Fist of the North Star

Jumpchain CYOA

~~~~~~

In the year 199x the world came to an end. A global nuclear war ravaged the Earth, killing most of the vegetation, burning away much of the seas, and reducing the surviving remnants of humanity to battling over the scarce supplies of uncontaminated food and water.

The strong rule over the week and take what they want with force of arms. And the strongest of all are the masters of ancient martial techniques. One man seeks to change this. The 64th successor of the legendary assassination style, Hokuto Shinken.

His name is Kenshiro and you arrive in this world as he travels through the post-apocalyptic wasteland seeking to be rescue his lost love Yuria from his rival Shin who is the successor of Nanto Koshuken, one of the 108 sects of the Nanto Seiken school.

Here is **+1000CP** to prepare you for the trials you will face in this ruined world.

~~~~~~

+Origins+

Decide your past in this world.

Free : Drop-In - You are not one of the misbegotten lot that have been born to this world. You are from another land and your spirit has yet to be broken by the harsh realities of this world. With your optimism and drive perhaps you can do what no other dares hope and bring life back to this world.

Free : Wasteland Inhabitant - You were born here and have lived a hard life in this land where the strong rule over the weak. You either live in one the ragged edge of survival in a small town barely clinging to existence in these wastelands, or you are one of the countless souls that seek to survive by taking from others.

-200CP : Nanto Sect Member - Your earliest memories are of training. You have spent your life being trained in the ancient Nanto ways and have now set out to use your hard earned skills in this world. Will you seek to dominate others with your might, or are you a star of hope that will guide the downtrodden to a better future?

-300CP : Man of Hokuto - You are an oddity, a fifth student of Ryuuken, the 63rd successor of Hokuto Shinken. You may or may not be as talented as your three exceptional brothers, but whatever your level of ability at least you managed to avoid having your fists sealed or your life taken before Ryuuken died and you set out into the world alone.

Decide your **Age** with a roll of d8 or pay 50CP to choose between 18-80.
3d8+20

Roll for your starting **Location** or pay 50CP to pick from the list.

1 : Middle of Nowhere - You start in the middle of the wasteland with no signs of life as far as the eye can see in every direction. Better get walking before your meager supplies run out.

2 : Mamiya's Village - Starting here you are in one of the more well off settlements, this village is completely self-sufficient thanks to an abundant water supply that allows them to grow crops. Danger lurks in their future though as the Fang Clan sets its sights on their resources.

3 : Village of Miracles - By starting here you arrive in a village founded by Toki, one of the Hokuto brothers. Once this village was ravaged by death and disease but then Toki came and saved them. That was the past however, now a man named Amiba rules in the guise of Toki and uses the villagers in his cruel experiments.

4 : Holy Emperor Cross Mausoleum - This location is the sight of ongoing construction as the Holy Emperor Souther and Nanto Master of Nanto Hououken uses slaves taken as children to build the great pyramid that is to be the tomb for his dead master Ogai.

5 : Southern Cross - Here you are starting in the town Shin had constructed in dedication to Yuria. It is the stronghold from which he rules what was once the Kanto region of Japan. Allof the inhabitants that are not members of his King Organization are slaves he forced to build this city. Some time after your arrival Kenshiro will arrive seeking Yuria, but someone else may steal her away before he arrives.

6 : Cassandra - This is place is also known as the City of Wailing Demons and is a massive prison belonging to the mighty Ken-Oh. You do not start as a prisoner, but just because you are not in a cell don't think you are not trapped here. The warden Uighur is unlikely to care why you are here if you do not also serve Raoh and if you do not flee quickly you may find yourself joining Toki as a prisoner.

7 : Land of Asura - It seems you have poor luck indeed Jumper. In this land that was once part of China the legendary arts of Hokuto and Nanto were born long ago. Now it is an isolationist nation ruled by violent warlords and armies of men that have trained their whole lives for nothing but battle. As an outsider you are not welcome here and should seek to flee with all haste, but if you choose to stay know that not all that dwell here enjoy this state of affairs. Perhaps you can free them from the tyranny of the Shura yourself instead of making them wait over seven years for Kenshiro to arrive.

