

Generic Exercise Village Death Exercise Version 1.0
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Welcome to this new world. One where the Villages from across the lands train their promising members to be their best across as many possible skills and talents as they can muster. What for, you may ask?

Why, for the Death Games! Everyone involved has a reasonable chance of dying, alongside them being asked to perform across multiple of them across the duration of the events.

And you may ask, what is the reason for all of it? Well, we can tell you…But then we'd have to kill you. And that's not conducive to having fun, now is it? Take these **1000 Exercise Points** to prepare for the training and the Games…

Starting Location

You can roll some dice to determine where you start, otherwise just pick whatever you want.

1. Magical Fantasy World
2. Sci-Fi World

3. Alternative Earths
4. Other/Free Choice

Backgrounds

Given the wide assortment of villages and people out there, it would make little sense to limit your options. Meaning if you want, you can freely pick your age and gender to be whatever you think will work. If you want a background, pick something plausible.

(You can also use dice to roll up whatever age you end up at as well.)

Species

Human [Free]
The usual choice around these parts, due to their large number and possibly being in charge of the kingdoms and cities. Could be seen as nothing special or an all-arounder, depending on factors.

Golems/Robots [Free]
Either made of magical items, energy-enhanced metals, or just lines of codes. They exist with varying levels of capability depending on the finer details. And as such, their roles in the Death Games are also just as varied.

And as a special little deal for them, they either get a semi-small boost in all capabilities, or a singular major boost in a specialization.

Slimes [Free]
This may be an odd choice given the range from sentient gelatinous ooze or liquid metal and everything in between. But yes, they exist. Much like the others, they do have roles they can take in the Death Games depending on the finer details.

Also, picking this allows you to gain a strong resistance to physical attacks, albeit with relation to being more 'fluid' in your state compared to being 'solid'.

Demons/Angels [Free]
While these could be real in the supernatural sense, perhaps a lot of genetic or cybernetic editing can make others into the various Demonic and Angelic creatures out there. And even then, how much they actually act like the inspirations is up in the air, especially with the Death Games.

If you went with 'Demon', you also get a bonus in becoming stronger by engaging in more sinister actions (Violence, Death, Manipulation), while the other option of Angel works in an inverse fashion with their actions (such as Healing, Protecting, and Justice).

(Also, if you rather be a sort of Fallen Angel/Ascended Demon deal OR whatever else, you CAN pick the other choice's 'bonus'.)

Dragons/Dragonkin [Free]
Perhaps the option to show one's might or status, depending on how extensive it goes with the Draconic's involvement in the world. And even if they do end up being of human origin or creation, still doesn't change the possible appeal and prestige…

…If you do want to go for that, of course.

And yes, even this one gets something special. If you are more dragon than a humanoid, you get a minor boost to resisting physical damage, but also have a strong resistance to range-based damage.

And if you are more humanoid than a dragon, you get a strong boost to resisting physical damage, with a minor resistance boost to range-based damage.

Other [Free-Various EP]
In essence, this is the *Free Choice* option to use whatever you want. Though with two catches. One being that you do *'try'* to make your choice match the final setting's theme if you can.

The second one is that if you do pick a specific species that for anything beyond minor boosts or form aesthetics will cost EP in an upward scale of **100 EP** increments.

*(For example, any species with powers equal to or greater than a Kryptonian will cost you **500 EP.** You can't use Exercise Tokens to buy a 500 EP race.)*

Perks

*You gain **4 Exercise Tokens** as Freebies for any of your purchases here. And in case you wish to go for an alternative option, forgoing the freebies will allow you to get a stipend of 400 EP to use.*

*Unless otherwise stated, everything here costs **100 EP.** Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.*

Effort In, Effort Out

Sometimes, there may be the kind of days where you cannot train or exercise at all. Or the very specific things you wish to focus on end up being on the wayside. Not anymore. With this, you find that any of your non-training efforts will give a small boost in developing yourself, especially the parameters you set for yourself.

Appearance Shifter

In essence, you can visually hide your form to appear more normal or even weaker than you may seem. This works on a more physical level while still retaining what your form is capable of doing, while not causing physical disadvantages.

Of course, do be aware that there may be other methods to see past your fake form, let alone its usage causing problems if not used wisely.

