage. It is both an armed and unarmed style.

Savate: A highly refined version of street fighting that over the centuries has been elevated to the level of a sport and is sometimes called “boxe français”. It utilizes powerful strikes from both the feet and hands in equal measure. Due to its roots in street fighting, it is a highly viable martial art when used in close and urban settings. It is an unarmed martial art.

Sojutsu: Sojutsu is a Japanese martial arts that focuses on spear fighting. This martial arts is also known as Yari Jutsu. Sojutsu techniques include blocks, thrusts/stabs and slashing attacks.Traditionally basic Sojutsu techniques were taught to low ranking Samurai foot soldiers and conscripts who would then be armed with (cheap) bamboo poles that had been sharpened and fire hardened. It is an armed martial art.

Street Fighting: Not a specific type of martial art but more of a discipline and is slowly learned through long experience in informal fighting. Due to lacking any inherent combat forms and techniques the style is wild and often unpredictable making it difficult to anticipate a user's attacks making it difficult to defend against but at the same time it's also rough and can expose fatal openings in some of its wilder attacks compared to more disciplined martial arts that can make it easy to counter. It is an unarmed style.

Sumo: Believed to have once been developed as a ritual dance to the gods in ancient Japan it has since grown into a full contact sport involving wrestling, throws and momentum. Its practitioners tend to be very large and very heavy, making them very difficult to move, and increasing the force of strikes. While appearing as a simple contest of brute strength, it requires a high degree of flexibility and tactical know-how to truly master. It is an unarmed style.

Tae Kwon Do: The way of the fist and foot. Though many put more emphasis on the foot. Understandable seeing that those who take this martial art tend to strengthen their legs to deliver powerful kicks. It is an Unarmed martial art

Tai ch: T'ai chi ch'uan or Taijiquan, often shortened to t'ai chi, taiji or tai chi in English usage, is an internal Chinese martial art practiced for both its defense training and its health benefits. It is also typically practiced for a variety of other personal reasons: its hard and soft martial art technique, demonstration competitions, and longevity. As a result, a multitude of training forms exist, both traditional and modern, which correspond to those aims. Some of t'ai chi ch'uan's training forms are especially known for being practiced at what most people categorize as slow movement. It is an unarmed martial art.

Tamiya-ryu: Tamiya-ryu, founded in the late 1560s, makes use of a sword with a slightly longer hilt. A longer hilt gives the sword greater stability and power. When you stand in the high stance, Jodan-no-kamae, your opponent will have a tendency to look at the raised sword blade, and they will not notice foot movement. Tamiya-ryu requires large, precise movements. It is an armed martial art.

Tenchi Mushin Ryuu: Literally "Earth, Heaven, and Nothingness true form", Tenchi Mushin Ryuu is an ancient fighting style that almost went extinct until it was recreated and restored by Kai Midō. Like most ancient styles, the history and creation of this style is not known, but what is known is that Tenchi Mushin Ryuu is a very versatile martial art, as it was able to not only be recreated, but also changed to suit the users' individual fighting style. From what was observed it is an unarmed martial art.

Tenshin Shoden Katori Shinto-ryu: Tenshin Shoden Katori Shinto-ryu remains the oldest surviving school of Japanese swordsmanship. According to Koryu, an index of traditional Japanese martial arts, Katori Shinto-ryu dates to 1447 and has had 20 headmasters based in Japan. The style encompasses training in the use of the katana, the bo staff, the halberd-like naginata, the spear and in empty-hand combat through jujitsu. Katori Shinto-ryu headmasters enjoy the status of Living National Treasures of Japan. As such it is bothe an Armed and Unarmed Martial Art. It is an armed martial art

Tessenjutsu: This martial art focuses on the use of the Tessen, a metal fan. It has be described as being defensive in nature and especially useful for disarming and restraining opponents. The tessen is not only a powerful weapon for hitting techniques and thrusting techniques but is also very effective for applying pressure to nerve points or for joint-locking techniques and strangulation techniques

Yagyu Shinkage-ryu: Yagyu Shinkage-ryu was the first style of the Tokugawa shogunate, before they began using Ono-ha Itto-ryu. Shinkage-ryu emphasizes flowing, subtle movements, and uses a longer and thinner blade. It contains some principles of aikido: instead of killing an enemy, the style encourages the use of disarming techniques. It is an armed martial art.