8 : Free Pick - You are lucky Jumper and may choose anywhere in this wide world to begin your journey. There are plenty of other villages in need of help and cities being built by the strong to raise new empires from the ashes of the old.

~~~~~~

+Perks+

Arm yourself against the locals with Perks. Perks from your Origin are 50% off listed price with the 100CP ones being free.

+Drop-In+
~~~~~~

-100CP : *Omae wa mou shindeiru*! - Anything you have that causes instant or nigh-instant effects in a foe now has a curious property. Once you use the technique, spell, or ability it will patiently wait to take effect until after you've explained what is about to happen to your foe. Even better, your foe won't take advantage of this time to try and take you with them, or counter your technique. They may run screaming in terror though if you haven't paralyzed them or something.

-100CP : Dedicated Training - You know the secret to being strong and not only have you under gone the training needed to become as powerful as the local masters of martial arts, but you can put other people through this training. They may not know how to fight just because of this training, but in pure physical ability they'll be incredible.

-200CP : Knowledge of the Past - You can remember the world as it once was, peaceful and prosperous, and you have knowledge that can be used to begin restoring it to that state. Maybe you know how to farm and can pass on methods that will ensure even the scarce seeds villagers have can become bountiful fields in time, or you have architectural and engineering knowledge that will allow men to make more than ramshackle huts and slap-dash walls from their scavenged resources. Perhaps instead you possess insight into law and justice, manufacturing, or some other set of skills that can improve this world. With each purchase of this perk pick one broad set of skills and knowledge that could be directly used to help rebuild society for you to know and be able to teach to others.

-200CP : Tracking - With nothing but old rumors and vague guesses you can somehow track a man across the wastelands years after his trail grows cold, whether you are just that good or fortune is on your side is unknown, but with results like this who cares?

-400CP : Hey Beautiful - You are a true master of disguise. Forget using makeup or a mask, hell you don't even need to change your clothes. With just a pink sheet you could flawlessly fool desperate bandits into thinking you are a stunningly beautiful women, even if they are inches away looking you in the eyes as long as you put on a falsetto you'll have them tricked even if you are a 6 foot tall body-builder of a man. With just a pretense of a disguise you can completely mask your features and make others believe you are exactly what you are pretending to be.

-400CP : Taizan Tenrou Ken - You have learned and mastered a fighting style that allows you to chop chunks of flesh away from your opponents so fast that it inflicts a sensation of bitter cold before death.

-600CP : Self-Taught Style - You are no mere disciple in the art of combat, you are a master of your own style. Through hard experience and rigorous training you've created a style all your own that may not be the best for others, but in your hands it can match even the most legendary of styles and techniques. Even if you face a master of an incredible style like Hokuto Shinken, you can fight evenly with their best and what decides the match won't be who has the more impressive technique, but who is tougher, stronger, faster, and just plain physically better.

-600CP : Post-Apocalyptic Savior - Within you rest a curious thing in this world, the hope for a better tomorrow. You believe that there is no such thing as too far gone, that even the most ruined land or damned soul can be saved. You may or may not be right, but either way you can inspire others to improve themselves and the world around them in a positive way. Then they too will inspire others like a plague of hope. Even amidst ruin you can inspire greatness, men and the world can rise again. This is not the end and you will prove it.

+Wasteland Inhabitant+

-100CP : Native - You live in this damned world and do so surprisingly well. You can survive off a fraction of the food and water a normal human being would need and can get a full night's sleep even if you are sleeping on rocks out in the cold.

-100CP : Desperate - Everything is scarce in this world, mercy, shelter, food, and hope. But you don't care about that, you can make do with whatever you can find. Those tattered scraps of leather can be made into a nice jacket, that pan with a hole in the bottom would make a nice piece of armor, and a handful of rice seeds could be a meal for the night. You are a master at stretching supplies beyond reasonable limits and making things from sub-par materials, you can even perfectly repair simple things so long as you have all the pieces. Just because your jacket got torn to shreds doesn't mean you can't fix it up good as new in your spare time.

