Red Steel 2



Welcome to Red Steel 2. A sequel to a game that was supposed to further demonstrate the Wii motion controls. Except this one does it better. Instead of Yakuza and crime lord. This setting is more a strange combination of Feudal Era Japan, Old West America, Mad Max and the Future. Hope you all know what you doing wanderer because you are gonna be staying here until the hero complete his journey…Yeah you are going to need this

1000 CP

Good Luck out there stranger. By the way you are gonna be spending about 3 months here or you can leave as soon as the Hero kills Shinjiro. Just tell your benefactor to pick you up and you'll be gone.

Location



You are start out in Caldera, the city that game takes place in and the areas surrounding it.

Origins



Wander: Perhaps you were banished like the nameless protagonist. Perhaps you came from a completely different place in this world. Whatever the reason you're just a stranger in these lands. But you know how to defend yourself.

Kusagari: A heroic clan of warriors that are masters of the sword and the revolver. Though the question is here is where were you? The other Kusagari are dead, meaning you are one of the last remaining Kusagari, alongside The Nameless Hero of Redsteel 2.

Jackals: In terms of the three clans. Jackals are the weakest, but they make up for this fact by the sheer number of them and their brutality.

Katakara: A clan of swordsmen.

Ninja: The most dangerous of all the three clans. Mysterious, skilled and yet powerful. They will appear out of nowhere and strike. Such is their way.

Perks



General

Old Western Tunes (Free): You can have the music of Red Steel 2 play in the background when you feel like things are too quiet or you need some battle music for certain encounters.

Basic Combat Skills (Free): You have a decency amount of knowledge and skill in one Japanese swordsmanship martial art.

Crack Shot (Free): You know the basics to Pistols, and Shotguns.

HUD Visual (Free): This will allow to see how much health you have and how much health your enemies have.

Blocking Bullets with a Sword (100 CP): This is odd, this isn't an anime jump, no one should. Yet the hero and the bad guys can. With this perk you can block bullets with any melee weapon, it doesn't have to be a sword. That's just the traditional weapon to use for this ability.

Four Aces of a Kind (400 CP): You are exceptional lucky. Almost to the point you can win every game in a casino and put them out of business. This also means you have a minor form of plot armor. In addition you have four additional lives.

Wanderer

Friendly Face (100 CP, Free for Wanderer): You have a face of kind hearted person. People find it very easy to trust you.

Sheriff (200 CP, Discount for Wanderer): You an expert at revolvers. So good to the point it's like you are using a sniper then a pistol.

Tech expert (400 CP, Discount for Wanderer): You can hack into any server, fix any piece of technology and you are a wiz at computers.

Sword Master (600 CP, Discount for Wanderer): Well for one you are a master of the sword…no duh. But more importantly you know how to teach others how to use your techniques and skills. So well in fact that they will be able to do the basics of your techniques in one session. But to get really good at it they need to train and learn under you for more than one session. In addition, you know all the hidden moves and techniques that the main character learns in Red Steel 2 and are master at 6 Swordsmanship martial arts choose wisely.



Kusagari

Parkour (100 CP, Free for Kusagari): You can pull off acrobatic feats very few humans can do. You can wall run, and leap from building to building.

Skilled Swordsman and Expert Marksman (200 CP, Discount for Kusagari): The Kusagari are expert swordsmen and gunmen. This fact now applies to you as well. Let it be from the old west or the modern age, you are a natural with any gun you get your hands on. In terms of Swordsmanship Skills, you are now a master at 2 Swordsmanship Martial Arts.

After Battle Recovery (400 CP, Discount for Kusagari): No one can really explain this power. After you win or survive an encounter. The wound that you have received will seemingly be instantly healed. Though there is a limit to this. Things like broken bones will be healed to the point that they can still function but not completely healed so watch yourself Kusagari.

Master of the Kusagari Way (600 CP, Discount for Kusagari): Eagle, Tiger, Bear, Dragon, Cobra. These are Kusagari Powers. Each is not only a special technique but also comes with its own boon. Eagle, Tiger, Bear, and Dragon are all Sword Techniques. Cobra on the other hand is a revolver technique. To perform each technique, you must focus on your blade until it glows, the only exception is the Cobra, in which case you focus until your revolver glows. Eagle is an upward slash that will send your foes flying, Tiger is a defensive technique that can parry any melee attack, the Bear causes a shockwave that will knock your foes of their feet, Dragon pushes enemies back with a gust of wind, and the Cobra allows you to fire multiple shots in rapid succession at speeds that shouldn't be possible. As stated, before each one also grants a boon. Eagle makes you faster and allows you to jump higher (mostly used to follow the Eagle Technique), Tiger makes you more resilient and harder to push back. Bear makes you stronger and harder to knockdown. Dragon makes you more precise with your blade strikes and more acrobatic. Last but not least, Cobra makes you a better shot and better at handling any gun. This perk also gives you the knowledge of how to create a Sora Katana.



