Tekken Jump 1.3.

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Welcome to the King of Iron Fist Tournament Jumper!

The World of Tekken is one where Devils roam among Mortals, corporations fund Tournaments and chances are you have the most messed up Family this side of fiction.

The major plot of this World surrounds the Mishima family and the eternal power struggle between its members. All gunning for either Power or revenge. This conflict has spiralled out of control with the inclusion of Devils and World spanning Wars. Countless of lives have been involved in this never-ending Fight, from your average human with martial art skills to things like enhanced animals, aliens and robots.

You have 10 years in this World. Fight well, avoid Volcanoes and perhaps you can become the new King of Iron Fist.

Here are your **1000 CP.** Use them well.

# Timeline

First, we need to clarify at what point in the timeline you wish to start. There are so far 7 major King of Iron Fist tournaments which we will use to create an understanding of what time you will start your 10 years in.

Tekken 1: The first King of Iron Fist Tournament. Kazuya Mishima, son of Heihachi Mishima, has entered to get revenge on the Father that tried to kill him. A dark power has risen inside the youngest Mishima and the Battle between him and Heihachi will give birth to the most destructive legacy in this World.

Tekken 2: Heihachi Mishima survived… and he is back for revenge. Two years after the events of Tekken, Father and son will clash once more but the Power inside of Kazuya has started to consume him. A mysterious woman named Jun Kazama joined the Tournament as well, the very woman who will give birth to Kazuya's son.

Tekken 3: 19 years have passed since the second KOIF Tournament. Jin Kazama, son of Kazuya Mishima, has set out to train under his grandfather to avenge his Mothers murder by the hands of the fearsome Ogre, the God of Fighting who wanders the Earth in search for strong souls. The next tournament has been hosted to draw Ogre out and the Child of Destiny will soon face the monstrosity. A Battle that will push the young man to his limits and the inevitable betrayal beyond them. Countless new faces have arrived as well, in some ways even connected to the attacks on previous combatants of the Tournament.

Tekken 4: Two years since the awakening of Jin's devil gene and the rescue of Kazuya by the G-Corporation, the three generations of the Mishima family are fated to battle once more. Attempting to get his son and grandson out of hiding and steal the powers of Ogre and Devil for himself to become the Ultimate Lifeform, the next Tournament is held by Heihachi. The Mishima Zaibatsu itself is at stake as well, being the price, for whoever can defeat the eldest Mishima.

Tekken 5: Jin Kazama emerged victorious in the Battle against his elders and escaped with the Devil inside of him. In an attempt to assassinate both Heihachi and Kazuya the G-Corporation launched a large-scale attack at the Dojo of the wounded Father and Son. First fighting side by side the Son left to Father to die, for the whole World to believe the eldest Mishima has perished. Though from the ashes of Hon-Maru… Jinpachi Mishima has risen, a demonic spirit possessing the imprisoned Master of Fighting. The stakes are high with Jinpachi holding the Tournament in hopes someone will kill him before the evil spirit starts its reign of terror through him.

Tekken 6: The battle between the Mishimas has reached a new extreme. After defeating his great-grandfather and taking over the Mishima Zaibatsu, Jin Kazama launched a Worldwide war, the only force standing against them the G-Corporation, which Kazuya Mishima has usurped after their betrayal. The two Devils fight for the fate of the World but Jin's true intent is to awaken the ancestor of the Devil Gene… Azazel… to fight and perish with him, hoping to end this long running curse and save the World at the same time. Meanwhile, Lars Alexanderson, Uncle of the Fated Lightning, has started a Rebellion with his own Tekken Force against the Devils, determent to save the World… though an amnesia might make this more difficult. Fortunately, Alisa Bosconovitch… a mysterious girl with curious abilities, is at his side.

Tekken 7: Azazel has been defeated, but the World is still caught in the endless Battle. Heihachi, now back in control over the Zaibatsu, and Kazuya… the two man who started it all… will cross paths once

again. It is certain that the next confrontation between father and Son will be the last. A weakened Jin is saved by Lars as well… perhaps the only one who can stop the winning Mishima.

## Origin

Now… just what are you jumper? Believe me there is just about anything in the World you're going to. From humans to androids to things that are just… bizarre.

Feel free to choose any Age between 16 and 105 (youngest and oldest human ages in Tekken). Your Gender is the same as last Jump but you can change it for free if you want. Choose one Country as well as your home country.

Human (Can be seen as the Drop In option): You're just a Human, yet you're far from ordinary all the same. You honed your body in a Martial Art of your choice and are ready to compete in the Tournament against the greatest Fighters of the World. Alternatively, you may also give yourself an Origin story instead as long as it doesn't clash with Canon backgrounds or the story.

Shadow Fighter: The shadows are your friend. You're either an assassin or a Ninja of some sort, belonging to a Clan perhaps like Yoshimitsu? An organization like Ravens? Zafinas People? Or maybe you were simply trained by your parents. Either way you're deadly in ways most people aren't.

Technological Perfection (100): You are a marvel of technology, founded and created to be a weapon of Combat. Whether it was a scientist like Dr. Bosconovitch, the mysterious Violet or infamous companies like the Mishima Zaibatsu or G-Corporation, someone put their blood, sweat and tears into your creation. You are either a Cyborg or an Android.

Mysterious being (100): You're… not normal. Oh, far from it! There have been a lot of weird Fighters competing for victory and now you're one of them.

Devil (800): This could be a blessing or a Curse. Your body possesses a trait known as the Devil Gene. How did you get this Power? A deal with the Devil? Ancient Curse? Or are you perhaps related to the Mishima Clan? Whatever its source is you hold incredible power in your body. This may be shown by a Tattoo or similar.

## Perks

Perks sorted into your Origin are discounted by half. 100 CP perks for your Origin are free.