-200CP : Fateless - You are just another poor soul trying to get by, unlike practitioners of mighty arts and those whose souls are bound to fate no destiny chains you. You may not be fated to be great, but that doesn't mean you can't make something of yourself anyway. Besides, a nobody like you doesn't have to worry about the stars deciding his fate. When someone tells you something like "The Star of Death shines over your head." you can just shrug it off and do whatever you want anyway without worry.

-200CP : Bandit Gang - Even if you don't have company from your previous adventures with you, it doesn't mean you are alone. There are always desperate men looking to turn their fortunes around and they seem to flock to you if you seek them out. You can gather a small gang of thugs and lowlifes for whatever your needs almost at will no matter your location, but they won't be very loyal if you can't reward them somehow.

-400CP : Huge - For some reason your body is naturally bigger than everyone else. It could be fat, muscle, or you simply have a gigantic frame. Whatever the case is you now stand at between seven and twenty feet tall with strength over twice what your monstrous size suggests.

-400CP : Brutal Cunning - You know how to get whatever you want out of life, so long as it comes at the expense of others. You can make brilliant plans that could even threaten the life and livelihoods of those far greater than you so long as it would make someone besides you suffer in some way. The greater the suffering the better the plan will be.

-600CP : Gou no Ken - By some strange means you have learned Raoh's personal fighting style. This fighting art demands immense strength of both body and spirit, strength that a practitioner uses to destroy everything in their path. However since Raoh made this style it contains no means to attain such power and is useless if you do not have strength far beyond mortal men from some other source. If you have the strength to use it though, then no method of blocking, no armor, and no obstacle can protect your foes from the force of your blows.

-600CP : Hokuto Ryuken - You have traveled far and wide across these hellish lands and somehow learned the art of Hokuto Ryuken. This martial art is a rival style to Hokuto Shinken and if you master it you can utilize the 1109 Keiraku Hakou pressure points as well as generate a Matouki aura. While you might one day have the power and skill to defeat a Hokuto Shinken successor even if they know

Musou Tensei, you are not at that level yet. And be careful with this for with the demonic fighting spirit it grants you must always maintain an iron will lest you lose yourself to madness you may never recover from.

+Nanto Sect Member+

-100CP : The Stars Shine Upon Me - Fortune favors you, you will find yourself crossing paths with people you want to meet, your enemies will stumble through every guard you have before they reach you, people with resources and skills will flock to your banner if you raise one, and other such minor things will go your way. This does not guarantee the people you meet will be happy to see you. Nor that your enemy won't kill all your guards and then crush you in a one on one duel. And it doesn't keep the talented and influential people you pull towards you from realizing you are a terrible person and leaving as quickly as they came. It merely gives you opportunities, but you must reach out and grasp them with your own abilities.

-100CP : Natural Talent - In both body and mind you are simply better than others. You learn quicker and remember more while your physical training is more effective, showing improvements in less time and making gains faster. It isn't much, perhaps just 1.1 times what your should have, but for someone with drive even that small edge can be an overwhelming advantage in the long run.

-200CP : My Heart is Open - You do not need eyes to see. Your training allows you to utilize your ki in a variety of ways. Obviously as a member of the Nanto Sects you can make slashing waves of energy and use an empty hand to cut through steel with this power, but you can also use it to see in the dark, or after tearing out your own eyes.

-200CP : Silent Fist - You are a master of weapons, no not guns or bows. Blades, clubs, and thrown weapons are your preference. You can give an edge to a blunt length of pipe or make a cheap knife sharp enough to cut through tank armor. And the edges of any weapon you swing or throw will cut through the air soundlessly. Your skill with these weapons is enough that you can kill a squad of armed enemy soldiers in seconds without getting shot once, but against something like a Hokuto practitioner or a Nanto master you still have a long ways to go.

