Mega Drive Cartridge　メガドライブ専用

火激

KA・GE・KI





1 PLAYER

HOT・B

Kageki and Kageki: Fists Of Steel 1.0 By **Burkess**

Welcome to Kageki.

The Protagonist of this world is Kei, whose brother was brutalized by the Kageki gang. He's tracked them down to their base and seeks to avenge his brother by beating up the entire gang by himself.

He'll face a series of 1 on 1 battles against every member of the gang, ending with a confrontation against the boss, a mysterious figure whom nothing is known about.

Or perhaps you're entering the Fists of Steel universe?

In this world, Kei is an experienced boxer who has never lost a match.

He returns home to find his brother dying in a gutter. The Kageki gang murdered Kei's brother so that they could bet against Kei's boxing matches when he finally loses and make lots of money.

Kei swears revenge upon them and tracks them to their apartment complex base.

Meanwhile, Daisy, the girlfriend of the leader of the Kageki gang, wants out. She's willing to help anyone who looks like they have a chance at beating the boss.

What's your role in this? You'll need these.

1000 Kageki Points.

Locations:

1. Kageki Gang's HQ, Kageki universe.
2. Ka-Ge-Ki Gang's HQ, Fists of Steel universe.
3. Anywhere else on the planet.
4. A dimensional portal that links between the two versions of this world and lets you come and go from between them.

Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Kageki Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times.** Doing so provides an additive bonus.

Take A Punch: Free! You can now withstand three times as much damage as you could before.

Fighting Skills: Pick any martial art or fighting system that exists on Earth. You're now a master at it.

Weapon Skills: Choose any weapon. You gain experience with it as if you spent a lifetime training with it since birth.

Career: Pick anything you could do on a mundane Earth without the aid of superpowers. You now have 10 years of experience and memories of doing that.

Projected Affinity: You can project an impression of actions you've done in your life. Those who feel it and are similar to you will know that you're just like them and will be willing to follow you. If you're someone who likes doing crime and runs a motorcycle gang, you could recruit plenty of loyal violent criminals. You get to select what gets projected.

Kei's Secret: You've gained unlimited stamina, and you quickly heal to full condition when a battle ends.

For My Brother: When you're fighting for a cause, you can push your body to keep moving even when it's broken. You can push past your normal limits to help achieve a goal that matters to you.

Acrobat: You can perform twirling leaps as easily as you breathe, and perform a six foot jump from any position.

Palm Thrust: You have a special technique that enables you to gather energy and then deliver a powerful blow. A simple palm thrust could knock a grown man off his feet and send him flying 6 feet.

Crouch Slide: By crouching or going prone, you can slide across the ground. This lets you move at the same speed as if you were walking or running. It also is a valuable tool for slipping under attacks.

Health Bars: You can tell at any moment how much life you have left and how many more hits you can take, and can tell the same for your opponents.

Knock Out Recovery: You'll always be able to recover within seconds of being knocked out, at least 3 times per fight. Doing it again after that depends on your willpower and how angry you are.

Blindside: You have a talent for dirty fighting that lets you get the advantage over opponents. This includes things like misdirecting their attention, so you can punch them from the side at the start of a fight. It extends to hiding the degree of your cheating, letting you pull less blatant tricks in even official games and bouts and still get away with it.

Regeneration Factor: You regenerate 2% of your total life every second. Any injury that doesn't kill you can heal.

Coward Style: By fleeing, you can trick people into believing you're running away and weaker than you actually are. This lets you blindside them when they chase you. You're much faster than you were previously at running away to help sell the illusion and trick them.

Never Lost A Fight: You have an extreme talent for fighting, one that matches Kei's, a boxer who has never lost a fight. When faced with an opponent who is stronger than you, your skills gradually rise until they'll allow you to eclipse your foe and win. This power increase is permanent.

A Happy Accident: Whenever you take action, you'll coincidentally run into people whose interests align with yours and will team up with you for mutual benefit. Are you taking down a gang? The members who wanted to leave will assist you. And if another group was going to attack that gang, they'll have planned their attack on the same day and time as yours. The stars will align to ensure everyone's on the same page and can work together for maximum efficiency.

Find The Gang: You can declare a location, such as finding the headquarters of a gang, and then receive GPS instructions on how to get there. This also works for solving puzzles, and will explain what you're missing or will need if you can't walk to a location.

Snap To Foe: When in battle, you'll automatically face your enemy at all times. Even if they're cloaked or hiding themselves, or you can't see them.

Changing Teams: If you have the qualities they're looking for, others can see this within you. This will have them reconsider their allegiances based on the values they have and what they want. If someone sees you as a better deal and would be willing to switch if persuaded to, they'll learn of this and take the initiative to do so. This works for every aspect of life.

