Killer Instinct Jump v1.0 By Eyebrows

A wind-swept battlefield of the distant past, littered with the debris of war. Above the moans and cries of the defeated can still be heard the clashing sounds of a single titanic confrontation. Two great warlords, leaders of their now smashed armies, are locked in battle, with the world itself as the prize. But this epic battle is not to have a conclusion. Suddenly, the warlords were engulfed in a nimbus of light, and vanished from the face of the earth, banished to the realm of Limbo. The battle-weary heroes whose spell had trapped the warlords heaved a sigh of relief. Armageddon had been averted, for now...

And in the far-flung future many centuries after this ancient war, the world has seen much progress, not all of it for good. Pollution has weakened the environment. Governments have fallen. Chaos rules, with huge mega-corporations battling and destroying each other for shares of the world's wealth.

In this bleak world, a single corporation, Ultratech, rises above the others. Rather than joining in direct battles with their competitors, Ultratech has profited from their suffering by selling them the very weapons they use against each other. Sales of weaponry are not the only source of profit for Ultratech, however. Their entertainment division produces the top rated television broadcast of the future, the Killer Instinct tournament, which also serves as a testing ground for Ultratech's weapons. The winners of the tournament are promised whatever they desire. The losers suffer a significantly poorer fate.

It is into this contest that many different figures have been drawn. T. J. Combo, disgraced heavyweight champion of the world who seeks redemption. Glacius, a captured alien fighting for his life and a chance to escape. And the deadly robot Fulgore, programmed by Ultratech with a Killer Instinct and the freedom to use it. Each fights for his or her own reasons, but each has the same goal: win the tournament and destroy all opponents.

It will take more than radical moves and deadly special attacks to win this tournament. It will take a will, a desire; it will take...



Here, you will enter into the Killer Instinct tournament. You have a ten year's stay here - But to make your stay a bit easier, have **1000 cp**.

Now... Do you have the Instinct?

Backgrounds: Roll 1d8+24 to determine your age, and your gender stays as it is. Pay 50 cp to choose your age or your gender.

Drop-in (Free): You arrive in the world of Killer Instinct without any new memories, and wake up in a dingy motel room with the entant's papers to the Killer Instinct Tournament. Don't worry about your lack of backstory, though- You'll probably fit right in with all the crazy shit that happens around here.

Warrior (100 cp): From birth, you have undergone rigorous training to hone your skills as a lethal human killing machine. Your entire body is a deadly weapon- You could kill a man with your pinky finger alone. Naturally, this skill has led you to enter into the Killer Instinct tournament.

Beast (100 cp): You're not exactly human- You're both something more, and something less. A beast with the mind of a human, you have a feral strength and a bestial instinct that makes you a feasrome combatant. Of course, this ferocity has led you to enter the Killer Instinct Tournament.

Undead (100 cp): Well, it looks like you broke the number one rule of Jumping: You died! Good

news for you, though, it doesn't matter, because you did it long before you arrived here, and you came back as of some kind of undead creature. Your unnatural strength has led you to enter the Killer Instinct Tournament. Roll age as normal to determine the age at which you kicked the bucket, then roll 8d8 and multiply that number by 10 to see how many years ago it was that you died.

Cyborg (100 cp): You were always an exemplary warrior, and you even won a Killer Instinct tournament in the past. Then Ultratech needed the brain of a warrior to put into their latest killer robot, and it turned out you were the perfect fit- And so it was that you transcended your fleshy form and were given a body of flawless titanium alloy. Needless to say, this makes you an obvious contender for the Killer Instinct Tournament.

Universal Perks:

ULTRA COMBO! (Free): An Ultra Combo is a flashy finishing move that can only be executed on an enemy that's on their last legs- It's a showy series of attacks that finishes off your opponent with style. If you have a full Instinct gague, you can even pull off a Double Ultra, beating on your opponent long after they've been left unconcious, just to drive home your superiority- In fact, if you're skilled enough, you could probably keep juggling your foe's limp corpse for a while just to rub it in. If you're that much of a jerk.