-400CP : A Brillantly Shining Star - You are impressive, perhaps it is your appearance, the way you move, or your ideals but something about you inspires awe and jealous in others in equal measure. If it is your looks expect to have men and women alike fawning over you in public while in private those you've shunned and those with power plot to acquire you for themselves. If it is your movements that catch the eye then expect to steal hearts while fighting, inspire unending jealousy in your rivals, and for those you are killing to occasionally stop and stare while you end their life. With ideals like this you can gather an army while preaching peace without anyone thinking you a hypocrite, after all they just want to protect you. And if you are of a more militaristic bent then you could convince those you've just conquered and enslaved to join you with a smile on their face.

-400CP : Nanto Goshasei (Only First Purchase is Discounted) - You know one of the five style of the guardians sworn to protect the Last Nanto General. It could be the Garyuu no Ken of Juza of the Clouds which is comprised of rapid kicks and grappling techniques which in the hands of a master can even be a threat to Raoh, the Gosha Enjou Ken of Shuren of the Flames which is a strange art that lets one manipulate flames while protecting you from the heat, the Gosha Fuuretsu Ken of Hyui of the

Wind which lets you manipulate the air itself to cut apart foes and enhance your speed, the Gosha Hasui Ken of Rihaku of the Ocean which lets one strike with the force of a tidal wave using flying attacks, or the Gosha Sanga Zan of Fudoh of the Mountains in which you use your strength and size to crush and overwhelm foes.

-600CP : Nanto Roku Seiken (Only First Purchase is Discounted) - You somehow possess the knowledge and skill of a successor to one of the six strongest Nanto Masters. There are only five true fighting arts among these individuals but these arts are almost unrivaled in their power. You could be a practitioner of Nanto Haurou Ken the kicking based style that also lets one destroy the enemy with open hand attacks, Kento Houou Ken the free-form style with only one stance that focuses on incredible speed and power, Nanto Koukaku Ken the style which uses vertical long range ki attacks, Nanto Koshuu Ken the style that uses rapid hands strikes to stab the enemy along with flying kicks, or Nanto Suichou Ken the graceful style that has destructive power without equal and lets the user slaughter enemies with devastating slicing techniques.

-600CP : Willpower - You are the heir to a long, proud lineage of warriors and have gone through grueling training to reach this point. You managed to get this far, overcoming any hardships life threw at you because you have an indomitable will. Your will can let you withstand any pain or push on in the face of certain death. You don't need a reason to do something besides your own desires, but such a will can drive you even in the most hopeless of situations and only grows stronger if you have someone to fight for. If there is someone you love at stake, you can bring yourself to go through with options you would never consider, even to the bitter end if it means their happiness. You can even get up after death to keep fighting for a brief time if you just need a little longer, but don't think you can cheat death with this.

+Man of Hokuto+

-100CP : Keiraku Hikou - You know the 708 vital points of the human body and can accurately strike them with needles or your fingers to trigger a variety of effects ranging from healing the sick and temporarily boosting strength to forcing a man's body to act against his will or cause instant death in several ways.

-100CP : Tenryuu Kokuu Hou - Ordinary men can only use 30% of their muscle's strength, but with the Art of Dragon's Breathing you can unleash 100% of your body's power at will without little to no strain. At will you can force yourself to use your maximum power, this is indicated by a glowing aura and may cause any clothing on your upper body to be disintegrated by your surging muscles.

-200CP : Hikou Fuuji - As a student of Hokuto Shinken you have had training in not only utilizing an enemy's vital points against them but also in defending yourself against your own techniques and any similar arts you may encounter. With this method of Pressure Point Sealing you can resist attacks against your 708 vital points, protecting yourself completely if your fighting aura or Touki is greater than your opponent's and buying you time to reverse the effects or suppress them if you are of similar strength. It doesn't help much if you are completely outclassed though so try not to get hit in the first place.