Xing Yi Quan: Described as one of four most famous kenpos in China, along with Shaolin Quan, T'aichi Chuan, and Baguazhang. It is different from the spiral movement of Tai Chi or the round movement of Ba Gua. Those users of Xing Yi Quan focus in using the straight movement of the fist to give out strong blows, which makes it more harmful compared to Tai Chi or Ba Gua. There is a saying that the straight movement of Xing Yi Quan is learned from "jar", which is the stab stance of the Chinese lance. That makes Xing Yi Quan more lethal in crowded places, where the opponent cannot avoid the direct strike which is the specialty of Xing Yi Quan. It is an unarmed martial art.

Zui Quan: Better known by its more popular name “Drunken Fist”. This style imitates the motion of drunkards to create a disorienting and baffling style. Offensive movements are difficult to predict and one can never be truly certain if the blows they take actually harm them or are a trap meant to deliver a sudden counter. It is an unarmed martial art.

Perks



Discounted 100 CP perks are free. Now for something important about the general perks. When you purchase them you don't get them immediately. You get them at the end of your ten year stay. But you have to train to get the full benefit of those perks. In addition you can discount 4 general perks of your choice.

General perks

Master's Body(Free after ten years): You possess the body of a master. You are very near tireless, capable of fighting for days without sleep and only limited food. You never run out of breath, and will still be able to engage in vigorous physical activity even after extreme exercise. You now have access to a limitless logarithmic growth of your physical strength, durability, speed and agility.

Strength (100): You are strong. INCREDIBLY strong. You have trained in techniques meant to increase your physical strength FAR beyond that of normal people. Your strikes hit with the force of trucks and could easily damage cars or shatter concrete blocks. It will only increase with time and training and you may yet find yourself lifting tanks over your head with only moderate strain.

Endurance (100): You are tough. VERY tough. You have trained in techniques meant to increase your physical endurance far beyond that of normal people. You are durable enough that you will not be damaged by the use of your own strength. You will be able to take being hit by a truck going at full speeds and be fine and later you may be able to take hits that would knock out an elephant only lightly bruised with enough time and training.

Stamina (100): Geeze how long are you gonna keep going? You seemed to have a crazy amount of stamina. You can run for 8 hours at your max speed and not be tired. Because of this you know how to regulate your breathing in such a way that you will rarely be out of breath in a fight and will never run out of strength at a critical moment from a lack of stamina.

Speed (100): You are fast. VERY fast. You have trained and continue to train in techniques that will allow you to move at incredible speed. You will be able to run as fast as automobiles and with training these speeds will increase in time.

Agility (100): You have trained in techniques that has allowed you to move with great agility You are also physically coordinated enough to engage in Olympic level gymnastics with ease, and by extension move with the seemingly effortless grace of a top tier ballerina.

Perception (100): You are a highly perceptive individual with senses that are above and beyond peak human. Your eyesight is likely at least 20/15 and you can easily hear a whispered conversation across a crowded room.

Awareness (100): You also gain greater situational awareness of your surroundings, passively taking in minute data that will let you more easily determine what will come next and may forewarn you of ambushes, traps or impending disasters. While not perfect it will be much harder to surprise or sneak up on you.

Stunning (100): You're beautiful, it's true. Your facial features are in line with whatever standard of beauty you ascribe to (assuming they are within human limits), and you have a body with the precise proportions you desire (again, within human limits). Your skin is very nearly flawless and your hair is silky smooth conforming to most any style you try to put it in. Primary and secondary sexual characteristics will also conform to the size and dimensions you desire (still, within human limits). You will find that even in the midst of battle, soaked to the bone, covered in mud or on the verge of death, you still manage to look good. But please remember to wear appropriate clothing.

