Generic Fist Jump

CYOA Jumpchain Compliant
By Ursine the Mad Bear
Version 1.0

If there is one thing to learn from the collected fiction of humanity, in all its various forms, it is that every problem can be resolved by violence. Whether for good or evil, the ability to enforce your will on people or the world around you seems to be the final arbitrator for all conflicts.

Now you will have the chance to enact violence on others, to shape and control the world through the power of your punches. Strike for freedom or oppression, justice or lawlessness, order or chaos, whatever cause you choose, your fists will determine your fate.

This is inspired by Tony Jaa movies, Walker Texas Ranger, the Rocky series, and other such media.

Take these **+1000cp (Choice Points)** and start fighting!

Age and Gender

Punching knows no limit in age or gender, so choose these for yourself, so long as they are physically possible for your species.

Setting

The power of the fist knows no limitations! Design your own setting, with the proviso that hand to hand fighting be extremely important in that world. It could be Street Fighter-esque, it could be like Walker, Texas Ranger where criminals and law enforcement put away their guns to engage in fisticuffs, but whatever it is, toe-to-toe violence will be a major part of that world.

Origins

Drop In

You popped up out of nowhere. You have enough ID to be legal to live here, but no connections, no family, no friends, and no pets.

Wandering Sage

You are a nomad, you tend to wander into places that have problems, beat those problems to a pulp and then wander away again. Or maybe it just seems that way, since no one notices you until you beat up the skeleton-dressed Hitler youth gang that has been bullying them. You also tend to have a fairly philosophical outlook on life, and probably detest violence,

despite how often you resort to using it. Think Kwai Chang Caine, Mister Miyagi or maybe Dalton.

Martial Artist

You are a professional martial artist. Most of your fights probably take place in a ring or on a mat, which is not to say they aren't sometimes quite brutal or that you cannot throw down in a real fight as well. Examples would be Rocky, or the characters from movies like Best of the Best or Kickboxer.

Back-Alley Brawler

You may or may not have the sophisticated training that other people like to brag about, but you know how to throw a punch. No matter what your training, you are a streetfighter, a brawler, and you have earned respect the hard way. You probably have connections or conflicts with some less than reputable people or organizations. Think Rick Latimer from The Principal, Ting from Ong-Bak, most Steven Seagal characters, or Tyler Durden.

Perks

What kind of skills and advantages do you possess? Perks are discounted by 50% for their Origin, and 100cp perks are free for their Origin.

General

Carved From Wood (Free For All Origins)

Damn, you can take a punch. And you can throw one as well. Where most people would flinch away from either hitting or being hit, you have no hesitation. You never freeze up in stressful situations and are difficult to catch off-guard. You are also just more durable than most people, as resilient as a trained fighter even without training. Putting in the effort will only make you tougher.

Fighting Style (50cp for Each + 50cp, First Free For All)

You are at expert level in one real world fighting style, which must be primarily unarmed and could just be street fighting if you choose. This can be taken multiple times. For an additional 50cp, you are upgraded to a master of all your chosen fighting styles, one of the best in the world, possibly the very best.

Style Blender (50cp)

You are a genius at combining your fighting styles together, finding their similarities and mixing them into a single, usually superior, style all your own.

Drop In

Non-Threatening (100cp, Free for Drop In)

Let's be honest, you just don't look that tough. No one is going to think you are a threat until you prove otherwise. This doesn't mean they won't decide to beat you down for fun, or that a paranoid enemy might not prepare to deal with you just in case, but in general, people will not want to bother with you, and they will tend to underestimate you at first.

Evaluation (200cp, Discount for Drop In)

When you don't have any background knowledge, you need to be able to read a situation quickly and effectively, and most of all, you need to figure out who you can take, and who you need to avoid. With this, you have a perfect sense for how dangerous a person or situation is, both to you and in general.

Lucky Son of a Gun (400cp, Discount for Drop In)

They say it is better to be lucky than good. Hopefully they are right, because now luck will be on your side. This is never blatant or extreme, but fortune tends to favor you, and bad luck always seems to miss you. Your luck never runs out, but it might fail in the face of overwhelming power or skill.

Smooth (600cp, Discount for Drop In)

You are an extremely likeable and charismatic person. People enjoy being around you, and are often eager to befriend you. People will tolerate behavior from you that would be completely unacceptable from anyone else, just because they can't help but like you. You're especially good at bullshitting and fast-talking people, to the extent that you could probably convince a guard to let you into Fort Knox by yourself "Just for a second, I just want to look around." In addition, you excel at pulling tricks and unexpected tactics in a fight, often because no one would expect such a nice guy to hit below the belt.