-200CP : Suieishin - Hokuto Shinken training is rigorous and a student must learn quickly lest they die when the master demonstrates new techniques on them. You have mastered the Water Reflection Spirit

technique and can copy techniques after witnessing them once. While this allows you to use techniques from styles you don't know, it is only in perfect mimicry and it requires further effort to properly learn foreign techniques like this instead of simply aping the movements.

-400CP : Touki no Aura - You are strong in both body and spirit, able to produce a power aura around your body that can even force lesser men to their knees or push them back. You can also harness this power for a number of ki based techniques such as energy blasts.

-400CP : Hokuto Shinken - You are one of the rare few that have learned the art of Hokuto Shinken and retain the ability to use these skills despite not being the Successor. You have complete knowledge of Hokuto Shinken's techniques and can perform most of them ably, but the most advanced techniques will require further training or perhaps something else you have yet to attain. You could match the likes of Toki, Raoh, and Kenshiro in the art although without something more than this you will lose if you face them seriously.

-600CP : Hokuto Ujouken - You have followed in Toki's footsteps and begun turning the lethal style of Hokuto Shinken into a means of healing. You can not only use your knowledge of the 708 vital points to heal people better, but you have a knowledge of modern medicine that matches any professional doctor from before the world ended. Lastly your fighting style exemplifies your desire to do no harm as you are supremely skilled in dodging, countering, and turning an opponent's power against them, you win contests of strength no matter the medium by forcing your opponent to defeat them self this is not effortless though and it can be exhausting to redirect forces too far above your own power.

-600CP : Hokuto Sonkaken - The Hokuto Shinken school has splintered before, and this art was a result of one of those times. Focusing on ki manipulation and controlling oneself this art lets you make more esoteric uses of your spirit's power than many martial arts. Previous practitioners could use their ki to control and stop bullets in flight and rearrange the locations of their pressure points while entering a berserk state that gave them a lot of power while slowly killed them.

~~~~~~

+Items+

Here are some tools to aid you in this desolate land. The ones for your Origin are 50% off with the 100CP one being free.

+General+

Free : Post-Apocalypse Outfit - A set of artfully roughed up clothing fitting this inhospitable land and won't fall apart from age or regular wear and tear. It might be leather with armor plates stuck on, but don't expect it to protect from much besides a normal man with a dull knife. If you manage to damage or destroy it the clothing will repair to the same state you first got in before your next fight or overnight, whichever is sooner. If lost you'll find a new set within a day.

+Drop-In+
~~~~~~

-100CP : Weathered Cloak - A tattered and weather beaten cloak in your choice of colors that will keep you almost comfortable in any weather. It can always be found near at hand when you need it and it will vanish like magic when you don't. If you get in a fight while wearing it, the cloak will even fall off before it gets in your way.

-200CP : Bloodstained Notes - This is a leather-bound notebook with pages upon pages of scrawled notes on the human body, Hokuto Shinken, and Nanto Seiken. Some pages are stained with blood, but the only things unreadable are sections where the author described the experiments he did to discover this knowledge. By reading this you could learn the location of almost half the 708 vital points in the human body and the basic techniques of Hokuto Shinken as well as the 108 Sects of Nanto Seiken. To recreate either martial art on your own would take many years of practice and experimentation though, likely costing many lives as well.

-400CP : Grand Palace - You must have amazing fortune to be living in a place like this. You are the proud owner of a sprawling palace with towering walls that could keep out an army, a spring that provides all the water anyone could need, and fertile fields to grow any food you want. An army of kings could live here and not feel slighted by having poor accomedations. How you got this place is a mystery and despite the opulence it is surprisingly hard to find for people you don't trust. It is located within a day's travel from your starting location this Jump and may be attached to the Warehouse or placed in a new location every Jump.