Hybrid System (200): Unarmed or Weapon? Why not both? In the modern world, Soldiers are trained in both unarmed combat and how to use weapons. The same can be applied to you. Of course, the training will be harsh but it will be well worth it. You are deadly armed and unarmed. As as such you have both the boons of armed and unarmed from the "Bifurcated Choices" section.

Pink Muscle Body Conversion (200): Through a strenuous exercises and strict diet plan you have done it. You have converted 99% of your muscles into pink muscles. This means that they have the benefits of both red and white muscle. These Muscles are strong and fast and are quite slim. Meaning you can deceptively pass for an ordinary guy on the street while wearing a school uniform or anything that won't expose to much of your body.

Dual Ki (200): Dual Ki is a general term used for Martial Artists who possess the rare ability to use both Dou and Sei Ki. Dual Ki fighters usually specialize in only one of the two types. This is still true but now you can switch between the two at your own leisure.

Sei Dou Goitsu (200): You have undergone a special set of training. Instead of using one type of Ki you may use both simultaneously, gaining the thoughtful insight of Sei and the explosive power of Dou. Using both forms of ki at the same time however is incredibly dangerous. Using it for more than fifteen minutes at a time will result in a crippling injury to the nervous system if you are lucky. It may be possible to recover from this in time, but it would require months if not years of physical therapy and training.

Youth and longevity (200): It is a sad truth that with age, the body declines. A once great master so vibrant in youth possesses less than 1/5th his full strength in old age. For no matter how skilled a martial artist they cannot beat time…. OR CAN'T They. By adhering to a certain set of simple daily exercises and dietary restrictions, you seemed to have conquered the hands of time. You will NEVER age, remaining youthful with all the appearance and skills you held in your prime of life. In addition, your physical attributes will not dimmish and you live at least five times the normal human life expectancy. It is possible to train others in these techniques but they too will need to abide by the exercise regimen and dietary restrictions. However, this doesn't make you ageless, you time will run out and you will die, that is unless you have found some means of immortality.

Martial Art Medicine (200): To understand martial arts means to understand the human body. One can use this understanding to cause harm to the body for healing. That is to say you can apply your martial arts techniques and knowledge to heal people instead of harm. Whether it be massage, chiropractic or acupuncture, you can now fix nearly any injury through a few sessions of your specialized treatment. You may even be able to regrow lost or severed nerves, restoring function to paralyzed limbs and reinvigorating aged bodies to near the prime of youth. However, there are limits. These skills cannot fix life threatening injuries. Also, no matter how good of martial artist you are you DEFINITELY cannot regrow a patient's limbs with this ability.

Combat Chef (200 CP): Strange…cooking and fighting shouldn't be intertwined like this…yet you found a way to connect the two. This ability is simple the better your cooking skills, the better your fighting skills and vice versa. But this will only get you so far. But if you are already good at one of them, you'll soon find that the other is being improved in some degree

Enhanced Ki (200): Some have ki. You have KI. You can feel it in you and channel it more easily, enhancing the normal effects of Sei and Dou ki to a much greater degree. Perhaps upon reaching the status of a master you may project your ki beyond your body, achieving techniques that can only be described as supernatural in nature. This perk stacks with any boost to ki, chi, aura or other general body based energy field you may have.

Disciple

Tactical Withdraw (100 CP, Free for Disciple): NIGARYUNDAYO! Wait wrong series. But the idea still applies. Basically, you retreat from your current position to get you and your enemies in a different location. Preferably one where either no bystander will get hurt, or where you have the advantage. A certain Joestar would be proud…wait wrong series.