Instinct Mode (Free): The Killer Instinct lurks in everyone, but it manifests differently in everyone. As you take damage in a fight, you feel the Killer Instinct well up within you, and as you near defeat you can enter an enhanced state- Instinct Mode. Choose one aspect of yourself that is exemplified in your fighting style above all else- when you activate your Instinct Mode, you become empowered by this aspect for a short period of time- For example, Agression invigorates you so long as you are advancing on your foe, Defense will give you layers of armor that absorb hits, et cetera.

Blowout Gauge (Free): You know what really sucks? When someone just keeps hitting you in the face, and just won't stop. Luckily for you, you have an intangible "Blowout Gauge" that builds up as someone comboes you, and once it reaches its limit you will be launched out of your opponent's reach onto the ground, where you can pick yourself up and get back in the fight. The faster a foe's strikes, the quicker the blowout gauge will build up. If someone is foolish enough to let you spin out of the combo without ending their combo themselves, then you will be able to recover about 2/3 of the damage you took. The bad news is, though, that everyone else has one of these too- Meaning you have to learn how to make your comboes efficient enough to deal damage without going over the blowout limit. Please note that this will not protect you from an Ultra Combo.

Announcer (50 cp): Whenever you fight, it seems there is an bodiless voice commentating every match you make- Announcing the comboes you make, and generally hyping up everyone involved. You, your foe, and anyone watching the fight can hear this disembodied announcer. You can mute him if you wish, but his commentary is never annoying, and is always hype. You gain the benefits of this perk during this jump, but must purchase it to keep it for other jumps.

Dynamic Theme (50 cp): You have a theme song perfectly tailored to your fighting style and personality, and it will play for you, your foe, and anyone watching whenever you fight in a single location considered your "Home Turf" (Which can be your Cosmic Warehouse, or a single location designated at the beginning of each jump). Nobody will find this at all strange. This music changes dynamically to suit the battle- When the fight gets more intense, so does it, and when the fight comes to a standstill, the music mellows out and you'll hear Killer Instinct's theme mixed into yours. When you perform an Ultra Combo, the music plays along with your hits perfectly. When you fight on other people's home turf, you will instead hear their themes. You gain the benefits of this perk during this jump, but must purchase it to keep it for other jumps.

Theme Music Ovveride (50 cp, Requires Dynamic Theme): Your theme song is so powerful, it can override anyone else's theme song if you will it so. Instead of only playing on your home turf, your theme music can play any time you get into a fight, but you can still listen to your foe's theme if you want to - And indeed, this perk will give any foe you face a theme song for you to listen to as well, if they don't already have one.

Background Perks

Golden Path (100 cp, Free Drop-in): More often than not, the best way to keep someone locked down in a fight is to not stop hitting them. You're adept at stringing your attacks into comboes, and you understand the basic structure of a combo- an Opener to lower their defenses, a couple quick strikes to deal damage, a link to keep them open, and an Ender to close the combo and keep your foe from blowing out of your recombo and recovering.

Ninja (100 cp, Free Warrior): You are a master of weilding your body as a weapon. Your body is in peak human condition in all ways, and you have such a complete degree of skill in a single martial art that you can truly be called the greatest in your style.

Monster (100 cp, Free Beast): You are not human- Instead, you are an animalistic beast. You may choose whether you are a half-man abomination or simply an augmented feral animal. Either way, you gain superhuman strength and speed, but your mental faculties are dramatically impacted in this form- In times of stress, such as the middle of a fight, you cannot think clearly enough to strategize and instead fight by instinct alone.

Zombie (100 cp, Free Undead): You used to be human- Until you died, that is. Not letting that stop you, you came back as some sort of undead creature, such as a Skeleton, a Ghost, a Zombie, a Mummy, et cetera. Basically any undead creature is fair game, but no matter what you call yourself the result is the same. This form can no longer die through aging, and benefits from supernatural durability and strength. You also have an incredibly unsettling laugh that can give pause to even the bravest of warriors. You can still be destroyed, however, so don't go thinking you're invincible, and you're not as fast as you used to be- Rigor Mortis is a bit of a bitch.