Jackals

Biker (100 CP, Free for Jackal): You know how to ride/drive at motorcycle like a pro.

Raider (200 CP, Discount for Jackal): Jackals aren't really the thinking type. They only care for money and resources. People tend to have both of those things but some need some "convincing" You know how to intimidate people and are good at plundering from towns. You also have the basics of swordsmanship but the way you fight it will look a bit… uh wild in a way.

Brute (400 CP, Discount for Jackal): Well you ain't no ordinary Jackal. You're one of the Big Bills. You are strong enough to wield a pretty big metal sledge hammer and you are very resistant to damage unless someone attacks the weak point on your back. So don't get too crazy

Head Honcho (600 CP, Discount for Jackal): Huh? Did Payne have a sibling because the two of you are a-like. You are really good with a sword maybe not as good as a Kusagari but you can keep up with a regular swordsman in skill. Good with a revolver so nothing to special right? WRONG! You are crazy hard to kill. You can survive a truck explosion though you are going to need to lie down for a bit. Don't be fooled you can still be killed it just takes a lot. Falling from a skyscraper, being decapitated, bazooka, Riddled with bullets for 30 minutes? Yeah, that would do the trick. So don't cocky like Payne did or else you'll end up just like Payne.



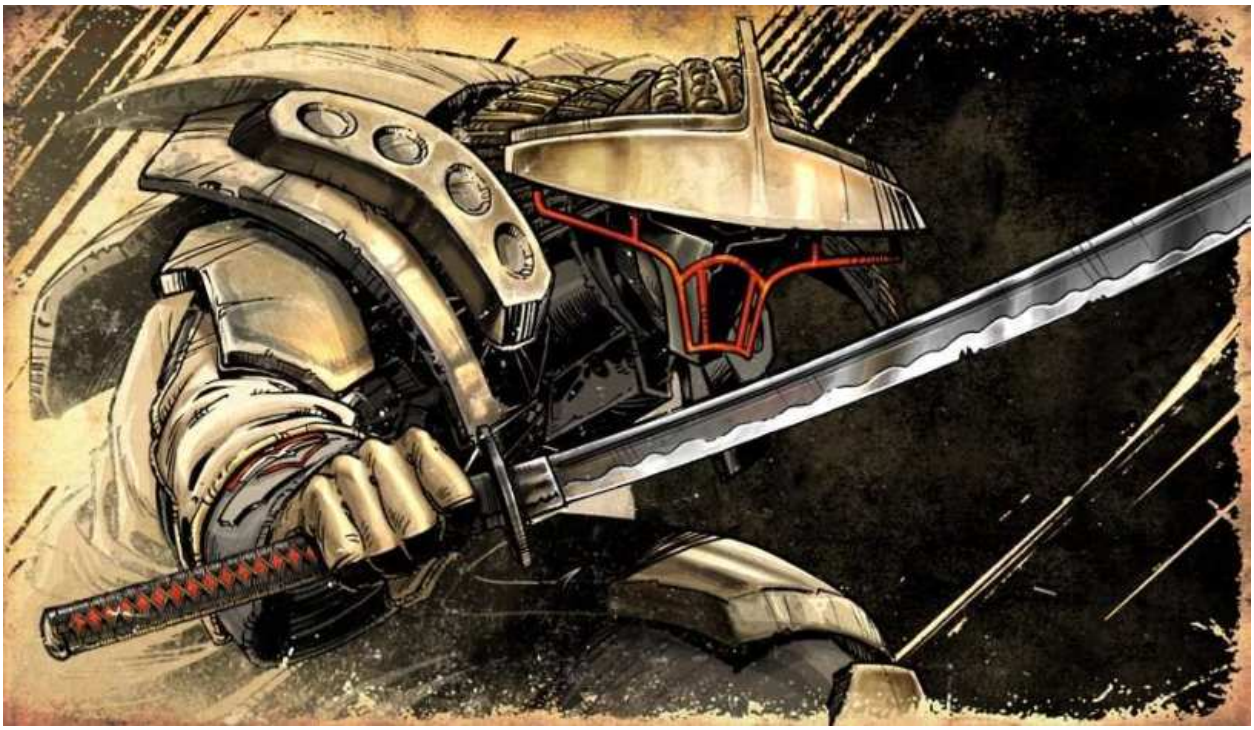
Katakara

Chain Gunner (100 CP, Discount for Katakara): Unlike the Jackals, Katakara use automatic weaponry and are really good with them. They seem to be unaffected by the recoil of their weaponry. Any automatic weapon in their hands seem to never recoil in their hands. This fact now applies to you too. Get out there and make it rain lead.