Welcome to the King of Iron Fist Tournament! (Free for All/Additional cost 100CP): You didn't think I let you enter this Place unprepared, did you? No Jumper we need you to fit in with the crowd. You gain mastery in one Combat style of your choice. From Karate to Capoeira, one fighting style possessed by a fighter of the KOIF Tournament is yours to possess. Keep in mind that in order to use said fighting style you must be actually capable of such feats (for example you COULD buy the unique style of Alisa Bosconovitch but without any Chainsaw arms or exploding heads you would not be able to actually use it.) This option can be taken several times with any additional fighting style costing 100CP.

Multilingual (Free): People from all over the World compete for the Title of King of Iron Fist. You probably would want to actually speak with them properly right? From now on you will be able to fluently speak and write every language of any World your currently in.

## Human

Take the Fall (100): Have you ever considered how common falling from high places can be? Canyons, mountains, cliffs, helicopters… it would have pretty gruesome results if you were to fall over one or be thrown of it by a relative. With this perk you won't have to worry about any consequences of such events anymore. No matter how high you are you will not be injured and always able to survive the Fall, be it by luck, skill or both. Fall damage is essentially a nonissue for you.

Outside the Ring (100): There is more to life than only combat. Some might also be passionate spelunkers, motorcyclists, scientists, astrologists or similar. For every time you purchase this Perk you gain mastery in one such field. Any additional purchases cost 100CP (undiscounted).

Power of Rage (200): An Animal fights at their strongest when cornered. When pushed to your limits and nearing defeat you find your Rage giving you strength. Your attacks will be more powerful than before in this state and you could focus all your Energy in a final attack trying to take your opponent out but it would leave you without the Rage boost for the Rest of the Fight so make it count.

Excellent! (400): There are situations were brain triumphs over brawn. You're a certified Genius, on the level of Lee Chaolan and Bosconovitch. You could invent powerful robots without much issue and have a charisma that allows you to gain the trust of people.

Born Leader (400): No man is an Island. You might need help in whatever challenges find you in these Jumps. Fortunately help won't be too far away. This perk turns you into an excellent leader on par with Lars Alexanderson. Men will follow you without doubt in their hearts into Fights and your strategies will always show at least some success.

Cleansing Bloodline (600): Your blood has a curious effect on those aligned with evil and Darkness similar to the Kazama bloodline. Your touch can soothe pain instilled by those beings and you can supress corruption by outside forces. With enough practice you would be able to banish evil spirits entirely. Alongside this comes a high resistance to any corruptive influences from third parties which could become a downright immunity. For an additional 200CP (undiscounted) you can weaponize it similar to Exorcists like Claudio Serafino.

The King of Iron Fist (800): You are truly worthy of the title. Your strength is incredible and will too fight unwavering. When pushed to your limits you could match even Devils! Pain won't stop you and the art of Combat comes to you as natural as breathing. Ancient Masters will look like amateurs in front of you. Your Ki is so powerful it could manifest in Lightning surging through your body and your Aura is strong enough to be seen radiating of your body. Your Soul is so tenacious you could even survive attacks meant to directly destroy it. Now go and claim your title!

## Shadow Fighter

Agile assassin (100): You're as lithe as a snake person. You could bend your body in the weirdest of ways easily. Additionally, your fast and hard to it, able to avoid most punches and kicks with ease. You also gain knowledge in operating various ranged weapons.

Way of the Sword (200): You gain incredible skill in swordsmanship similar to the great Yoshimitsu. You could even fly by swinging it above your head.

Poisonous personality (200): Subtlety is an Assassins friend and very few can be so subtle like poison. You gain a knowledge of every poison in the World, how to make antidotes and even know a way to literally spit poison out of your mouth into the eyes of your opponent, blinding them for a few seconds.

Stealth expert (400): You're a Master of stealth. You could infiltrate highly armed military bases and no one would ever even know you were there.

Ancient Techniques (400): You have knowledge of old techniques used by Masters of Ninjutsu. Some of these methods include healing yourself, teleport over short distances, become invisible to the human eye and possible more. When you're at your last resort these techniques might be just what you need to win.

One vs Many (600): A Ninja is a master of fighting against odds using everything they have at their disposal. Some think you could be simply overrun with larger numbers. This wont work now. If you can defeat every single enemy in a group in a One on One fight you will be able to take them as a Team as well.

Evasive Maneuverer (800): Your reflexes and ability to avoid damage are nigh unrivalled. It's almost as if Time slows down for you when you're about to get attacked. When you're injured this Perk will become all the more effective and could allow you to turn the tide. They can't beat you if they can't hit you.

## Technological Perfection

Cybernetically enhanced (100): Your new body is far more powerful than most humans. Thanks to the new metal in you, gunfire will be at best an annoyance for you. You are durable enough to take a missile from a tank with ease and could rip of its canon afterwards. Your fast enough to contend with military helicopters. Your natural lifespan is also increased.

Anywhere, anytime (100): Fights can be started in the weirdest of places. The familiarity of a ring or Dojo could be replaced by something like Arctic snow and Volcanoes. Fortunately, you won't find yourself slowed down by environment. You gain a high resistance to heat, cold and could fight to your fullest no matter where you are as long as you could actually live there.

Scanner (200): Within you is an highly advanced scanner unit. With just a glance you could make out how strong an enemy is compared to you, find weaknesses in armour and constructs and even find things hidden from sight. It also gives you information on people and surroundings.

Firewall (200): Not literally but comes close to getting the point across. Your mind and robot body is your own. No one can hack you or rewrite your code. Brainwashing will also be useless. Could be very useful when, for example, you're creator tries to make you fight your Partner by commanding you to override your program.

Combot ready (400): Combot is a machine invented by Violet systems to become the ultimate warrior. As such it has one interesting ability… coping the abilities of other fighters. You can replicate any move you have seen, necessary things like swords or wings for those will be available to you in spawned metal like form. This ability has its limits however as you can only copy one power set or fighting style at a time. This also only includes the STYLE not the actual POWER. For example you might be able to possess powers and moves of a Devil but will nowhere be near the Strength of someone possessing the Devil Gene. That part is up to you to gain.