Wandering Sage

Hard Won Wisdom (100cp, Free for Wandering Sage)

You have studied and contemplated and have found not enlightenment, but the road to enlightenment. You can always remain calm, with perfect control over your own emotions. What is more, you are always aware of your own biases and preconceptions, even subconscious ones.

Sage-Like Master (200cp, Discount for Wandering Sage)

You are a truly excellent teacher in any subject, though you specialize in teaching martial arts and common sense. You can make even the most mundane activity, such as painting a fence or washing a deck, into a highly effective training method. You can use these methods for yourself, as well as using them to train your students.

Mind, Body, Spirit (400cp, Discount for Wandering Sage)

Your mind is focused, your body is strong, your spirit is pure. Through training and meditation, you have made yourself anew. Your willpower is unlimited, yet you remain mentally

flexible and open to new ideas. You are resistant to poison and disease, and no matter how old you become, you remain as physically capable as in your prime. Finally, your spirit is unbreakable. You never give in to despair and are immune to any form of corruption. You will only be as evil as you choose to be.

Secret Techniques (600cp, Discount for Wandering Sage)

You have learned or developed a number of special techniques, ranging from kicks that are nigh-impossible to block, punching techniques that magnify your strength, pressure point attacks, or even advanced acupressure methods to relieve injuries. You excel at developing more of these techniques, and can easily mix any special abilities you might have with your martial arts skills.

Martial Artist

Control (100cp, Free for Martial Artist)

When the majority of your fights are organized sporting events, you need to be able to defeat your opponent without actually killing them. You can now restrain any attack you make, so that it will only deal non-lethal damage to the target.

Greasy Fast Lightning Speed (200cp, Discount for Martial Artist)

Maybe you spent some time chasing a chicken around an alley, or maybe not. Regardless, you are damn fast. Your reflexes are peak human, or peak whatever else you are. You are well-trained in avoiding attacks, somehow reacting even if you are unaware of the attack.

Fought Wars In The Ring (400cp, Discount for Martial Artist)

Some people say violence never solves anything. That just isn't true. Whether it is beating some common decency into a thug, or winning the Cold War with a boxing match, you can influence people in a variety of ways through the act of hurting someone. This is more effective when applied directly, but if the fight is suitably epic, even spectators can find their views and opinions changed.

Full Power (600cp, Discount for Martial Artist)

Despite the need for control in the ring, your training and perfected technique can also allow you to unleash your full strength, even with what most spectators would think are weak blows. This allows tricks like the famous one-inch punch. Also, this is your true full strength, which can considerably exceed your normal limits. You can easily learn to do this with any other form of attack you possess.

Back-Alley Brawler

Badass (100cp, Free for Back-Alley Brawler)

Whether it be your steely glare, that crazy expression, or something unnerving about your calm demeanor, you have the ability to intimidate or overawe the people around you. People will get the feeling that messing with you is a very bad idea, and even those accustomed to violence will think twice.

Pain Don't Hurt (200cp, Discount for Back-Alley Brawler)

You are tougher than hell. While you still feel pain, it never disables or hinders you in any way. Unless your body cannot structurally keep moving, you can keep going as if you were fine. You also seem to bleed out slower than normal people, and injuries tend to heal without lingering difficulties.

School of Hard Knocks (400cp, Discount for Back-Alley Brawler)

You have experience with real combat, not just training or tournament fighting. This has sharpened your instincts, letting you quickly find an opponent's weaknesses and patterns, as well as concealing your own. You are impossible to trick with a feint, and are always aware of your surroundings.

One-Man Army (600cp, Discount for Back-Alley Brawler)

In addition to just being a damn good fighter, you also seem to have a gift for fighting multiple opponents. You can never be overwhelmed by sheer numbers. If they can't beat you one-on-one, they flat out can't beat you. You also excel at keeping track of a battlefield, knowing who is moving and where they are around you.

Items

You can import similar items into any of these at no additional cost. Any item can be taken multiple times. If these items are lost, stolen, or destroyed, new ones will be in the Warehouse 24 hours later. You have a +200cp stipend to spend in this section.