Grenade expert (200 CP): Katakara seemed to be the only group here that uses grenades…and must be baseball athletes because man it doesn't matter where you are if they see and they have a grenade they are gonna throw it and it will get to you. You too have this supernatural grenade skills. See a target take out a grenade pull the pin and just throw more than likely it will make it.

Drone Expert (400 CP, Discount for Katakara): Katakara have an affinity for technology one of the things they tend to do is send drones to scout out the area and take down any intruder that a drone comes across. They would also use the drones to repair armor and provide them with shields that will not fade…provided no one destroys the drone. You too have the affinity and knowledge to create and use drones as they do.

Odachi Sword Master (600 CP, Discount for Katakara): It seems like Okaji is not the only one who is an expert at using oversized katanas. Okay technically its called an odachi, but even by odachi standards that thing is huge. Anyways everything he can do you can do. That oversized Katana that would probably weigh a ton? It would be like a butter knife to you in terms of weight. Covered from head to toe in armor? Yeah, not a problem you are able to jump pretty high even wearing heavy armor (a good few feet off the ground). You can create shockwaves by slamming the ground with your sword. You're quite resilient too able to take dozens of blows before going down.



Ninja

Mysterious (100 CP, Free for Ninja): When these guys just show up, no one is able to get any information about them. They are quite secretive and mysterious, so are you. Something about you makes you seem more unknown to others. Thus, making it a bit harder for people to identify you. But hey you are a Ninja that's par the course.

Slippery Buggers (200 CP, Discount for Ninja): Okay this is just ridiculous. Sure, you're a ninja but the fact you can just instantly appear and disappear like that is just insane. How this works is like this: the moment people stop pay attention to you can instantly disappear without a trace. Combine this with some smoke bombs and you can slip out of any situation. Good for a quick getaway or to do hit and run tactics. In addition, if you have a good position for an ambush, you can just appear out of thin air to strike. Also, you know the skills that the low-ranking Ninjas of this world use.

Ninja Elite (400 CP, Discount for Ninja): Now we're talking no more of the basic stuff that the low ranks use. THIS is what you really want. You are skilled enough to fight with one hand behind your back. You are also skilled with claw weapons and special SMG that only the ninjas use. You are also blessed with the skills of the Guan Dao Ninja. Skilled with a double-bladed staff you can cause shock waves the same way that Okaji does but done with the double-bladed staff.

Kusagari Equal (600 CP, Discount for Ninja): Kusagari are fearsome warriors said to have no equal. They never met you though. You are the exception. Your reaction time is near instant. Your skills with a sword are equal to swords master that has been training for 50 years. In addition, you have techniques similar to the Bear, Eagle, Tiger, Dragon, and Cobra. Plus, you are an expert at all forms of guns.



Items

General

Proper Attire (Free): Clothing that matches your origin. Wanders get civilian clothing. Kusagari get a cowboy ninja outfit. Jackals get a vest and very baggy pants. Katakara get a samurai outfit. Ninjas get a futuristic looking set of stealth clothes.

Communicator (Free): This is a strange device. Its both a communicator and security card of sorts. You can use this to get around in this world. After the jump it will be upgrade to a cellphone. That looks just like it.

Basic Weapons (Free): A basic katana and a basic revolver. Nothing Special about them just weapons that you can use to defend yourself and that they are indestructible. If you want you can import one sword that you own and one gun that you own into this item.

Gas Mask (Free): Seems out of place but it has been used by the bad guys to get through areas where there is poisonous gas,

Wanderer

High Quality Revolvers (100, Free for Wanderer): These revolvers seemed to never break down or jam and is just as powerful as a musket.

Motorcycle (200, Discount for Wanderer): An unbreakable motorcycle with infinite fuel

Dojo (400, Discount for Wanderer): This dojo has a special property that can be very beneficial in the long run. Any training that is done here is amplified by 10. Meaning if it takes 100 lessons to master a certain technique. It will only take 10 lesson here. This dojo can be attached to your warehouse after you the jump.