Shifter Seeker
In case anyone is manipulating their physical form to appear different than they ought to be, this allows you to see through it and find what their real form is. Of course, this also works by being nearly unnoticeable in normal methods when using this power…

…So do be careful with breaking the secrets and your reactions to finding them.

Shatter Illusions: You can choose to instantly shatter any illusion or similar type of technique you come across that interfere with people's view of reality and show them false things. Freeing other people from them is equally easy and only requires you wanting them to be free.

Observation And Assessment: Your mind receives a constant stream of data when examining someone, taking in all the details about them. It will provide you with hints on their weaknesses and true capabilities, as well as deeply personal information. The information is provided in order of importance according to the situation at hand.

Announcement Broadcast: Enables you to broadcast your strength to everyone within miles, letting them feel how powerful you are. It also tells them precisely what direction to go to find you, as they can trace the signal right to you. Also grants an excellent radio and announcer's voice that people love to listen to.

Scary Shapeshifting: Grants a shapeshifting ability that draws from the fears of your opponents to add working biological additions to your body. You could become someone's worst nightmare.

Cybernetic Enhancements: Each purchase grants you up to 4 new cybernetic limbs. It can include things such as tentacles, tails, arms, and any other attachment you can think of. Including attached weapons.

Perfect Immune System: You become immune to the effects of disease and poisons.

Maximum Output: Temporary ability to quadruple the strength and output of your muscles. Causes temporary strain before this ability can be used again.

Unlimited Stamina: Your stamina restores itself quicker than it can be used, and your body doesn't get damaged from overexertion.

Healing Factor: Your body can heal any wound if you have 5 minutes of uninterrupted time to regenerate. Unless you're actively being attacked, your injuries won't get any worse.

Blood Bank: Your body continuously produces blood. Immunity to death via blood loss.

Animal Traits: You have a series of special abilities, cherry-picked from the animal world. Choose five animals. You gain an upgraded version of a trait of theirs of your choice, with an optional accompanying body modification.

Drone Control: Ability to spawn a series of drones. You maintain feedback from the drones and can sense their position at all times. Drones can be set to autopilot or controlled manually. They're equipped with light machine guns and plasma lances for close range attacks. They'll attempt to self-destruct on enemies if sufficiently damaged.

Inventory Ability: Allows someone to suck up nearby inanimate objects in their environment and store them in an inventory space where time doesn't pass. Living beings can be placed here if you get their consent. Anything in your inventory can be explosively fired back out. You can choose to allow items you catch in your inventory to keep their momentum.

Shadowy Minions: Your shadow can split into multiple shadowy minions that can possess objects and take control over them. It's also more than capable of harming someone in its base form, as an elongated shadow. The shadow is enhanced in strength in areas where there is more darkness or shadows.

Perfect Student: You can learn as fast as a tutor attempts to teach you, their understanding of what they're teaching rubbing off on you.

Peak Species: You are upgraded to the physical pinnacle of whatever your species is. The strongest, fittest specimen, both physically and mentally.

Fast Reactions: Each purchase doubles your reaction speed.

Fortunate Misfortune: Grants the ability to fire waves of energy of varying strength. These blasts interact with luck. You're able to steal luck from others and stockpile it via spreading bad luck, and also share your good luck with others. Physical contact enables you to siphon off luck even faster. Someone with zero luck has a constant stream of misfortune, as everything that can go wrong for them, will.

Spreading bad luck to the environment manipulates probability to cause an accident of some sort that'll benefit you.

Predictive Vision: You can see a variety of overlays of what's going to happen next. Your mind calculates the most likely outcomes and shows you the relevant predictions. The accuracy improves with your understanding of all the variables involved.

Siphon And Tap: You can steal life force from others, via physical contact or a ranged breath attack you now possess. Exposure to this technique rapidly ages your victim and drains their vitality, and can even kill them. Your stockpiled life force is spent to rapidly heal your own wounds and keep you alive. It also reverses the effects of aging until you reach your physical prime. You can also transfer any stolen life to others, granting them the same benefits it gives to you.

Inebriation: Your body directly converts alcohol into a short-lived power boost. The more that you drink and the more potent the drinks are, the greater the physical enhancement is. You have an enhanced liver that protects you from alcohol poisoning.

Fade Out: If nobody is looking at you in person, you gradually fade out until you become invisible. Attacking makes you gradually become more visible.