I fight to protect the innocent (200 CP, Discount for Disciple): Kenichi is quiet the righteous guy huh? He has put himself through hellish training to get stronger. But why? Originally it was for Miu but after a while he has a new reason, to protect the innocent. And it seems like karma rewards him for that fact during fights. The same can be said of you. When you fight for a truly righteous cause your battles seem to tip slightly in your favor, not enough for a guaranteed win mind you but just enough for you to get a little bit of an edge or to find a flaw in your opponents' skills

Combat Senses (400, Discount for Disciple): In battle, you can "read" the flow of your opponent's movements, understanding where they intend to hit and their thoughts and emotions behind their attacks. Think of it as Martial arts spider sense. But this won't be of use to you if you are not fast or strong enough to counter the attacks. You will still likely know where it is the enemy intends to hit in advance of the actual strike, though the accuracy of these predictions decreases with the speed and number of your opponents. Alternatively, you could use this ability to have a civil conversation with someone, expressing complex feelings and emotions through a series of blows and spirited shouts. Literally talking with your fist.

Mightiest Disciple (600 CP, Discount for Disciple): There is no "easy" way to get better at martial arts. Sure, some have talent but, that will only get you so far. The only way to improve is to train and hone your skills. But will require effort and hard work. But every time you understand a technique it feels like you have gotten stronger. With this perk that is not just a feeling. It's a fact. For every technique you learn and understand you will get stronger, faster, and tougher by a little bit. Mastering the techniques that you learn will grant you a much bigger gains in your strength, speed, durability, stamina, and precision.



Prodigy

Civilian Skills(100 CP, Free for Prodigy): You find it exceedingly easy to apply your martial arts skills to mundane tasks. Leg strength developed through repeated kicking and great leaps could be applied to travel faster, and recreational parkour. Alternatively powerful punches, tight grasps and natural leverage techniques could be used in construction, repair and advanced art or sculpture. You will find innumerable uses when you begin applying your martial arts to everyday life.

Warrior's Mind (200 CP, Discount for Prodigy): You lived your whole life around martial artists everyday. Combat is daily occurrence to you and you are no stranger to the fear of imminent demise. As a result, you are immune to being traumatized as a result of combat. As a result, post-war PTSDs are a thing of the past for you now for you can go to war and come back with no psychological problems. When faced with dangerous or traumatic situations, you keep a clear and logical vantage point. You can reasonably make the same judgement calls during a high stress circumstance as you would in an academic or armchair discussion.

Trained Reflexes (400 CP, Discount for Prodigy): Due to your training some techniques come to you like second nature. For example if a complete stranger grabs your shoulder you will on instinct preform a counter move for it. It can get you into trouble at times though.

Instant understanding (600 CP, Discount for Prodigy): Most Students of martial arts will need some time to understand a new move or technique. Perhaps serval training sessions to get the basics down> You are not like most disciples. You have grown up around martial artist and as a result have picked up on a few tricks on practicing and learning moves. As such you have better understanding of martial arts techniques, allowing you to learn and understand new techniques in a matter of minutes. Martial Arts are ever evolving and you need to learn to adapt to changes in order to survive.



Delinquent

Dirty Fighter (100 CP, Free for Delinquent): Rules? Honor? They are nice things but let's face it; most people don't fight fair. They just try to win. You are no exception. You know to keep any weapons on you hidden from plain sight. It would take a through full body search to find whatever weapons you have hidden away. In addition, you know every dirty trick in the book, eye gauging, kicking sand in the eye, groin kick. ALL OF IT. You know them all, and you can easily incorporate into your style.

Beastly Mimicry (200 CP, Discount for Delinquent): Most marital art styles have rules that can be seen a restricting. You don't really do well with these rules, so you search for other avenues to improve your skills and you found it in nature. Specifically, animals, animals that you have seen and observed. From your observations, you have learned to mimic the movements of these animals and incorporate them into your style. However, you will not have the strength of the animals observed. But your motions will be more efficient through this mimicry and you might be able to develop new techniques from their actions. For example, incorporating the movement of cats would make a martial art more acrobatic or incorporating the movements of a mantis would add sudden precise strikes to a martial art's repertoire. So get out there and see some animals…heck check out some nature documentaries, you might get some new ideas from it.

Brute's intuition (400 CP, Discount for Delinquent): Strange thing about you is that despite you having very little training, you can "read" an opponent's rhythm and for this you can predict their attacks by following their rhythm. In addition, you have the ability to predict one's reaction to certain actions that you may take and from it come up with a way to get your opponent into a situation that would put them at a disadvantage.