+Wasteland Inhabitant+

-100CP : Canteen - A small container of water. It is never quite full, but never quite empty either. The amount of water in this canteen changes as is dramatically appropriate. If you are far away from other people and water sources it will probably be almost full all the time, but if you pass near a river where someone is being attacked or a town that is being raided expect to find it with just a bare drop of water that will fall mournfully on your tongue and urge you to find a water source.

-200CP : Bag of Seeds - Pick any mundane plant from modern Earth to fill this bag. These genetically engineered seeds will grow in any soil with almost no watering or care needed. The seeds themselves are marginally edible but don't taste very good or have much nutritional value, but they'll keep you from starving in an emergency. The bag holds about five pounds of seeds that always grow and once the seeds are planted or eaten a new bag will appear in your warehouse next month.

-400CP : Buggy - A dune buggy that is easy to repair, never runs out of gas, and has a top speed of 100 MPH. If you can find the parts feel free to improve it, as long as it is a wheeled ground vehicle it will never run out of gas and you'll always be able to find whatever is needed to fix damage done within a week or two.

+Nanto Sect Member+

-100CP : Deadly Weapon - Pick any object that can be held in one hand and used in melee combat, you now have one that will always find its way back to you if lost or destroyed.

-200CP : Nanto Seiken Scrolls - You have a large wooden chest containing 108 scrolls. Each scroll contains details on how to instruct someone in one of the Nanto Seiken Sects. With these you can spread the teachings of Nanto far and wide, so long as you can find those with the potential and drive to master the art.

-400CP : Holy City - In this land the strong rule and you are one of the strongest. It is only fitting you have your own city dedicated to your greatness then, right? This is a city of thousands that somehow thrives in this ruined world and the inhabitants may or may not worship you and any god you preach. This city will follow you to future worlds, but its inhabitants are always new locals.

+Man of Hokuto+

-100CP : Medicine - This is a small, unlabeled bottle of pre-apocalypse pills. It has a curious property in that every time you shake it the type of pills inside change. It can hold any modern medicine inside and even less than helpful things like cyanide pills.

-200CP : Peaceful Dojo - This is an old, solemn temple like structure in which you can train your body and mind to further perfect your fighting arts. When the time comes you can also use it as the perfect place to train your successor in Hokuto Shinken. This building follows you into future Jumps and is always located far from civilization in a location nearly inaccessible to anyone without rigorous martial training or the ability to fly.

-400CP : Black Steed - You have acquired a massive black stallion that can easy trample men into paste. This monster of a horse won't let anyone beside you and those it respects ride it and given it is tough enough to take a punch from Kenshiro and strong enough to kick down brick walls, trying to ride without permission tends to be a fatal effort. The only thing your new steed fears is fire and even if by some misfortune it dies it will just reappear in your Warehouse good as new in a week, so feel free to ride it into battle.

~~~~~~

+Companions+

This can be a lonely world, but you don't need to go alone.

-100/300CP : Companion Import - Import 1 or up to 8 companions as any origin for free with 600CP to spend on perks and items discounted as appropriate.

-200CP : Cheerful Kid - You will meet an unusually optimistic and cheery child under eighteen years of age during your time in this world. This child has a tendency to find trouble and get caught up in dangerous situations unless you keep a close eye on them. They have the knowledge to survive in this world and a natural talent for learning how to fight, but they get no CP.
~~~~~~

-200CP : Lost Sibling - Somewhere in this world you have a brother or sister. They might be related by blood or simply a shared childhood, either way you had a close familial relationship with them until the End of the World tore you apart. They get 600CP discounted with the same origin as you.

-200CP : True Love - There is a person in this world that loves you more than life itself. They are beautiful beyond words and will never betray or abandon you. They get a free choice of origin for discounts and 400CP to spend.

-400CP : Comrade in Arms - This is a supremely skilled martial artist of any origin besides Drop-In that is every bit your equal in this world's fighting techniques and will happily fight beside you no matter the mess you get into. They have 900CP to spend with their origin's discounts.