Combat Actions: After landing any kind of attack, you have 5 seconds to perform any of the following actions: A super powered enhanced leap that sends you flying to your target. A slide that lets you glide across the ground as if you were skating. Or a short range teleport.

Trap Formation: You can warp the environment and local objects to form it into a deathtrap of some kind. The longer you have to work, the more elaborate and horrific it will become. It includes turning metal floors into spikes, creating pits, and making electronics violently explode. Even as little as 5 seconds is enough to booby trap something to be dangerous.

Spot Lies: You can tell if someone is being genuine with you. It goes further than spotting lies. You can tell if any action someone takes or any expression of emotion is genuine. Even the greatest actors wouldn’t fool you.

Allies Take The Fall: You can shunt a horrible bit of misfortune or accident from yourself onto an ally. If you were to get ambushed, the enemy would attack your friend first instead of you. If you were going to set off a spike trap, a buddy of yours would do it instead.

Hyper Realistic Illusions: You can create illusions that people can touch, feel, hear, taste, and see. The more they want to believe in the illusion, the more real it becomes to them. An illusions someone truly believes in can inflict real damage upon them, if you want it to. While casting an illusion, you get mental feedback from your victim(s) that will help you guide the experience.

Totally Trustworthy: In any situation, you know exactly how to earn anyone's trust and what must be done to maintain their trust in you. As well as what would break it.

Malice And Discontent: You can sense malice and discontent and tell who it's directed towards and what is the cause of it.

Expectations And Suspicions: You can tell what other people's expectations are of you, and how suspicious they are of you. You know precisely how to walk the line without stepping over the edge of them suspecting you of something.

Design Flaws: You can see potential breaking points and the weak spots in any inanimate object. They're highlighted in your vision, and you'll get ideas on how you can exploit this knowledge with what you have available.

Window To Capitalize: Any windows of opportunity remain open for longer, giving you a better chance to capitalize on them. A door that would normally only stay open for 5 seconds could stay open for 15 if it's for you. These sorts of exceptions will become common for you.

Our Ideals: Interacting with someone will give you an accurate sense of what they stand for and what they're willing to fight for. You can sus out someone's ideals within minutes of meeting them, and can appeal to those beliefs in an attempt to persuade them.

Convenient Coincidences: Coincidence is now on your side. If there's an event happening nearby that would benefit you in some way to be a part of, you'll be guided there to witness or experience it. If going in a certain direction would lead to a bad outcome because of random chance, you'll get a feeling of warning guiding you a different way.

Complacency: You lull others into a false sense of security, and they become more careless and complacent near you. Even if they have some reason to be wary of you, if you don't constantly present yourself as a threat, they won't give you 100% of the attention they should.

A Helping Hand: Whenever you do good deeds for others, they'll look for opportunities to pay it forward and help you in return. If you're placed in a situation where you need the help, people you've previously aided will appear to pay you back.

Incapacitation Strike: You can convert any lethal damage to non-lethal stamina based/incapacitating damage. You start off being able to spread this effect within roughly a mile of your location.

Success Breeds Success: Every time you win at something or succeed at a task, you get slightly better at whatever it was. Even if you're just beating up weaklings, you'll still be able to make gains.

Fame And Infamy: Both your fame and infamy add to your power. The more well known you are and the bigger of a deal everyone treats you as, the stronger you get. You don't get the bonus if people don't know who you are.

Skilled Choreography: You can plan encounters to make them look good, even with a resisting opponent. Your performances can leave a crowd on the edge of their seats as you pretend to be defeated, have a heroic comeback, and then win triumphantly. Essentially, you know exactly how to tell a story that tugs on people's heartstrings and can easily create performance art.

Spirit Shaman: Can lay the souls of the dead to rest upon contact. Also enables you to destroy undead. The dead will communicate with you as ghosts about their regrets in life. You can call up specific ghosts if there's someone you wanted to talk to. You can allow spirits to possess you to gain the skills they possessed in life. With training, you can also learn to summon these ghosts in spiritual bodies that let them interact with the world.

Survival Mode: A toggleable form of dissociation where you entirely focus on yourself, your friends, and your own goals. You could commit and endure any number of horrors if that's what's required for your survival. While this is active, you're entirely emotionally disconnected from your actions and think exclusively with highly selfish, pragmatic logic.