Berserker (600 CP, Discount for Delinquent): Pain…is both a good and a bad thing. But for you it is ONLY a good thing. Because from it you gain ki. The longer you remain in a high stress combat situation, the greater your ki will expand and the stronger you will become. However, the true power of this perk comes out when you are stressed or angry. For you will enter a… well berserk state. While in this state your strength and the force of your blows will steadily increase. However, you can only enter this state while in a battle. If combat wanes or you lose your feelings of aggression however, your strength will atrophy and you will return to your baseline strength within a few moments.



Items



General Items

The Essentials (Free): Clothing that you are going to need for living here. School Uniform, a whole week worth of Casual Clothing and Personalized Martial Arts Uniform.

Training Gear (Free): Sparring equipment, Target dummy, and Practice weapons. So that you can practice your moves without hurting yourself.

Place to Sleep (Free): a normal mundane house. Fully furnished. A place to rest your head.

Money (100 CP): 1,000,000 Yen. Untraceable. Comes in your choice of cash, check or debit card.

Ludwig, Sebastian, Maximilian, and Rotowski (200 CP): Three shotguns and an old school hunting rifle. Though whenever you seem to take any of them out they seem to have a GLORIOUS introduction scene

Disciple

Self Help Books(100 CP, Free for Disciple): You have a large book case filled with titles of self-help book "how to do X". These books are mundane in nature but will be a good reference if you decide to a normal hobby or profession like gardening, cooking, carpentry, or sewing. These books will help learn any mundane skill much quicker and much easier. Martial arts doesn't have to be involved in every facet of your life after all.

Urban armor (200 CP, Discount for Disciple): A vest of mesh armor that is lightweight and thin enough to be concealed under normal clothing but still incredibly strong. It can't protect from bashing/kinetic attacks, like punches and kicks. It can protect you from slashing and piercing (such as being stabbed), without being penetrated or breaking. It can even stop bullets from firearms but it could still be pierced by anything stronger than an anti-tank rifle or similar high caliber armor piercing round.

Personal Advance ~~Torture~~ Training Device (400 CP, Discount for Disciple): What you have here is something that can only be described as mouse wheel from hell. However, it was made with the intent to train. What it does is that it allows the trainee to be physically locked into the machine for up to an hour at a time wherein they must engage in vigorous endurance and resistance training or suffer needles, electric shocks, and electric shocking needles. Many can see this as a torture device…it kind of is. BUT it does get results in improving one's physique. By the way it was by Akisame….explains a lot doesn't it?



Prodigy

Recipe Book and Cooking supplies (100 CP, Free for Prodigy): A book that contains every recipe from Japan for breakfast, lunch and dinner. You will also receive an apron, oven mitts, kitchen utensils, and the supplies necessary to cook those recipes

A Collection of Skinsuits (200 CP, Discount for Prodigy): A closet filled with a bunch of bright and colorful skin suits that you can wear under your clothes…. also can protect you from drawbacks like the "**Fanservice"** drawback from this very jump.

Dojo (400 CP, Discount for Prodigy): You have inherited a dojo. A small but relatively clean area wherein sparring and martial arts may be studied in quiet contemplation and resounding rivalry. It holds all of the basic training materials and aids needed to educate disciples in your martial art, or engage in light-training yourself. In future jumps, this will act as an add-on to your warehouse.



Delinquent

Electrified weapon (100, Free for Delinquent): Its unavoidable sometimes you need a weapon…But you went too far. Be default this a baton that can be electrified with a press of a button thus allowing them to deal more damage. But it can be any melee weapon really. You can even import a melee weapon that you own into this item.

Resistance suit (200 CP, Discount for Delinquent): A simple yet surprisingly effective series of springs and straps that may be worn on your body and easily concealed under normal clothes. While worn, this suit reduces your speed, agility, strength and stamina by half. Wearing this continually however will let you slowly but steadily train yourself through simple everyday activities as even lifting a glass of water or walking around becomes viable weight training. It can also doable as body armor that can protect you from attacks. But its primary purpose is to help with your training and help you improve your body. It will scale up to adjust to your physical attributes making sure it will never become obselet.