-200/400CP : Canon Character - During your time in this world you will meet a canon character of your choice and become fast friends or maybe more. If they live through to the end of this Jump you may take them with you as a Companion. 200 points for any character that doesn't practice a Hokuto or a Nanto style, 400 otherwise.

~~~~~~

+Drawbacks+

You have a limit of 600CP from Drawbacks. Points from Scenarios below don't count towards your Drawbacks limit.

+100CP : Infamous - You have a distinctive feature that is widely talked about, and not for a good reason. Anyone who see this feature will immediately recognize you as someone of grim reputation. They will inevitably try to either run away from you or kill you. They can be talked down, if you are quick and haven't done anything to earn that reputation in front of them.

+100CP : Young - You are a preteen. You don't start at the skill level your perks indicate, instead you must learn those skills during the Jump. Don't worry about not mastering them before ten years are up, you'll get the perks at full strength if you survive to your next Jump. Roll 1D8 + 4 for your new age.

+200CP : Blind - Your eyes don't work and nothing you can do will change that. Enjoy not having sight for this jump.

+200CP : Sickly - You have an incurable and fatal disease that has weakened your body and saps your strength. The bad news is this disease will definitely kill you eventually. The good news is that if you don't do anything too strenuous that should take 15-20 years. If you do something like force your body to fight at full strength despite the weakness of your muscles and your shortness of breath expect to shave a year or two off that count each time. Using dangerous forbidden techniques will take off a decade and anything that would risk your life were you in good condition will definitely kill you instantly.

+300CP : Just a villager - It seems you want a real challenge. With this drawback you don't get to test your strength against mighty warriors, or adventure around the world. You start in a run down and
~~~~~~

desperate village with only your Bodymod body to rely on and you are utterly incapable of using anything but the absolute basics of fighting techniques to defend yourself. You can't even access your warehouse to arm yourself against the bandits and thugs prowling this world. You only have your companions and the natives to rely on to survive your time here.

+300CP : Fated Foe - Somewhere in this world there is a warrior who practices a fighting style capable of countering every skill you have, and they are out for blood. This mighty warrior will find you at some point during your ten years and will force you to fight them in a battle to the death. If you try to run and hide for the whole ten years they will kidnap and kill your companions until you come to them. If that doesn't work they will somehow find you on your last day in this world and set an inescapable trap for you. You can't leave this world until they are dead, or you are.

~~~~~~

+Scenarios+

Everyone has something that drives them in this world, even if it is just to live to see tomorrow. As a Jumper such a lowly goal isn't enough for you though, is it? Depending on your origin you can accept one of the scenarios presented below as a goal to work towards during your time here, but while they reward success they also punish failure. If you fail to complete the scenario you chose to attempt before your ten years here are up you fail the chain and get sent home.

+300CP : Hero of the Post-Apocalyptic World (Drop-In Only) - As a stranger to this world and traveler of many others you can see how far this place has fallen from what it could be. If that trouble you then choose to walk this path and seek to bring peace to the Nanto and Hokuto sects, establish a lasting civilization with a modern first-world standard of living here, and do it all while ensuring that Rei, Toki, and Yuria survive until the end of your Jump. Your reward is CP and a small statue in your honor that reminds you of your achievements here and inspires you to always be the best you can be.

+300CP : Conqueror of the Heavens (Wasteland Inhabitant Only) - You've had nothing your entire life in this world. Sick of scrounging for scraps you desire power and will not stop seeking it until all this world is under your control with yourself as the undisputed strongest warrior on Earth. You will be considered to have succeeded in this if you have beaten Raoh, Kenshiro, Toki, Souther, Rei, Shuu, Juza, Fudo, Hyoh, and Kaioh in one on one martial arts battles to the death and rule over a land larger than China. The reward for satisfying your lust for power is CP and in all your future Jumps you will now be able to find a small city full of your subjects.

+300CP : The Seventh Nanto Master (Nanto Sect Member Only) - Fate has decided that Yuria is insufficient for her role and now the sixth Nanto Master is you instead. By taking upon this burden you must either unite the Nanto Sects and establish a new Nanto lead civilization, or bring peace to the world without using violence. Although you may have people use violence to defend you and your followers. If you succeed in either of these paths you will receive your CP reward and a painting of yourself that is as large or small as it needs to be to hang wherever you desire. This painting will give all who see it a feeling of inner peace and help them calm violent urges.

+300CP : Hokuto Shinken Successor (Man of Hokuto Only) - A hard road lies ahead of you in this scenario. The 63rd Hokuto Shinken successor selected you instead of Kenshiro to be the 64th. You
~~~~~~