Integrated weapon system (600): Martial artists greatest weapons are their bodies… this is a bit more literal for you. Maybe a chainsaw up your artificial sleeves? Or Rockets hiding somewhere in your body ready to be fired? Your new body holds great combat potential in this Option allowing you to use unique attacks. Somehow your Weapons will always replenish if fired and never fail to work as well.

Infinite Power (800): Your body is powered by a downright infinite energy source, to be a bit more accurate a perpetual power generator, that never runs out or fails to work. Your stamina is endless. You could fight on and on and on and on and never tire out. This may have more uses…

## Mysterious Being

Seen weirder things (100): Isn't it odd that no one seems to bat an eye at things like Bears fighting in a human Tournament? Either everyone in the World of Tekken has been conditioned to accept crazy… or it is this Perk. No matter what you look like you find that people will accept it and won't treat you differently for it. When people run from you screaming it will be because you killed their family and not because you have a pair of horns.

Unknown Biology (100): Your body is unlike those of puny humans. Diseases won't have any luck affecting you in any way, same with poisons of any kind. You can turn this of if you would like to get drunk for example. You also possess a certain amount of longevity… this could even make you full on immortal if combined with the Devil Gene somehow according to Heihachi. Your physical capabilities are also greatly increased, even further than those with a 'Cybernetically enhanced' Perk.

Animal Instinct (200): You have a primal side. Maybe you're even an Animal? Either way you find yourself having strong natural instincts. When there is a danger you can't beat you know when to run away. Your reflexes are greatly enhanced, and you can talk with other animals.

Wood warrior (400): Mokujin is an entity famous for one thing in particular… copying the abilities of other fighters. You can replicate any move set you have seen, necessary things like swords or wings for those will be available to you in spawned wood like form. This ability has its limits however as you can only copy one power set or fighting style at a time. This also only includes the STYLE not the actual POWER. For example you might be able to possess powers and moves of a Devil but will nowhere be near the Strength of someone possessing the Devil Gene. That part is up to you to gain.

Vampiric (600): You are a Vampire! You can use dark energy to enhance your attacks and use like projectiles. Fortunately, you don't need to worry about your usual Vampire weaknesses like Sun light and garlic. Adding to that your also all but immortal, unable to die to old age. You start weak but can strengthen yourself by drinking blood. Drinking the blood of someone with intense spiritual force like the Archers of Sirius will greatly boost your strength, much better than normal blood. On top of that you can heal yourself when you sleep.

Monstrous (800): You can enter a second stage, far more powerful than your previous one similar to the mighty Ogre. Entering this form will heal you back to full health (in case a Judo Fighter kicked your ass and the son of one of your victims wants to fight you still). You will mutate greatly which boosts your strength and durability and depending on what mutations you get this could affect your fighting style (for example one arm might gain claws while the other becomes a bundle of snakes and you can breath fire).

God of Fighting (800): The being known as Toshin or Ogre used to be one of the most feared Fighters of the World. This was not only due to its mysterious origin but also because of its ability to 'understand entire structures of all living and artificial beings and absorb them'. This same Power is now yours. You can absorb the Ki and abilities of those you defeat into yourself, becoming stronger with every victory.

## Devil

The Devil Gene (Free with the Devil Origin and exclusive to Devil): You possess the Powers of the Devil Gene. This power allows you to take on the form of a Devil, becoming a destructive force of nature. In this state you will be an absolutely merciless weapon of Mass destruction, easily one of the strongest beings in the World of Tekken. An orbital laser fired on you would only be good to piss you of and may God have mercy on whoever invoked your Wrath.

Devil Forms can be very different from one another but common factors are Wings and some change in the pigments of your skin, as well as a third eye of sorts, alongside gleaming eyes. Otherwise you may feel free to design it from Feathery wings to leathery or even fiery ones.

On top of boosting your physical capabilities you gain numerous other abilities such as Flight thanks to your wings, the ability to fire Lasers from your Third eye and telekinesis so you may choke out the poor fool that challenged you (or blow up their motorcycle). Additionally, in this form you become a master of Mishima style Karate. Dark powers can be absorbed by you as well.

Usually, without extensive training and self-control, you would find yourself corrupted by this Power and run the risk of being overwhelmed and overtaken by it. However, thanks to you paying with CP you will be in full control and without risk of being overtaken by the Devil inside you. You could still find yourself a lot easier to anger however and find sadistic glee in beating down whoever opposes you.

The Angel (200 and exclusive to the Devil Origin): Oh… this is interesting. Instead of the Devil gene a… different power slumbers within you. Angel was a unique creature, doing Battle between Kazuyas Devil over the young Mishimas soul at the time of Tekken 2. It is rumoured to be the good left in Kazuya but has been disproved to be connected to his Soul in any way.

Now you are in possession of her powers. On top of all you would gain with the Devil Gene the Angel is a pure source of good. Your mind is completely your own, not even an increase in anger will follow. You also gain all perks gained by both purchases of the perk ‘Cleansing Bloodline’ for free, allowing you to cleanse corrupted beings and seal away evil. Let the Light inside you clash with the Devils and… well it would be a fight for the ages.

## Companions

Want to take someone with you from this World? This is the section that deals with that whole stuff. You can't take Azazel with you however.

New Challenger! (Free or 100 per Character): Maybe there are some people here you would like to take with you on your adventure? If you can convince them of their own free will to travel with you they are free to join your own Battle as a Team. Alternatively, you could pay 100CP too guarantee that one Fighter wants to join you. This doesn't count however for members of the Mishima family or beings on their level who are further down. If you like you can also create a new companion.

Tag Team (Import one for Free/Additional 50CP): Maybe you'd like to fight alongside someone? If you already have a Companion travelling with you feel free to form a Tag Team with them. Or you could Create a Character of your own from this World. They gain a free origin (except the Devil Origin) and 600CP to spend on any perks. Perks from their Origin will be discounted.