Duffel Bag (50cp)

This duffel bag is always easy to carry. It always contains some clean spare clothing and any needed toiletries. It never gets lost and no one ever objects to you carrying it.

Training Suit (50cp)

This set of clothing, of whatever type you choose, has a positive effect on any training you do while wearing it. Your training will be twice as effective as it otherwise would be. The clothing will also self-clean and repair overnight. You can choose to change the nature of this clothing at the start of a new jump. Sweat suits and karate-gi's are traditional.

Headwear (50cp)

This headwear, which can be a headband, a ball cap, or any other article of clothing worn on the head, has the effect of keeping any sweat or blood out of your eyes. It also stops

the glare of bright lights from affecting your vision. You can choose to change the nature of this headwear at the beginning of a new Jump.

Handgear (50cp)

This handgear, which could be boxing gloves or cloth wraps or any other similar item, will perfectly the protect the wearer's hands and wrists, both from the power of his own punches and from any harmful qualities of the target. You can change the nature of this handgear at the beginning of a new Jump. No one will question or bar you from wearing this protective gear in a fight, even if they normally would, so long as they are not obviously weapons.

Fist Weapon (100cp)

This weapon, which can be anything worn on the hand, such as brass knuckles, weighted gloves or a spiked gauntlet, will always inflict some harm on any target struck, no matter how tough or even invulnerable it normally is. This weapon can be a set, such as two gloves or gauntlets, and can be merged with the Handgear if you purchased that item as well. You can change the nature of this weapon at the beginning of a new Jump.

Perfect Towel (100cp)

This towel is perfect, fluffy, warm, and is your favorite color, even if your favorite color changes. It can also perfectly wipe anything off of your body, be it water, dirt, blood, sweat, skunk stink, or anything else. It leaves you completely clean and refreshed. It also wipes away fatigue and minor soreness, letting you instantly recover from a training session. Somehow the towel itself also remains in perfect condition and cleanliness despite you using it like this.

Jumper Total Fitness (100cp)

You have access to special workout facilities. These facilities, besides being an absolutely amazing gym, will adjust to provide a good, safe workout for you, no matter how great your physical abilities become. It also includes facilities for safely and effectively training any special abilities you might possess, no matter how powerful or dangerous those abilities are. This attaches to your Warehouse after this Jump.

Meditation Room (100cp)

This room is perfectly designed for you to meditate in, with whatever decorations, features and facilities will help you focus and clear your mind to the utmost degree. It provides a massive advantage in training in any sort of spiritual pursuit or anything else that requires long periods of contemplation.

Sweating With The Jumper (200cp)

You are the creator and star of a highly successful, extremely popular, and widely distributed set of exercise/martial arts videos. You make an excellent profit off of this series, and they are very effective at getting people fit and training them to a decent level of martial arts skills. Strangely you never actually seem to need to actually make them yourself, as more of

them just sort of come out on a fairly regular basis, and no one seems to question your apparent lack of contribution to your own show. If there is any style or type of technique you would not want to share via these videos then it will simply not be featured, mere intention being enough to ensure your desired secrets remain that way.

Jumper Dojo (200cp)

You have a large and very well-equipped dojo of your very own. You can either keep it private or let it operate as a business, in which case the dojo will have a staff that can teach almost as well as you can. As a business, it is guaranteed to be successful, though any franchises do not have this protection. You can choose to attach it to your Warehouse instead. This can be merged with the **Jumper Total Fitness** item, if you purchased that as well.

Jumper Arena (200cp)

You have an arena, which can alter itself to allow any form of sports or competition. If you decide to run illegal fighting tournaments here, the authorities will never find out. It has unlimited seating for spectators, and all facilities that a stadium arena would be expected to have, including a staff. The odds of a fighter being seriously injured, maimed, or killed is dramatically reduced while fighting in this arena, so long as the fights weren't deliberately intended to allow those things, while still allowing the fights themselves to be just as exciting and action packed to watch. No one will find anything odd about this place, and you can choose to attach it to your Warehouse if you want post-jump.

Companions

You can create or import as many Companions as you are willing to pay for. You are free to decide the personality, history and appearance of created Companions and these Companions are as loyal as you want them to be. They can even be loyal enough to forgive you for using Jumpchain fiat to ensure their loyalty. Companions can take Drawbacks that directly affect them, not those that alter the world itself, and you can transfer cp from yourself to a Companion, at a 1:1 ratio.