Headquarters(400 CP, Discount for Delinquent): You have a base of operations wherein your loyal minions may congregate. Usually it takes the form of a decrepit office building or the like, but a world appropriate version of it will appear in whatever world you arrive in. Makes it a good place to for you go to recuperate and recover.



Companions



Lets Train Together (50 - 200 CP): You didn't came alone right? You have some companions with you right? So how about you bring some friends with you to make it easier. 50 CP to import one companion. 200 CP to bring them all. Each gets 1000 CP and a background. They will also gain additional CP equal to half the CP you have gained from drawbacks. They are going to need it.

New Friend (50 - 200 CP): Same as above but you make new companions that you'll come across in this jump. 50 CP for, 200 CP for 8. You can never have to many friends. Each gets 800 CP and a background

Master(One free to all, this means even companions get one for free) (50): You have a master (or perhaps a friend who happens to be a master). As the name implies they have mastered their particular brand of martial arts and are capable of teaching disciples. Their appearance, personality age and background is roughly up to you but they will likely treat you as a student or underlying for the majority of your time here. They are of fair strength, able to stand against most of the threats in canon, but are not at the level of masters from Ryozanpaku or YOMI. As their student, they will seek to educate you to the best of their abilities, putting you through training and allowing you to grow in your particular style of martial arts. You will be expected to follow all of their commands; even the ones that seem (and likely are) suicidal. You must also treat them with the deference and respect a master deserves. They in turn will seek to protect you from master-class threats while you are in the disciple class. However they will expect you to handle disciples and normal martial artists on your own. Once you have left the disciple class and become a true martial art expert (usually in about five years of training), they will disappear from your life, leaving a mysterious note that you must become stronger on your own. You must then find your own path, honing your skills as a martial artist above and beyond the norm, fighting, training and surviving against Master-class threats alone. Upon surviving this period as a martial artist (usually another five years), they will rejoin you treating you as a peer and grant you the last bit of knowledge

you require to reach the rank of a true master. You may import a companion who is a master in at least one martial art that exists or can exist in the real world.

Kenichi Shirahama (100 CP): Our Hero ladies and gentlemen. Though he has a righteous heart, he can be a bit cowardly at times, but a good friend all around

Miu Fūrinji (100 CP): The reason why Kenichi got into the world of Martial Arts. BUT DON'T BE FOOLED! This young lady has been training in martial arts her whole life.

Other Canon Characters (50 CP each): Everyone else that isn't a member of Ryōzanpaku or Shinpaku Alliance…they need more…special convincing (See scenario below).

Scenario



Ryozanpaku Journey: In this world there is a secret war between the martial artists of the Katsujinken and Satsujinken. In the modern era these polarizing philosophies have come to be embodied in the organizations dubbed Ryōzanpaku and YOMI respectively. You will prove an integral part of this conflict and will undoubtedly be drawn into the events of the main plot as well as be present for all major conflicts therein. Bascially CONGRATULATIONS! You are now a part of the events of the story and must help Kenichi and his friends triumph…because the enemies got a bit tougher with foes to be you and your companions counterparts. In addition you will be starting this jump as an average person without any martial arts training. Meaning during your stay you must learn the martial arts that you purchased from the ground up. Also to ensure there is no cheating you will have any perks that were not purchased here.

Reward – Martial Arts is a part of my Soul: All the skills and, perks you have during your stay here has now become a part of your body mod. Never again will you be separated from your martial art

Reward – SHINPAKU ALLIANCE: Every member of Shinpaku alliance are coming with you…mostly because its leader wants to take over other worlds.

Reward – Ryōzanpaku: The Masters Ryozanpaku decide to come with you…mostly to ensure that you don't slack off on your training. And who know maybe they'll pick up on a few things while traveling with you.