Tekken Force Unit (200): This Tekken Force Unit is completely loyal to you and is made up of two dozen of highly efficient soldiers. They each have mastered one fighting style and have high quality Military equipment. This Force of soldiers all count as one Companion. Eventually you could probably include more soldiers in this Force to your companions and they could help with training. Other than being good soldiers and martial artists they have no special powers however and likely not that useful against beings of greater power.

Jack-J (400/Discount with Technological Perfection): This experimental Jack Unit nicknamed Jack-J or Jack-Jumper may look like your average Jack model but is FAR more advanced. Its armed with top grade military arsenal in its body and durable enough to tank a laser. It is more intelligent than your usual Jack, with an AI complicated enough to allow easy communication, and still holding a Jacks incredible strength. Though keep in mind that these things are pretty much the fodder of this World (and the more advanced versions can destroy Meteorites so take that as you will). It is unwaveringly loyal to you with its prime directive being to protect and serve you.

Unknown (400/Discount with Mysterious being): This goo like entity seems to have taken a liking to you. Unknown is… well Unknown. No one knows what it really is. Though this particular version seems to be loyal and willing to help you in whatever goals you have. Like a symbiot of sorts it fuses with your body and allows you to use its goo to form weapons and use attacks based around it. Said Goo is incredibly durable and you find your physical abilities boosted. The symbiosis will work best if Unknown is on your skin and the Goo doesn't seem to like clothes and armour… so hope your comfortable walking around half naked?

Gen experiment (400/Discount with Human): There have been many genetic experiments developed by the likes of the Mishima Zaibatsu and the G-Corporation. From the many animals to human like beings like NT01 aka. Steve Fox. Now one of those experiments has become your companion. This being could be either a humanoid or an animal like a Bear or a Tiger. They will be capable Boxers and will have human intelligent no matter what they are.

Mishima Family (400): I… genuinely don't know why you would take this but okay. For the undiscounted price of 400 CP a member of the Mishima bloodline can follow you on your adventures. Maybe you want to have Jin? Or try and redeem Kazuya? Anyone with a bit of Mishima blood is in this category. No discounts here though if you would like the scenarios might make them cheaper…

You can also use this section for Characters that are on the level of the Mishima like Akuma.

## Items

Base necessities (Free): I don't want you to be completely helpless so here you have some things for Free. Some money to last you a few weeks, a paid for small apartment and any documents you may need. Of course this includes an invitation to the current King of Iron Fist Tournament.

Customization (Free 5x/Additional 50): There are a lot of things stored in that shop over there. You may pick any Item option purchasable in the customization option of any Tekken Game with this option. You gain 5 Items for free and any additional cost 50CP. This can range from makeup, to clothing to even a few weapons.

These clothes can also come in full Outfits modelled after other fighters. They are all self-cleaning and repairing and come from a special closet. You simply need to imagine the purchased outfit and it will appear. You could probably equip an entire battle force with Tekken Force armour like this.

Battle Theme (Free): No matter where you are if the Battle starts you find yourself listening to a great song, pumping you up for the Fight. This can be deactivated at will.

Bowling Hall (100): This Bowling Hall is the perfect way to relax after a long day of fighting and will not require any upkeep. You can easily attach it to your Warehouse too. Just be careful not to go flying in the pins.

Mobile Invisibility Device (200/Free with Shadow Fighter): This handheld device allows for you to turn invisible on the press of a button. Scanners could see past this however and if you get injured or hit the invisibility will fade.

Old sword (200/Free with Way of the sword): You gain a trusty blade to call your own, similar to the one wielded by Yoshimitsu. Curiously no one will mind you using this weapon in the Tournament or any Tournament or location which would forbid you from wielding or possessing a Weapon. It is extremely durable and if it ever should break or be lost it will be back to you fully functional in a few hours. You can import a Weapon you own into this, gaining the benefits of the purchase.

Throne (200/Free with Devil): Every man of Power is deserving of respect and fear. This Throne will give you just that. Modelled after the very same Throne sitting in the Mishima Zaibatsu Throne Room, it is yours to use just like Jin did after Tekken 5. While sitting on this Throne you will have an Aura of fear. The weak willed will cower in your presence and the brave and strong will know that you're not to be messed with so easily. The effect is at its strongest while sitting on the Throne and will keep going when you leave it for 24 Hours. Once this effect is gone you will need to sit on the Throne for a full hour to recharge. It is comfortable though.

NANCY-MI847J (400/Discount with Devil): Nancy is a gigantic robotic weapon developed by the Mishima Zaibatsu during the events of Tekken 6 for Jin. Now an identical copy of it is in your possession. Its high durability, vast arsenal of weaponry (ranging from Rocket fists and 30mm Gatling Guns to Lasers) make it a powerful weapon and effective guardian. However its huge size makes it relatively slow, which should not be too much of a problem given its very good at taking hits.

Jack Launcher (400): This Helicopter is filled with two dozen Jack-4 Units complete Battle ready and equipped with a device that allows them to be fired at the target similar to cannonballs. When destroyed the Jack units will regenerate within one week. Each is also capable of self-destructing for great damage.

Power draining bindings (400/Discount with Human and Devil): These Chains are unique, somehow invented by Heihachi Mishima. They are nigh unbreakable and have the ability to block the Devil

Gene inside whoever is bound by them. For these Chains this effect extends to any Powers the bound may have but works best with 'darker' Powers.

Arsenal (400): This arsenal of Weapons has anything from handguns and knives to sniper rifles and machine guns to even more extreme ones like lasers and bazookas. Ammunition wont run out on them and they wont need care.

Jumper Zaibatsu (600): To have power in the World you should have a monopoly. You get your very own Company. You may choose what it specializes in, whether it be robotics or maybe Oil, space or anything else. It won't be as big as the likes of the Zaibatsu but it will gain you a lot of resources and money and can imported into Future Jumps. You will also have a staff of professionals completely loyal to you to do business when you can't or don't want to.