Create/Import (50cp for 1, 200cp for 8)

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with +600cp to spend, but cannot acquire Companions.

Great Fighter (100cp)

Maybe a fellow student at your dojo, an old friend, or your favorite opponent in the annual tournaments, this is a fellow martial artist who just may be as good as you are or even better. No matter what, they are a friend who will stand with you when things get dangerous. Plus, at least in pure fighting skill, they will advance and improve as fast as you do.

The **Great Fighter** has the following perks: **Carved From Wood**, **Control**, **Greasy Fast Lightning Speed**, **Full Power**, and **Pain Don't Hurt**. They also have as many selections of the **Fighting Style** perk as you do, with the upgrade if you also purchased it.

Mentor (100cp)

No matter how you met this person, the **Mentor** is an expert martial artist and teacher who has chosen to pass on their wisdom to you. The funny thing is, no matter how skilled you get or how wise and enlightened you become, a bit of sage counsel from your mentor will still help find a path to resolve any problems or cause you to breakthrough any obstacle.

The **Mentor** has the following perks: **Carved from Wood**, **Fighting Style** as many times as you selected it plus the upgrade, the full **Wandering Sage** perk line, and **Control**.

Chubby Friend (100cp)

Technically, this friend does not have to be chubby. They are your best friend, who isn't really a fighter, but they are a great friend and a damn good person. No matter how troubled you become, some time spent with this friend will help you unwind and recover your equilibrium.

The **Chubby Friend** has the following perks: **Non-Threatening**, **Lucky Son of a Gun**, **Smooth**, **Hard-Won Wisdom**, and **Mind, Body, and Spirit**.

Drawbacks

You can take as many Drawbacks as you want, without limit on cp gained. If you can handle the Drawbacks, you can have the reward. Also, the drawbacks that change the world are altering its condition at the start of the Jump. If you are genuinely capable of changing the nature of the world, fiat will not kick in to change it back.

Extended Stay (+100cp)

Your stay in this jump is extended by five years. You may take this Drawback as often as you like.

Constant Sequels (+100cp)

You are never going to get a break. Battles are going to be even more common for you than they otherwise would be. It is doubtful that you will go a week without having to fight someone.

Power of the Fist (+100cp)

While people in this world tend to solve problems with hand-to-hand combat, they at least have the option to pick up a weapon. You don't. You can never use any form of weapon.

Disability (+100cp or +200cp)

You have some physical handicap, a missing eye or a crippled limb. If it can be mostly compensated for in some way, it is worth +100cp. If it cannot be compensated for, it is worth

+200cp. You cannot pick a disability that would prevent you from being able to engage in fist-fights in some form or fashion.

Carved From Marshmallow (+100cp or +200cp)

You do not receive the **Carved From Wood** perk until the Jump ends. You might know how to fight, but if you want to be a real fighter, you are going to have to get tough or die. For an additional +100cp, this also applies to previous fighting experience or relevant perks. You still have the memories, but you no longer have the mentality of a fighter, until you earn it for yourself.

It's All In The Reflexes (+200cp)

You are the comedy relief; whenever you fight, your ass will get kicked. This will not apply if the stakes are life or death, but get used to non-lethal humiliation. On the plus side you get a free bright pink karate-gi for your troubles.

Extremity Extremist (+200co)

Arms or Legs. Pick one. For the rest of the jump, you are only allowed to strike your foes with the option you chose. Any attempts to strike your foes with the other option will not only fail to do any real damage, but will result in a random bone in the offending limb breaking.

Learn The Hard Way (+300cp)

Any fighting skills you might have previously possessed are removed, and any that would be purchased from this Jump are delayed to the end of the Jump. If you want to be a fighter, you are going to have to learn just like everyone else, with blood, sweat and tears.

Fight Like A Man (+300cp)

You have to survive this jump without any supernatural or superhuman abilities you might otherwise possess. You also lose access to the Warehouse, though you can choose to have any possessions that would be available in the real world with you at the start of the jump.

Final Choice

So, you've punched everyone that needs punching, and probably taken a few hits yourself. Now it is time to make one more choice, whether to **Stay**, **Go Home**, or **Move On**.

Notes

Inspiration

This jump was inspired by a common typo made when discussing my Generic First Jump, along with a joke made by Record the Recording and Alex Corvin. So, while any credit goes to me, all blame goes to them.

Change Log

Version 1.1

Added the **Extended Stay** Drawback.

Version 1.0

Created the document.