Supreme Blackmail: When thinking of a person, you'll gain a variety of ideas of what they value and would miss most. This gives you material for what you can blackmail them with and what sort of hostages you can take to ensure their cooperation.

Cold Hearted Menace: You project an aura of menace and fear, bolstered by the number of acts of violence, both physical and emotional, you've committed against thinking beings. Those who lack courage will be filled with dread just being in your presence. Also grants cryokinetic abilities that scale with how cold-hearted you are.

Death Games Management And Logistics: You're a master at every aspect of running a death game. From recruiting talent, to selling tickets and pay per view to spectators, and ensuring your gladiators are well-trained. You can comfortably run a death game almost anywhere and make it a success.

Martial Wars: Can wield any weapon you pick up at the same level of proficiency as your greatest weapon skill. You gain a damage bonus using a weapon if it was taken from an enemy.

Chopper Drops: You'll predictably receive supply drops of food, weapons, and medicine from a helicopter. You can also get in the helicopter and fire the guns while the pilot flies you around. If the helicopter crashes, you can't resummon it for a while. The pilot is also a trained soldier.

Genius Detective: You're a Sherlock Holmes style detective and can figure out cases by picking up on the smallest details. This skill of observation and quick thinking serves you in every aspect of your life, letting you plan things to the smallest details.

Death Game Breaker: In case you ever wish to break the cycle of these games, you get the skills to recruit and organize allies to outright break every part of the Death Games from

top to bottom. And even better, you can make it where the collapse creates a sort of ‘inertia’ that will halt any more successors of Death Games from springing up across the world.

Gear & Equipment

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Universal Wear: An entire set of clothing/attire that will adapt and fit to whatever your form may be, while offering a modest boost in all efforts of training/exercise for physical attributes (if those can apply). Also, comes in any style and material that works best for you in both function and vanity.

Endless Soapy Mop Bucket: This bucket of water cleans anything it comes into contact with and never becomes unclean.

Camera Bots: A series of robots who exist to record things. Both in humanoid form and drone form. They have a combat mode that enables them to act as guards and enemies if needed.

Internalized Spy Devices: These record the action from a first person view, from inside a person. Also, capable of live-streaming what they view. Installation is simple. They merge with a subject’s body upon contact.

Environment And Death Trap Designer: A set of tablets that enables you to reshape the terrain. By consuming nearby materials, you can direct nanobots to construct buildings and alterations to your liking.

Teleport Pads: A series of pads that allow instantaneous movement between them.

Spectator’s Booths: The most comfortable booths to watch anything that you can imagine. Comes installed with individual refreshment dispensers, and each set has multiple camera views of the action.

Cleaning Bots: These robots will automatically clean up any debris or garbage they find lying around. You decide what is considered debris and garbage.

Communication Devices: These small devices enable wireless communication between people of vast distances. Nearly weightless and quite durable, they have a multitude of uses.

Gimmick Weapon: A special weapon of your choice, personalized for your use. It's a perfect fit when you're wielding it and scales with you as you grow stronger.

Public Dojo: A dojo where people train in fighting techniques. It passively attracts students who would make good martial artists if trained.

Private Dojo: This is an extreme training camp designed for risky and dangerous training methods. A feature of this place is that abusive and extreme training gives great dividends where it would usually do nothing for someone. It allows for all sorts of alternative training methods that double as torture.

Feeding Station: Endless food and water with nutrient dispensers. These machines match the dietary needs of the eater and provide a meal that fits those. It also dispenses supplements that can fine tune someone's health and give them better results.

Ez Toilet And Shower: An infinite use kit that allows for the creation of showers and bathrooms. It creates its own water and sewage systems when installed.

Globe Scanner: This is a satellite you can launch which comes with a computer. You can use this to scan areas around the world to find ideal locations for your plans, or to search for things. The satellite has a highly powerful camera for spying purposes.

UFO With Tractor Beam: A series of UFO spaceships that can be sent out to abduct people via tractor beams. Also works well as transportation.

Uniform Collection: This is any clothing you can imagine, though without any powers. It'll simply be made of "normal materials." Perfect for outfitting many people in the same gear.

Mundane Weapons: An endless supply of mundane weapons. If it doesn't require any kind of special futuristic technology to function, it'll be here.