Kusagari

Cowboy Armor and Emblem (100 CP, Free for Kusagari): A special trench coat and hat that has an unusual metal woven into the cloth making the wearer more resistant resistant to damage. The emblem that is attached to coat increases the wearer's vitality

Gun Collection (200 CP, Discount for Kusagari): This item include the four weapons that main character uses in Red Steel 2..357 Longarm (Revolver), Twin-Barrel (Shotgun), Johnnygun (Machine Gun/ Tommy Gun), Sidewinder (Lever Action Rifle). Each one has all of their upgrades that is available in the game.

Sora Katana (400 CP, Discount for Kusagari): And here it is. The weapon that caused all the conflict in Red Steel 2. Supernatural and made from a strange ore that came from meteor this sword is said to be able to grant supernatural powers. By this it means that while wielding you are stronger, more durable and faster. The blade it self can cut through cars and trucks with no problem. In addition, you copy only works for you. In the hands of any else it might as well be a normal sword.



Jackals

Jackal Gear (100 CP, Free for Jackal): A mask a machete styled sword and a revolver. Both weapons are much more powerful than they seem.

Truck (200 CP, Discount for Jackal): A big pick-up truck good for hauling off resources or loot.

Jackal Armor and Hammer (400 CP, Discount Jackal): Armor that just goes over your clothes very durable and resistant to normal melee attacks (only wide swings or special Melee attacks can beak it). And for some reason the armor makes you stronger somehow…don't question it though. This purchase will also give a hammer like the ones that the Big Bills wield.



Katakara

Regular Katakara Gear (100 CP, Free for Katakara): A chain gun and a standard katana a bit stronger than a basic katana.

Drones (200 CP, Discount for Katakara): These drones come in three types. First are gun mounted drones they see an enemy or intruder they fire. Second are mines if an enemy get too close the explode. Finally, there are shield drones they provide allies a blue electric barrier. You'll receive 10 of each and they replenish every week.

Okaji Equipment (400 CP, Discount for Katakara): A large suit of armor that will take loads of damage to break (9 grenades or similar explosives). And a large buster sword style Odachi.



Ninja

Low Ninja Gear (100, Free for Ninja): A strange high-tech visor that seems to have infrared and night vision. A revolver that is strong as the long arm revolver, and finally two katanas.

Elite Ninja Gear (200, Free for Ninja): A specialized high-tech suit that improves your mobility and maneuverability; that includes a claw like weapon attached to left arm of the suit. A machine gun that matches a Johnnygun.

Guan Dao (400, Discount for Ninja): A strange electrified double-bladed staff. With it you can cause shockwave attacks, spin to block bullets, and even hover for a bit. Obviously normal attacks with this weapon will also shock whatever it hits.



Companions



Import (50-200 CP): It's dangerous to go alone. So how about you bring some friends with you to make it easier. 50 CP to import one companion. 200 CP to bring them all. Each gets 800 CP and a background.

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

Drawbacks

You Think I am Running a Charity? (+100 CP): You have a hard time finding ammo out in the open or from a bad guys corpse. This means you need to buy ammo.You might get into situations where you run out of ammo. Its gonna be happening a lot. Hope you are good with you sword. Or somehow have infinite ammo.

I WANT THAT JUMPER'S HEAD! (+200 CP): Payne and his gang want you dead. Expect to face Jackals everywhere you go…at least until the end of the events of the game. But trust me thats a while so be ready for a fight.

I Come For You Now (+300 CP): Okaji and the Katakara Clan is out for your blood. Unlike the Jackals Katakara are actually trained warrior and not wild brutes. Things are going to get ugly if you let your guard down because they will look everywhere for you and they will be in each area of the city. That is until the end of the events of the game.

What are these guys? (+400 CP): Ninjas! They're everywhere and they are after you. Stay on guard because these guys rely on ambush tactics and are the most deadly faction of enemies from Red Steel. They will not stop coming until your dead or until the end of the events of the game.

You rely too much on those things! (+500 CP): You rely too much on the items that in your warehouse. So lets see how well you fair without them. Outside of whatever weapon you imported into the Weapon of the Forge, all item in your warehouse is now sealed away for the duration of the jump.

There are no Shortcuts! (+500 CP): Perks, powers, system? PARLOR TRICKS I SAY! One does not become a master with such things. Only blood, sweat, and tears will do. There are no shortcuts. Therefor any perks that are not from this jump have been confiscated and sealed away for the duration of the jump.

Ending

Go home: Call it quits and go home

Stay Here: Stay in this setting

Mosey on Through: Go to the next jump



Notes



Made by Sonic Cody12/Sonic Cody123/Cody Majin

You didn't hear this part from put you can actual get infinite money then slamming an enemy into the wall using The Dragon over and over again and make $500 per hit infinitely to generate infinite cash.

Thanks to GetRektNuub lordzodiac32 and Domar7431 for their help