Robot (100 cp, Free Cyborg): Calling you a Cyborg would be a stretch, really- The only organic part of you left is your brain, hooked up to a metal exoskeleton. You benefit from a massively powerful frame in every way - Harder, Better, Faster, Stronger than your previous fleshy form. It should be noted, however, that your will is no longer your own - Because you were made by Ultratech, you now work to further their agenda. Power always comes with a price- But if Ultratech were to no longer exist, then perhaps you might be freed from your programming...

C-C-C-Combo Breaker! (300 cp, Discount Drop-in): Your intimate knowledge of comboes gives you an uncanny insight into the techniques that other people will use to combo you. All too often, you'll find foes making predictable patterns, and that's good for you- If you manage to match a blow with a blow of exact strength, then you can execute a Combo Breaker- A devastating technique that interrupts your foe's combo, deals heavy damage, and allows you to immediately launch into a combo of your own. Successful Combo Breakers will also charge your Instinct Gauge.

Supernatural Martial Arts (300 cp, Discount Warrior): Your pursuit of martial perfection has given you a deep link with the spiritual world. You have incorporated your spirituality into your fighting style, allowing you to summon projectile blasts of spiritual energy. In addition, your specific spirituality might further influence your powers- A deep belief in nature might give you the ability to summon lightning or talk to animals, whereas a belief in personal strength might give you enhanced ki-strikes.

Breath Weapon (300 cp, Discount Beast): Some people complain about bad breath, but they've never seen yours- You can spit out plumes of flame or corrosive acid bad enough to melt through solid steel. The range limit on it is only about as hard as you can breathe outwards- At the very least, you can accurately strike a foe

Magic (300 cp, Discount Undead): Since you're basically an affront to all laws of nature and biology, it *would* make sense that you can make reality cry even more by casually defying the laws of physics. You are empowered by magic of some kind- You may choose an elemental

affinity from the four classical elements (fire, water, earth, and wind) or use a generic aetherial energy. With this energy, you can quickly teleport short distances (generally within a few meters) to confuse opponents, shoot projectiles at foes, and use your element to enhance your melee attacks. Different affinities will affect what your attacks can do- A fire affinity will allow your attacks to set your foe alight, regardless of how flammable they actually are, with an unquenchable flame that eats at their lifeforce. A water affinity will allow you to create ice pillars and spikes that rise from the ground and allow you to combo foes from a distance. An earth affinity will allow you to create walls and traps in the ground, letting you more easily back your foes into a corner. A wind affinity will charge your attacks with electricity and let you briefly phase through attacks while you are moving. Aetherial energy has no special abilities, but is generally more versatile and potent as an application of simple force. These are not the limits of these abilities- With creativity and enough practice, you could make an Earth affinity allow you to attack with sand or a water affinity create metal-cutting jets of pressurized water.

Robospace (300 cp, Discount Cyborg): Somehow, the people who designed you found a way to make you bigger on the inside. You can fit all sorts of bizarre stuff in your torso, from spare weapons to a giant crusher capable of rendering a man into paste to an automatic gatling-gun turret. Even if you're not a robot, you find yourself able to store things you shouldn't be able to in the most illogical of places - Don't be surprised if you can pull a bazooka out from underneath your shirt without any indication that it was there before.

COUNTER BREAKER! (600 cp, Discount Drop-in): You are not the only one capable of executing the Devastating Combo Breaker- If you aren't careful with your own comboes, you might occasionally find you get Combo Broken yourself. However, you have a technique that's one step up- as you fight a foe, you can identify when your foe might try to pull a Combo Breaker and instead set a trap for them- Faking out your opponent and allowing you to execute the devastating Counter Breaker, Breaking their own Combo Breaker. A successful Counter Breaker will reset your foe's blowout meter and render them completely helpless for a short period of time, allowing you to rack up the damage. You also have the mindgames skills to intentionally lull a foe into attempting a Combo Breaker, and then punish them with a Combo Breaker.