Gang Boss: You're the pinnacle of what a human can achieve with physical training and the study of boxing. Every new fighting technique and style you learn provides an additive bonus to your total fighting skill.

Party Time: If you don't mean them any harm, you'll be allowed to hang out with dangerous people/groups without them hurting you. A dangerous gang of murders could become great friends. All this requires is that they're at least neutral to you.

Helping Hand: You can spawn healing items, such as hamburgers and tuna fish, that heal people when they eat them. This also lets you summon enhancing equipment, such as gloves that raise the damage of someone's attacks. You can learn to summon more things.

Tells: Your opponent's weak spots and openings are highlighted and made more obvious to you. If there's a good time to attack an opponent or a time when you should back off, you'll know it when you see it.

Unexpected, Sudden Violence: You've worked assiduously to erase all tells from your fighting style. This enables you to quickly transition into new attacks without going through the motions that would warn someone about what you're about to do. This comes with a perfect poker face, and tight control over your body language. So no one can tell what you're feeling.

Explosive Barrels: When you reach for one, you'll find an explosive barrel. They'll explode when you want them to. You can learn to produce smaller explosives.

Rage Mode: When you get angry, you can transform. Your skin turns red, and your damage goes way up. But this process makes you very angry, and can make your attacks more predictable.

Calm Heart: The more damaged you become, the more focused you get. This slows your perception of time and increases your speed, letting you react quicker. Maintaining calm emotions strengthens this effect.

Hulk Out: You have access to a transformation that turns your skin green and grants a massive defensive bonus. Your body gains scales and muscle mass that helps protect you.

Adrenaline Rush: Once, per fight, you can choose to fully heal yourself.

Unusual Strength: You have the strength to lift a sumo wrestler above your head and chuck him down a manhole.

The New Boss: Defeating a group of people and sparing them means they'll become subservient to you if you also defeat their boss. This gives you what the boss had. Anyone willing to yield to you will jump ship to your camp and join you as the new boss.

Sumo: You can choose to gain 150 pounds of muscle and/or 150 pounds of fat. When you have a weight or height advantage over an opponent, you'll find it easier to corner and maneuver them around.

Next Battle Preview: When you're going to get into a fight in the near future, you'll see a vision of who your opponent will be.

Approaching Rivals: You can decide to have the greatest threats to yourself and your interests decide to confront you the moment they're able to. Rather than carefully plan their attack, they'll fling themselves at you.

Items:

A Weapon: Pick a weapon that exists on Earth. It's yours, and scales in strength as you grow in power.

Dockside Gang Warehouse: This is a warehouse for your gang to hide out in. It can hold a massive amount of supplies and has an area to hold fighting tournaments. With a manhole for throwing the losers down, of course.

Boats: These boats are great for shipping merchandise. And other things. You have a respawning collection of speed and fishing boats.

Motorcycles: You have a supply of fast, well maintained motorcycles. When you want to give one to someone, one will appear for them to use.

Wrist Tape: It drinks your blood and self cleans. And then uses this to make your fists harder, your muscles stronger, and your bones tougher. It doesn't just have to go on your wrists. You have enough to cover your entire body.

Manhole: This is a convenient manhole for disposing of people. Just chuck their unconscious body down it, and you won't see them again unless you want to.

Gang Apartment Building: This is an apartment that gains new floors and always has enough room to fit your entire gang in it. You can set the apartment to attract a certain kind of person. Letting you select for nationality, criminal history, age, sex, and so on, allowing you to tweak exactly who you want to show up. The people who visit will be the ones you selected for.

Burger, glove and tuna: You can have these appear every so often during your fights for you to grab and eat, to restore some health. And to use the glove to enhance your punching damage.

Meteor Hammer: This is an especially intimidating weapon that strikes terror into the hearts of your enemies. And it deals fantastic damage when it lands.

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.

Companion Options: These cost 100 points unless otherwise stated.

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 Kageki tokens, same as you got.

Referee: This referee will officiate any fights you get into. They're the best ref you could ask for or find.

Drawbacks: Each of these offers 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.

Bad Hit Detection: The enemies here are extra slippery and can evade your fists unless you're perfectly lined up with them. You need to be very close to someone in order to guarantee a hit.

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

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Kageki points as you spent. They don't like you and want to defeat you.

Be The Main Character: You become Kei and inherit his body, skills, and position in the world. This means you must avenge your brother.

Glass Jaw: You have ¼ the amount of durability you'd usually have here.

No Longer 1 on 1: The enemies will decide to fight 3 on 1 battles instead of 1 on 1 fights now. This is no longer an honorable duel of fisticuffs.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?