Old Dojo (600): This Dojo is stacked with anything a fighter could want or need to train their skills. You also find that any training you do here will be boosted to be much more effective. You could Master a Fighting style and unlearn one in a year if you put the effort in. The Dojo can be easily added to your Warehouse or into any Future Jumps.

Treasure Cave (600): You have access to a hidden Cave in which is a haunted Pirate Ship, loaded with Gold. While you cant take any of the Gold this ship has one ability… to make you rich with training. See… its haunted by copies of Fighters you have encountered in your Journey so far. In here you can refight them. Any attack of sufficient damage dealt to the copy will result in Gold, as well as defeating them. The stronger they are the more Money you get. This Cave can be attached to your Warehouse and/or imported into new Jumps.

Youth Serum (600/Discount with Jumper Zaibatsu): This experimental serum is capable of fulfilling one of humanities longest dreams… eternal youth. Drinking this vial will cause anyone to revert back to their physical prime with all their power and energy intact. You gain one vial every month.

Brimstone & Fire (600/Discount with The King of Iron Fist): This active Volcano will be the Place for the Final Showdown between Heihachi and Kazuya Mishima in Tekken 7. Now an identical copy can be yours to possess and take with you in addition to your warehouse and inserted in any Jump. However unlike the original Volcano this Stage has one extra added and potentially very powerful effect. Symbolizing the end of the Battle between Father and Son and the Ultimate demise of one of them after decades of hate, in this Volcano everything can die.

A sort of field is around the area that negates any and all immortality or immunity or backups everyone inside has for coming back after death. Anything can die here and if it dies here will STAY dead.

Its going to be up to you to actually finish the job however in a Battle within the Volcano and keep in mind your own immortality should you possess it will also be deactivated. Though who knows maybe you can find a way to manipulate this field.

## Drawbacks

As usual all drawbacks will be lifted by the end of this jump.

That's not Canon! (+0): There is more going on in the World of Tekken than just the main Tournaments. If you want you can add optional sources to your time in this World. This can include things from the Tekken Manga and Comics to games like Death by Degrees and Tekken 5s Devil Within or Tag Tournaments. Crossovers like Street Fighter x Tekken may also count in this category.

You could also include to only add parts of these media. For example, you could include the Devil designs of Jin and Kazuya from Tekken: Blood Vengeance without the plot of the movie. Or you could include things like Asuka, Lili and Leo being friends like in the Tekken Manga without any of the plot or Leo being Lili's servant. You get the idea.

Legacy Character (+0): Maybe 10 years aren't enough for you? If you take this Drawback you become one of the few Characters to enter every Tournament out there like Yoshimitsu, Paul and Nina. You start with Tekken 1 and will end the Jump by the end of Tekken 7.

Tag Team (+100): Every fight in this World will from now on be a Tag Battle. This means you need a partner or will always fight 1 vs 2. This could result in rather interesting matchups for the canon characters (maybe Heihachi fights Kazuya with Kuma at his side and Kazuya has a Jack Unit there to take care of the bear).

Ambiguous gender (+100): No one can tell what your actual gender is. No matter what you do it will be impossible for people to tell whether you're boy or girl or anything else. This will get annoying fast. Chances are you will incite large discussions about what your gender is or get kicked out of public restrooms and romantic relationships could become more complicated than usual unless you already are in a relationship or have any perks against it. If it helps a certain German Bajiquan user can probably relate to your situation.

Lab rat (+100): You were not born… but created in a lab. You have memories of painful experiments and nasty scars are on your body. Be prepared for some Nightmares.

Yoshimitsu looks (+100): You have a unique problem. For some reason every year you're in this World your body keeps changing. While it will never hinder your Battle skills or lessen your quality of life it will always be… weird. The first year you will start with the body you have formed here. Come the second year this Drawback will start taking effect and random mutations will appear once a year. This can range from tentacle hair to insect wings to all kinds of crazy things. No amount of Shapeshifting will help you with that so don't even try. On the plus side this Drawback comes with free 'Seen weirder things' and you can keep your Mutations as altforms in new Jumps.

Mix up (+100): Alright you chose Tekken 3 as your starting point. Have fun with Jin and… wait… what is Claudio doing here?! And Wang?

This Drawbacks causes some mix ups in the timeline. More clearly the opponents you will be facing. Characters that shouldn't have entered the games yet will appear earlier than in canon or at different times. Keep in mind there is no guarantee WHO is joining the Tournaments early or later.

This will not make the impossible possible. For example, you won't find Jin fighting in Tekken 1 since he wasn't born yet. However it could be unwise to include fighters earlier or later than they were meant to be. This drawback isn't going to cause major Canonical changes but it could run the risk of messing up some storylines.

This drawback can't be taken alongside the Hell on Earth scenario.

Narcolepsy (+200): Maybe you should go take a nap. You're constantly feeling tired and need twice the amount of sleep you usually do. You could even occasionally dose of in a Fight for a few seconds.

Wanted (+200): One organization in this World is interested in you for some reason. They will use all their resources to hunt you down to kill or capture you. Those factions can be: Mishima Zaibatsu, G-Corporation, Archers of Sirius, the Tekken Force Rebellion, United Nations, Russian Military. You can choose this Drawback multiple times.

Hunted (+200): It seems that your blood is having a curious effect on darker beings. They will actively search you out in hopes of draining your blood. If you happen to be a thrill seeker this might be something for you.

A Friend in need (+200): This is a special drawback as it doesn't affect you but one of your companions if you have them and can only be taken with a Companion. They also need to agree to this Drawback. This Drawback can only be taken once.

In Tekken 5 the only reason Wang Jinrei entered the Tournament was due to a letter being sent to him by someone he long thought dead. His childhood friend Jinpachi Mishima. Had he won his Battles he would have faced his friend in the finals and engage him in a Fight due to the corruption of a malevolent spirit.