Dojo Mode (600 cp, Discount Warrior): Training is imperative to honing a warrior's edge- his blade is only as sharp as his mind, or so the saying goes. One does not always have the time, though - So instead, you have developed a way to enter a deep meditative trance. With rigorous breathing techniques and a meditative mantra, you can create a simulation in your mind that allows you to fight against any foe you can imagine. If you attempt to create a specific foe, then they will not be a perfect replica- They will not have any abilities that you do not know of, and if you know nothing about their fighting style then your mind will end up filling in the blanks with a "default" moveset of sorts. However, you may create flawless replicas of any Killer Instinct character. You may also adjust the difficulty of these foes, from punching bag for you to

practice upon, to a perfect warrior on Kyle Difficulty. This simulation takes place at a speed 100 times faster than reality, and you may sustain it as long as your body's stamina holds out- This technique will exercise both your mind and body. You will keep any skills or techniques you develop in the simulation, and the rigorous breathing serves both to enhance your concentration and provide a full-body workout.

Lycanthropy Potion (600 cp, Discount Beast): You weren't always a bloodthirsty beast- you used to be human, and you made yourself this way. With this! Using the blood of an animal (and an incredibly painful alchemical process), you gave yourself the form of a beast. Now with this, you can do the same to others- With your own blood, of course! You can bestow upon any human being one of your Alt-forms using the same process that made you into a Beast. Only one form can be bestowed in this manner - trying to use it on the same person twice will invariably kill them. Due to the involved process, the recipient must be willing- And for the record, since the potion involves your blood, the altform you are bestowing upon them has to be able to bleed. And has to have blood that won't kill your test subject friend.

Necromancy (600 cp, Discount Undead): The afterlife is lonely. Nobody's liked you ever since you became a shambling ghoul, and you hardly have any good company anymore- But now you know just the way to fix that. You've learned the forbidden art of necromancy, and you can manipluate souls to your will. You can take the soul of the recently deceased before it leaves their body (usually within an hour, but some other settings may have different rules) and use it to make your ~~unfortunate victim~~ new friend into the same kind of undead that you are. The process may vary from type to type, but the end result is the same. If you wish to allow your creation their intelligence, you may (please be aware that not everybody is as grateful as they should be for being made into undead). Otherwise, you turn them into mindless drones. These mindless drones aren't nearly as competent as the people they used to be, but on the other hand they won't voice any objections to being used as a minion. And they're quite endearing, too! Like skeletal puppies! Instead of either of these, you may also elect to simply consume the soul in order to heal yourself, though this effect isn't as useful for anyone that isn't Undead.

Nuclear Powered (600 cp, Discount Cyborg): All this energy has to come from somewhere. For you, it comes from a nuclear reactor in your chest. Not only does this make you tireless so long as you have a supply of nuclear material, but your day-to-day functions barely take up 10% of the reactor's real output. In a fight, you can manually overclock the reactor to enhance your abilities- Once it reaches maximum capacity, your already-enhanced metal body will move twice as fast and hit twice as hard as before, and you will have access to a devastating ultimate attack- A gigantic freaking nuclear laser fired from your chest that obliterates everything in its path (Affectionately called the Hype Beam). However, overclocking your reactor is dangerous to do for too long (Leaving it overclocked during normal activities is just asking for a catastrophic nuclear meltdown to happen) and doing it in battle leaves you open.

Companions:

Canon Companion (200 cp): Not long after your arrival in this world, you meet a kindred spirit- Someone who you immediately form a close friendship with. Choose any playable character from any Killer Instinct Game- At the end of your jump, they will offer to follow you as your companion. For obvious reasons, you cannot take someone who hates you because of a Drawback (Nemesis, Whispers of Vengeance, or An Ill Omen) as a Canon Companion.

Items:

Bag' o' Bucks (50 cp): A big, cartoonish hempen bag of money with a large green **$** painted on the front. Has about $200,000 in it. Go nuts, but try not to be too obvious with carrying it around.

Alternate Costume Collection (50 cp): A large wardrobe of costumes for you to wear, ranging from serious to silly. You could dress up in clockpunk gear, or a cheerleader outfit! What's more, it's one-size-fits-all, so no matter what strange shape or size you've put yourself in, everything will fit. The choice is yours! For some reason, these are all terrible disguises, and no matter what outfit you adopt from this wardrobe, everyone will instantly know it's you- But at least you'll always have a fresh outfit, and nobody really seems to mind if you wear something silly.