Magic Supplies: Staves, spell books, robes, reagents, and so on. It's all the stuff you'd need to train magic users and keep them well supplied. It updates in each setting to include common magical items unique to the magic systems present there.

Ultra Gym: This is special shape changing gym equipment that alters itself to become whatever the user needs most at the moment. It can make itself hyper dense and heavy to add more resistance and help push someone harder, regardless of their strength.

Retaliating Dummies: These are combat dummies who scale themselves to the user, attempting to push them to the limit. They fight with mechanical precision and are fantastic for gaining combat experience.

Health Scanner: This device gives a complete readout on a subject's health and condition, measuring a vast number of traits about them, both physical and spiritual.

Auto Surgeon: Strapping someone into this device will have the machine perform surgery on them. They'll be injected with cocktails of drugs that accelerate natural healing, and if any limbs cannot be healed, the missing bits will be replaced with cybernetics.

Dense Weights: Hyper dense weights that adjust to become challenging to the person using them. Can be used as a handicap to weaken a stronger contestant to give weaker ones a chance.

Cloning Tubes: With a sample of someone's DNA, a clone of a person can be grown in a short period of time. These clones can optionally be outfitted with gear that enables someone to control their actions and experience their perspective remotely.

Respawn Room: Once someone has been registered in this room, if they die within a several mile radius of it, their body will be recreated using magic, and they'll reappear here.

Death Games Stadium: An entire adjustable massive stadium or enclosed environment that has multiple spaces to make into individual spots to hold specific events, or one massive area for the main spectacle with 'appropriate security measures' for the spectators, organizers, and participants.

Companions

Companions can purchase more companions. These cost 100 points unless otherwise stated. You can choose to import companion(s) into roles instead of recruiting a new companion, to inherit the listed traits.

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

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

The Chained Beast: A beastly creature (or monster/alien) covered in chains and restraints. They contain their power. This person's strength scales with yours, and with each removed restraint, their power increases by 10%. While also making them more wild and unpredictable. Their maximum strength is 4 times yours, and at that point they become uncontrollable.

A Secretary: Someone who runs your businesses and brings anything of interest to you. They do this job diligently and with extreme attention to detail. This is a group companion slot, as the secretary gains a new highly similar sibling every time you have a new business you want them to help you manage.

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

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

Drawbacks

These offer 200 points unless otherwise stated.

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

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

Lack Of Trust: Anyone NOT on your team (or Companions) won't be easily convinced to work with ya.

Danger Magnet/Repellent: Even if you are (or are not) the most dangerous participant, it seems that you get far more attention or focus than you want.

On the other hand, if you are actually wanting to taking the attention, you act as a repellent for danger in manners that WILL hinder you.

Training Kerfuffle: Any time you devote to training yourself or others will have a chance of being derailed through minor situations arising either by pure dumb luck, chain of events, or unintended accidents.

Famous/Infamous: Either through something you did (possibly unintentionally) or people think you did, you now have a very strong reputation around that spreads like wildfire.

If this makes you 'Famous', you will only really get the negative downsides of such fame. If this gives you a reputation riddled with 'Infamy', you instead the negative downsides of such infamy.

Unfavorable Conditions: You find that no matter where you train or compete in, the environment won't be fully conducive to your performance. And while it may impact others, it is worse for you far more often.

Limited Budget & Supply: Relying on the public services for training means you may not have the best equipment or gear, or what they do offer is very limited. And in case you do go to any private services for training, they will also be facing similar situations.

Corner-Cutting Games: The organizers of the Death Games have figured out the most areas to cut corners on. Of course, what exactly they did will NOT be in favor of you as a participant or spectator, especially in terms of keeping you alive or out of harm's way.

Scenarios

Scenario One [Multi-Game Career]

You actually HAVE to compete in more than just one Death Games competition before you can leave. In fact, you have to get two more actual wins. (And no, just surviving doesn't count as a win unless you get the case of being the only one *left* to win).

Oh, and you cannot you can't make your own Death Games to circumvent your 'Career Win Quota'. In fact, whoever is actually making them (or will continue on the legacy) will need to keep them going for you to get 3 more wins.

Reward
+500 EP as you see fit for fulfilling the win quota.

Final Decisions

You have three choices …

Survivor's Exit (Next Jump)

Game Influencer (Stay)

Homeward Retirement (Home)

Change Log

v1.0

The First Version