With this Drawback you find yourself relating to this alternate version of Wang.

One of your Companions will be affected with the 'Cursed Blood' Drawback. They gain all CP gained from it and can spend them on whatever they want. However they will be struggling with the drawback greatly. They will be stuck in an intense battle of willpower. Chances are they might be able to keep control but its gonna be a challenge. If you have 'Cleansing Bloodline' it wont allow you to banish the spirit and would only help to lessen any induced pain. At best you will help them dealing with their curse by providing moral support.

If they succumb to the corruption they will… disappear from you for a year. It will be impossible to find them but a letter one year after their disappearance will arrive for you, telling them were to find them and that they need your help. You will seek them out and find them almost overwhelmed by the evil entity. It will be up to you to prevent a tragedy… by killing your companion.

It will be much more difficult than fighting them normally would be due to corruption induced power up. Perhaps there is another way to save them instead of killing them but likely killing them is the only way.

If they die they will re-join you at the end of this jump, free of corruption.

If your companion manages to not succumb for 5 years whatever is possessing them will still have at least ONE day of control, forcing you to still fight them. It will be less likely to be lethal however and would allow you and your companion to banish the corruption prematurely without any harm done to your partner.

Perhaps they can even resist completely and find inner peace without your help. Is their will that great?

Do you want to risk it? The burden of killing a friend can weigh heavily.

Rivalry (+200 or +400): There is this one person that just gets under your skin!

For +200 this Rival will be annoying but not lethal. They might be showing stalker behaviour however (two Kazamas probably know how you feel), want to constantly beat you or be your friend in the

most obnoxious way. Maybe their even in love with you? Regardless it will grind on your nerves though perhaps you can resolve the conflict somehow.

Alternatively, for +400 This will change into full blown hatred. Your Rival despises you beyond any reason as if you had killed his entire Clan as a murderous Cyborg or murdered his sister on her wedding day. They will be dead set on hunting you down and killing you and nothing you say or do will make them change their mind. The exact nature of this rivalry, the why you are so hated, is up in the air. Maybe their a sadistic villain that just loves anarchy and sees you as his next target.

No matter which option you find out your powers are toned down on a level equal to your rival when you're in Battle with them. Its gonna come down to skill and willpower. If their stronger than you this effect won't apply.

Final Showdown (+400, Requires Lethal Rival): Your Nemesis will be impossible to get rid of by any means for the duration of this Jump. No matter what you do, you can't take them out of the picture till the Final year of your Jump. They will not only be resistant but immune to any out of Jump Perks. This also means they can't kill you till your final year however, but they will still take every opportunity possible to make your life hell.

In the final year you two will have an awesome Final Showdown in a fittingly awesome location (maybe an active Volcano to give an example). You will Fight to the Death in an all-out brawl with Flashbacks of how badly you messed up each other's life flashing before your eyes. Not only will it be one of the most meaningful Fights during this Jump it is sure to be blood pumping amazing!

Fair Battle (+400): You won't be able to access any of you out of Jump perks or Items. Your warehouse will be closed of for the duration of the Jump too so you can only do with what you get in this Jump. Good on you for Fighting fair!

The Raging Demon (+600): Akuma, the raging demon of Street Fighter, has a curious history with Kazumi Mishima. He is in some form indebted to her, how he refuses to tell in detail beyond her saving his life. To repay his debt to her Akuma promised to kill one day both Heihachi and Kazuya… and now you as well.

Akuma is an incredibly powerful Warrior, with mastery over Satsui no Hado and holding Power equal to those of Devils. Nothing you say or do will make him stop hunting you. He is dead set on repaying his debt and you will need to show a lot of skill and strength to survive fighting him, let alone beat him.

If it's any consolation Akuma has a Code of honour so he won't use dirty tactics like fighting you while you're sick or injured and will wait for you to get stronger, so you likely will fight him in your last year. Still… you WANT to be at your 100 percent for this Fight.

One Messed up Family (+600): You are now part of the Mishima household. THIS IS NOT A GOOD THING! You have become part of one of the most messed up families in all of fiction. You can't gain power by just using this as a drawback either. Depending on your origin you might be Jins brother, an adopted street kid, a genetic humanoid invented by the Zaibatsu, or anything else. Point is… your entire family (with exception of maybe Lars and Lee depending on your actions and sometimes Jin) will be out to kill, capture or torture you and they are all among the strongest beings in the World with plenty of resources. Happy Fathers day?

Cursed Blood (+600): This is bad. Something malevolent has taken hold of you. Maybe it is some evil spirit? Or the Unknown companion is not as benevolent? Or your sword has evil inside of it? Regardless you will be locked in a Battle of Willpower with someone or something who wants control

over your body to wreak havoc. If you have the Devil Gene this will absolutely be your inner Devil. Don't think buying Angel or any 'Cleansing Bloodline' will get you out of this. This Devil will be unhindered by whatever pure blood you have and Angel will only result in the two of them fighting over your body. Succumbing to the corruption completely will result in a chain end. Perhaps you could reach inner peace but its going to take a lot of time, mental strength and discipline.

Ogre Invasion (+600): There is more than just one Ogre. There is an entire race of them somewhere in the Universe or in old Aztec temples… and their out to get you for your abilities as a Jumper.

Every year you will have to fight a new version of Ogre, having adapted to the last time they fought you via their previous challenger. If he kills you he will usurp your Place in this Chain and continue his quest for more and more Power in new Worlds.

King of Iron Fist Mode (+800): Things are harder than they would normally be. Its as if someone set the entire World on Ultra Hard. Even the average Martial Artist will be a force to be reckoned with and fighting an already powerful being like a Devil will be nigh impossible. Don't expect your opponents to make any sloppy mistakes either. Better bring you're A Game because your opponents sure will. Hope your in for the Fight of your life.

## Scenarios

This section is entirely Optional and will alter your following ten years in ways changed from Canon. You can only choose ONE.