UI Glasses (100 cp, Free Drop-In): An indestructible pair of glasses (or contact lenses, if you're not into the glasses look) that lets you see the statistics of yourself and your opponent henever you fight 1v1, in the vein of Killer Instinct's UI. Includes Health Bars, Instinct Meters, Blowout Gagues, Lockout Indicators, et cetera. This information will never get in the way of the actual fight.

Martial Arts Weapon (100 cp, Free Warrior): A specially-enhanced weapon from a martial art you know that channels ki and spiritual energy particularily well thanks to spiritual blessings and engravings.

Gnawing Bone (100 cp, Free Beast): This peculiar, femur-shaped bone from an indeterminate creature is perfect for chewing upon and clawing to keep teeth and claws sharp. It will never wear down, and will keep your natural weapons in perfect shape. Also gives you minty fresh breath!

Eau d' Mort (100 cp, Free Undead): This spray-bottle contains a special substance that prevents the decay of organic matter. It can be used to preserve food (though the food tastes a bit like

soap), stave off mold infestations, or keep corpses looking pretty and mess with morticians. Most importantly for undead clients, it masks the horrible stench of undeath with the pleasant scent of lavender. The bottle seems to be bottomless, never running out, but the substance evaporates very quickly after leaving the bottle.

Plasma Blades (100 cp, Free Cyborg): A specially enhanced bladed melee weapon capable of cutting through nearly anything by superheating itself with plasma. It is also capable of shooting out a plasma projection of itself as a projectile attack when electricity is run through it. The projectile hurts just as much as being struck by the actual blade, although probably with not as much force as the user could muster by striking with the weapon itself.

Combo Gym (200 cp, Discount Drop-in): A gym outfitted with just about every fitness machine one could ask for. These machines are specially-resistant to supernatural strength, and will never break no matter how hard you work them. In addition, they don't actually use weights - Instead, every weight in the gym has a dial on it that be dialed to any wieght you want. They can be light as a feather, or as heavy as a Black Hole, or even beyond that. Please note that making your weights weigh as much as a Black Hole will not actually affect their gravitational pull or anything- It only affects their apparent weight when someone tries to lift them. The Gym's Floor is curiously immune to the effects of the weights, meaning that no matter how heavy they are they will not break the floor (but the floor can still be busted up by other things). The gym appears in a building that you own and have the deed for for the duration of this jump, and then afterwards in your Cosmic Warehouse. For some reason, the special weights will fail to work properly outside the gym, and default to the same weight you'd expect from an iron weight that size.

Meditation Temple (200 cp, Discount Warrior): This mountaintop temple is the perfect place for meditation. A strong spirit lives within the temple, granting it great power. So long as someone sits within the innermost sanctum of the temple and meditates, anyone deemed an intruder will find the temple itself come alive to ward them off. In addition, the spirituality of the temple is such that meditating anywhere on the temple's grounds for at least an hour will recharge a person's physical, mental, and spiritual vigor as if they had taken a full night's rest and eaten a hearty meal (this does not actually provide them nutrition, so they will have to eat, but this will stave off hunger and exhaustion). After this jump is over, a small house-sized shrine will appear in your Cosmic Warehouse with the same benefits.

Alchemical Laboratory (200 cp, Discount Beast): Unbeknownst (or perhaps not) to you, you have made your lair in an abandoned alchemical laboratory - A place of forbidden knowledge with complex machinery and maddened scribbles abounding. Most of the machines are no longer anywhere near functional, but you've managed to get one of them working- A machine that will completely revitalize anyone and heal any wound. The process is remarkably painful

(albiet with a feeling of catharsis and a bit of an adrenaline high once it's over), and takes over an hour to complete, but in the end it's worth it.

The Ossuary (200 cp, Discount Undead): Living or dead, losing a limb tends to be a big event. No longer having access to an entire avenue of object-manipulation is pretty big for a species that staked its claim in the world thanks to their ability to manipulate objects better than any other species. This small cathedral made entirely of bones seems to have the solution to your missing-limb lamentations- Anyone who enters The Ossuary with a missing limb will have a perfect copy of their missing limb's skeletal structure presented to them by a skeletal hand, and it will attach perfectly to wherever the limb was severed. From there, how long it takes for the skeletal limb to be usable depends on the benefactor's status as living or undead- Skeletons and the like can pick up and use the limb immediately, while living clients will have to wait about a month for the limb to grow muscle mass and skin and all that.