will have to kill all the Hokuto brothers or seal their fists and deal with all the problems of this world that Kenshiro would have if you hadn't surpassed him. And any time you get in a fight against someone who uses a Hokuto or Nanto style you can only use Hokuto Shinken or techniques copied from foes fought in this world. For this you will receive a CP reward and in any Jump after this where you meet a non-human with a physical body and human level intelligence or above you will receive a scroll containing the location of their 708 vital points so you don't need to research it yourself.

~~~~~~

+The END+

Ten years have passed and your time here has come to an end. Whatever trials you went through here are behind you now, hopefully you have grown stronger from this experience no matter what it may have been. Now choose your future.

Go Home - You've had enough. It is time to return home and live a peaceful life with your days of adventure behind you.

Stay Here - This world has captured your interest then has it? Feel free to stay forever then, and enjoy whatever you've made of this place.

Continue - You are a wanderer at heart and can't bring yourself to settle down. Whatever you seek, whatever drives you one. You did not find it here and so continue on to your next Jump.

~~~~~~

+Notes+

-Self Taught Style is meant as an equalizer not a truly powerful style on its own. It doesn't so much give you the incredible techniques that having a Hokuto or Nanto style does, instead it gives you a level of knowledge and skill in martial arts to counter even the most overpowered techniques. This is meant to let you fight evenly with guys like Musou Tensei Kenshiro and Kaioh despite their ancient martial arts bullshit not to let you absolutely overpower everyone you meet that isn't on their level.

-The Hokuto Shinken perk on its own just puts up on a level between Jagi and start of series Kenshiro. Buying other perks from the Hokuto Origin will increase your skill up to the level of Kenshiro without Musou Tensei.

-Musou Tensei is the ultimate Hokuto Shinken technique and in the 1800 year history of the style Kenshiro is the first person to master it. Aside from Kenshiro, Raoh is the only person in the series to master it. This technique requires you to be consumed by sorrow, as in you do not and cannot feel anything besides sorrow. This allows you to become one with the spirits of the dead and even send your own spirit out of your body to fight even while in a coma. With just knowledge of Hokuto Shinken you will still be vulnerable to some things while using it though. Techniques and energies that

attack the spirit for example as well as auras that force you out of the state of mind necessary to maintain the technique.

-The fated foe is after a one-on-one fight because that is what they are best at. They won't be attacking you and your Companions in a group unless they've recruited other enemies you've made to their side to cause a distraction. For the purpose of understanding what they can do treat them as if they have a version of Self Taught Style that works on magic and out of setting powers as well as martial arts. They don't have anything to deal with super powerful magic artifacts or high-tech weaponry though.

+Changes+

0.2-0.3

-Upped the prices for Man of Hokuto and Nanto Sect Member.

-Increased the CP reward for scenarios.

0.1-0.2

-Made it so Hokuto Ryuken doesn't put you on the level of Kaioh right away, just gives you the potential.

-Replaced Musou Tensei with Hokuto Sonkaken as a Hokuto capstone. If you still want it then you'll need to become a Hokuto Master and embrace the true nature of sorrow. Losing everything and everyone you value and care about in the world would be a good place to start from.

-Made it so you get a new set of the free clothing when you lose it and made it self repair so you can explode it off your body dramatically before launching your finishing move and still have something to wear afterwords.

-Added to the Buggy item.

-Changed 800 point drawbacks into separate scenarios for each origin.