Hell on Earth (+800): This… is a problem. You won't be transported to the World of Tekken your familiar with. Instead you will be sent to an Alternate reality. Disregard your choices about Time period because you will instead find yourself in the time of Tekken 7… in the worst way possible.

The Tekken 6 story didn't end in Azazel's defeat… instead he won against Jin and the ancestor of the Devil gene reigns supreme in this Hellscape. Every fighter to ever enter the KOIF Tournaments has been resurrected and entered the World… as Azazel's servants.

Corrupted and extremely powerful Devil versions of all Characters are running amok. From the Mishima's to the Kazama's, the Ninjas to the cyborgs, no fighter was spared the control of the rectifier and humanity is facing the Apocalypse.

However there is still one chance… for YOU to defeat Azazel and all his puppets in the next Tournament.

You will fight all Fighters to have ever entered the Tekken franchise in these powered up forms and must find a way to free them from the corruption. Keep in mind the ability purchased in this Jump will only allow you to purify those you have defeated. If you are defeated you will become enslaved by Azazel, which will end your Chain and no amount of Cleansing blood will prevent you from becoming corrupted.

If you have any Devil or Angel powers it could be a double edged sword. On one hand you will be pretty strong but you also gain the effects of the 'Cursed Blood' drawback (but you still earn points from it) due to Azazel trying to overtake you.

If you manage to defeat all fighters and restore them you must than face Azazel in his Golden form and the members of the Mishima bloodline in a gigantic Team Battle.

Should you win you will take Azazel's place as the supreme force of the Devil Gene, his Orb like heart fusing with you, but unable to corrupt you in any way. You will gain a Devil form if you don't already have one and will find your powers to be immensely strengthened. Additionally, the people of this World you saved will become grateful for your help and chances are they will accompany you on your travels, their Devil Forms now in complete control for each of them.

You also gain the ability to give others their own Devil form and all that comes with it. Those will be guaranteed to not corrupt them and you can at any point take those powers away again.

Jins and Jumpers Inferno (+400): This scenario is the same as Hell on Earth with ONE key difference. Good news you're not COMPLETELY alone in your Battle against the rectifier. Jin, against all odds, not only survived his attempt to Kill Azazel but also managed to overcome the Devil Gene and all of Azazel's attempts to control him. He is deeply ashamed of his Bloodline and his own crimes and seeks to atone in the only way he can… by helping you in Destroying the source of the Devil Gene once and for all.

You will both be fighting in the Tournament and are able to support each other. Also should one of you lose the other can save their partner from Azazels influence by beating the other.

If you both win you and Jin will have saved the World and will share Azazels Power equally. Additionally Jin will accompany you for Free.

Jumper Within (+400): When Jun Kazama died, the Devil finally managed to claim Jin via the Tattoo on the young Kazama's arm. From there on Jin will have to overcome a great struggle against the being inside of his very blood.

But the Devil won't be the only one inside of Jin anymore.

With this scenario you will be transferred into Jin's souls similar to Devil. Your Jump will start a few years before the events of Tekken 3. You can talk telepathically with Jin and can use your Power in Devil Form.

Devil does NOT like the fact that someone else is inside of Jin however.

As if that wasn't bad enough some of Jin's plot Armor is defect, specifically his plot Armor surrounding the Devil Gene. Usually he would be (after several setbacks) able to eventually overcome the Devil by the end of Tekken 7. Not anymore. There is a very severe chance of Devil claiming Jin and his soul once and for all. If he does you too will die, ending your Chain.

You must play the Angel on Jin's shoulder, helping him in his struggle against the Devil Gene. This could allow you to change the entirety of the Tekken history in several ways. You could prevent an entire Global war! For one Hour a week you can even take control of Jins body.

Aside from the internal conflict with Devil you aren't in too much danger don't worry. Jin is still very much one of the most powerful beings in the World, thanks to his Bloodline a fierce Fighter, stronger than even Heihachi and Kazuya.

If you can help Jin master his curse and end the curse of Azazel and the Mishima Bloodline, you can take him with you as a Free companion. However he will not have any of your Powers, just his mastered Devil Gene. This won't be true in reverse however. All this time inside Jin's soul has fused you partially with Devil, allowing you to hold the Devil Gene should you not possess it already.

Family Feud (+1000): …OH BOY! Are you sure you want to take this? This… might actually be the hardest thing you could POSSIBLY do in this Jump. Yes INCLUDING the other scenarios.

This scenario is unique as it won't change the canon of the story but will give you a Goal that will GREATLY affect it. You know how I went on and on about how messed up the Mishima Family is? Yeeeeeeeah… about that.

You need to peacefully resolve the whole conflict.

Yep. You heard that right.

You will start the Jump WAY sooner than usual. At an age of your choice (even to the point where you are being born) you will start on the day Heihachi Mishima is born.

From there on… you have your Work cut out for you.

You need to ensure that the entirety of the Mishima bloodline not only prevails but thrives into a symbol of a good, or at least of a nice family.

You need to prevent each and every members descent into evil. Jinpachi Mishima can not be overthrown and imprisoned by Heihachi. Kazumi can not attempt to kill Heihachi and die in the process. Heihachi can not throw Kazuya of that cliff. Kazuya can not throw Heihachi of the cliff. Heihachi can not trow Kazuya into a volcano. Jun can not die to Ogre. Jin can not start a World war against Kazuya.

This herculean task is rivalled by the entire World. It is as if the World itself tries to work against you in a sort of plot Armor way. Jinpachi needs to fight of a demonic Spirit. The devil gene still will try and corrupt all those who possess it. Ogre will still be a threat and target Jun in particular. Unknown will become canon and try to corrupt Jun. Azazel will still awaken, NOT happy that a certain Jumper has manipulated the two Stars that were supposed to reawaken him.

Yes the plot Armor that dooms the Mishima family will end up against all odds even be awakening AZAZEL in an attempt to destroy this family.