Maintenance Station (200 cp, Discount Cyborg): The downside of being a robot is that when you sustain damage in battle, you can't heal it unless you replace your damaged parts. Well, luckily for you, you have this machine to do it for you! This cylindrial booth wide installed in your Cosmic Warehouse will scan your mechanical body (or any machine to a maximum size of with a repair bay eight feet tall and five feet wide) at its peak, and whenever you return to it with battle damage, then it will replace any damaged parts with ones as good as new (in addition to charging up batteries, replacing ammunition and fuel rods, et cetera). However, If the machine you are repairing has an entirly missing or irreversibly damaged power source, then the Maintenance Station will not operate. It does not require any resources, and seems to generate the things it needs from thin air. At the same time, it vaporizes any waste material, so you don't really get any spare parts from the deal. This machine only works with other machines, and cannot heal the living.

Drawbacks: Take up to 600 cp worth of drawbacks, unless taking An Ill Omen.

Unintelligible (+100 cp): You cannot speak, and anything that comes out of your mouth is either animalistic growls or incomprehensible gibberish. I hope you know Sign Language.

Nemesis (+100 cp): I don't know what you did to them, but you seem to have to attracted the (negative) attention of one of the entrants to the Killer Instinct tournament. Pick a single character besides Hisako - They will do everything in their power to track you down and put their grudge to rest, until they are killed. You can take this drawback multiple times, choosing another character every time you take it.

Antihype (+200 cp): It occurs to you just how depressing this world really is. Beyond the ridiculous veneer of tibetan ninjas, pirate skeletons, aliens, and werewolves all fighting each other in a big martial arts tournament, this place is still a dystopian nightmare run by an insane corporation. The world becomes a lot more depressing- Comboes fall flat and are anticlimatic. Soundtrack perks don't work. Colors are washed out to dingy greys and browns. The announcer didn't even bother to show up, and you find it hard to get excited about anything at all. The power of hype is no longer with you.

Wanted (+200 cp): For some reason, you have attracted the attention of Ultratech- Which is never a good thing. You find yourself hounded by Ultratech's agents at every turn- The only way of escaping this pursuit might be to destroy the company entirely...

Whispers of Vengeance (+300 cp): You want to know why Hisako can't be picked as your Nemesis? This is why. Hisako, the Avenging Ghost, now wants you dead, and will stop at nothing to kill you. Her pursuit of you will be dogged and relentless. She does not sleep, eat, or ever do anything other than pursue you, and cannot be stopped by any barrier. No matter what you do to her, somehow she'll come back to haunt you again. She might even interrupt your fights with other people to get a shot at you. In addition, whenever she's around you, her Wrath meter is always full, meaning that her comboes work much better on you than on any other foe. And her theme music always overrides anyone else's.

Kyle Difficulty (+300 cp): It would seem that you have attracted the ire of an almighty warrior spirit, who now gives his blessing to those you face in battle. Every foe you face will be a perfect warrior with incredible strength and speed, flawless timing and precision, and unmatched skill. They will see your attacks coming before you even throw them, and will constantly Combo Break and Counter Break you. Even fights with simple street thugs with knives will be struggles for your life- Just how bad will it be when you face your foes in the Killer Instinct tournament?

An Ill Omen (+800 cp, cannot take any other drawbacks): Immediately upon arrival in the world of Killer Instinct, you feel that another presence has hitched a ride into your body- and this presence is the evil spirit Omen, servant of the ultimate, immortal spirit of chaos, Gargos. Omen immediately wrests control of your body from you, turning you into the Shadow Jumper, and sets about preparing the world for his master's arrival. Omen will have access to all of your powers, as well as your cosmic warehouse, and will be able to call upon your companions in your stead- Whether or not they figure out something is wrong is up to them. In fact, he will be able to use your powers even better than you can, augmenting them with dark magic. You will be a prisoner in your own body for five long years, helpless to watch as Omen sows chaos and destruction. After this time, Omen will finally leave your body, retaining all of the powers he had while possessing you, and will attempt to kill you off, knowing that you are the only one even remotely capable of stopping him now.