Drawbacks



Supplement Mode (+0): I suppose you can add this another martial arts styled jump or to another version of a Kenichi jump

Fanservice(+100 CP): No matter what you do, what you wear or how much you prepare, you will almost invariably find yourself losing your clothes. Battles where you are just getting into/out of a bath as well as when you are changing clothes will become increasingly frequent occurences for you. When you do fight it is guaranteed that your clothes will be removed or destroyed in the process. Hope you don't plan on wearing anything nice or fancy because it WILL end up in tatters. Don't worry your underwear will be spared. One thing though. THIS CAN NOT BE TAKEN IF YOU ARE UNDER 13 YEARS OLD!

Kenichi's Weakness (+100 CP): You are physically incapable of bringing harm to the opposite sex, your body rebelling against any lethal or potentially painful techniques you use against them.

Crippled (+200 CP): You are crippled in some way. Maybe one of your legs don't work. Maybe one of your arms don't work. Heck you might simply be blind or have seriously bad eye sight. Whatever it is, it is likely debilitating and will make your efforts here much more difficult. (May be taken up to twice. Each time taken applies to a different crippling aspect)

HEY YOU!!! (+200 CP): Whats with you and fights? It seems like you can't go an hour without someone challenging you to a fight. Starting out this will be endangering but after a while when your skills improve this will become more of nuisance than anything.

You Still Got to Go to School (+300): Okay there jumper. This setting maybe about a boy training to learn martial arts, but he still had to go to school, study, all that stuff. So do you! In fact you have to keep your grades up otherwise there will be consequences such as having to take remidial courses, or staying late at school to study more. It will get in the way of your training So better keep thos grades up

A Bit Too Much (+300 CP): Hey uhh ever heard of "Too much of a good thing"? Because you are taking this training stuff a bit too far. Somehow you will train to the point of exhaustion and can't move until you get some sleep….but you have a tendency to not rest. Hope you have some companions who can convince you to take it easy for a bit…or a master that will order you to take the day off.

Amnesiac(+400 CP): Uhh Whoops. It would seem that when you got sent you here you lost all memories of the jumpchain. All you have is any memories that came with your origin. So if you had some martial art training before this…you are going to have to relearn it and relearn how to use your powers again.

Rival (+400 CP): Okay half way during your stay you will encounter an opponent that will become a recurring foe. They will be your rival and will improve each time you meet. He won't kill you if he wins, but don't expect to hear the end of it. This rival will challenge when you least expect it…not while you're in the bathroom or anything like that. But eating or doing your hobby, they might appear. Better make sure you skills are always sharp for when this foe shows up.

You rely too much on those things! (+500 CP): You rely too much on the items that in your warehouse. So lets see how well you fair without them. That's right any item that you have is no longer available to you. Except what you purchase here.

There are no Shortcuts! (+500 CP): Perks, powers, system? PALOR TRICKS I SAY! One does not become a master with such things. Only blood, sweat, and tears will do. There are no shortcuts. Therefor any perks that are not from this jump have been confiscated and sealed away for the duration of the jump. The amount of CP this give is double if you are taking the **"Ryozanpaku Journey"** scenario

That would be an insult to the ant (+600 CP): This…this is a bit much…basically you will start the jump with a frail and weak body. This means that you will have to work EXTRA HARD to get strong enough to stand on your own against adversity. The amount of CP this give is double if you are taking the **"Ryozanpaku Journey"** scenario. HOWEVER, if you are able to complete the **"Ryozanpaku Journey"** scenario with this drawback in affect you will be granted a perk called **"Soul of a Martial Artist".** What it does is simple: any martial art that you learn from here on out will be permanently a part of your Body Mod, this will include more supernatural martial arts like Hamon or Fist of the North Star. Train hard Jumper.

Epilogue



Congratulations you survived ten years here. As usual you have three choices.

Go home: Return home with all your collected gear, abilities and companions.

Stay: You've taken a liking to this world, it makes sense to you and you think you could stay here forever.

Move on: You're not done yet. You proceed along to another world of your choice for another ten years.

Notes:



Made by Sonic Cody12/Sonic Cody123/Cody Majin