That's not even going into whatever other Wildcards might there be. Any other Demonic beings or factions against them.

The Archers of Sirius will stand against you at some point, bent on killing the Mishima bloodline.

Even if Kazumi never hired him Akuma will STILL try and kill Heihachi and Kazuya.

…hey I TOLD you this was a tough task. Wow this Family has issues…

Don't think you can cheese this with some charisma perks or mental manipulation perks or anything like that. Do you see how many CP this scenario can give you?! You are not getting out of this easily. Any perks along those lines will be ineffective to any member of their Family (with that I mean ALL of them even if not directly related by blood) for your own good. Cause if not they would actually be NEGATIVELY affecting the scenario, doing the exact opposite of what their supposed to be. So really you trying to cheese this will only make it harder. You might make the whole family feud even WORSE.

If you choose the 'One messed up family' drawback you COULD start as Heihachi Mishima's twin brother and it could help you in affecting the whole conflict. However you will NOT be gaining any CP for the drawback.

If even ONE member of the family becomes irredeemably evil, dies by the hand of one of their own blood or any other demons, villains and spirits kill them, this scenario will fail.

If you manage to resolve the family conflict, destroy every source of evil in this World, turn the Mishima name into one that is known for virtues instead of sins… THAN you have finished it and can move into the next World.

The rewards are great. The now functioning Mishima family can accompany you for free. Yep. EVERY member from Jinpachi to Jin, Asuka to Lee, can come with you on your adventures. Maybe they even start a few new Tournaments in other Worlds? They all count as only ONE companion slot as well and may even see you now as part of their family.

You also gain the 'Jumper Zaibatsu' and 'The King of Iron Fist' Perks for free.

Either way… good luck.

Trust me… you NEED it.

## Decision

Well Jumper your ten years in this World are over. What will it be now?

Game Over: You are done with your journey. You will return home with all you have gained and collected. But do me a favour and don't live a life of normal simplicity okay? Go out and search for some new battles every now and then. You have a lot of potential and I don't want to see it go to waste.

Continue?: Something in this World just calls to you. You want to stay here, continue entering whatever Tournaments there be and go up against opponents from all over the World! Here have a extra 1000CP on the house to enjoy your life here.

Get ready for the next Battle!: You had a great adventure in this World but this wasn't your last fight. There are more Worlds to explore and more opponents to fight. Continue with the Chain as normal.

## Notes

-Powerlevel in this World is all over the Place. Like many other Fighting Games it works on Charles Atlas rules. However there are some things that can be sort of sorted.

The usual Jack Unit is superior to many cast members and is strong enough to tank large explosions. Higher advanced versions can be seen destroying Meteors like in TTT2.

Lower tier characters aren't stronger than your average martial artist.

The strongest beings in this World are those with the Devil Gene who are many times (like Azazel) to be stated a great threat to the entire World.

In terms of Perks and Origins it can be seen here.

Devil Gene = Angel > The King of Iron Fist > Mysterious beings with Monstreous or God of Fighting > Technological Perfection with Infinite Power > Mysterious beings > Technological Perfection > Humans

This doesn't mean that a Human is helpless against higher tiers. Remember Paul managed to beat Ogres first form and draw with a normal Kazuya and Hwoarang managed to beat Jin in Tekken 5 before being beaten by Devil Jin. However it is going to be extremely difficult. It is more to serve as a rough guideline.

-You can assume that all of the Mishima Bloodline have the King of Iron Fist Perk.

-It is highly advised against purchasing the King of Iron Fist drawback in combination with a lethal Rival or other Drawbacks that give you enemies. Its going to be hard as hell.

-The Hell on Earth scenario includes every fighter to have ever participated in a Tekken Game. From 1 to 7 INCLUDING Tag Tournaments. The only exception to this are Characters that are still one and the same (for example you will only fight Devil Lee not his alter ego Devil Violet). Otherwise it includes everyone to have ever been in the ring of Tekken, same with DLCs. If you include crossovers via 'That's not Canon!' the Corruption will also make anyone of that Crossover game a Devil servant of Azazel.

-The immortality granted in this Jump isn't absolute. You will still be able to die by directly being killed but not by disease or age.

-Absorption by God of Fighting isn't necessarily lethal. Baek was absorbed by Ogre and still has all his skills and managed to survive. You don't need to kill your opponent, merely beating them in a fight is enough and it doesn't necessarily take all their absorbed skills away unless you focus on it too. Otherwise all absorption in Tekken is somewhat vague. You can assume from several cases however (Ogre absorbing Heihachi in Tekken 3, Kazuya absorbing Unknown in his TTT2 ending, Devil Jin absorbing Jinpachis power in his Tekken 5 ending) that just holding and concentrating on the body of your defeated opponent is enough. You could probably fanwank this section.

-Evasive Maneuverer, in addition to giving you better dodging skills, will allow you to boost your perception of time when about to get hit. It is modelled after the slow-motion Feature in Tekken 7. Think of it as similar to the spider sense in that it can allow you to dodge just about everything as long as you can dodge it, with the difference that instead of telling you there is danger, time will for you slow down when you are in danger of being hit. This will be more effective at critical health.

-The Infinite Power perk is modelled after the perpetual power generator within Bryan Fury. It has never really been explored what this generator was truly capable of, but given perpetual means

‘never ending’ and ‘occurring repeatedly, so frequent as to seem endless’ and that it fixed Bryans problems with his cyborg body, alongside never needing any fixing, it can be assumed that it really holds nigh limitless energy accurate to his namesake. With experimentation one might be able to link it to other abilities aside from physical strength and stamina, or to power pools you possess.

-The Third party DLC characters (as of this Update now Noctis, Geese and Negan) of Tekken 7 are in no way related to the main story and essentially meant for fanservice so your free to ignore them. If you want to include them in your adventure you may think of them as similar looking character look a likes made to somehow fit in the World. Negan may just be the leader of a group of thugs instead of Zombie survivors for example. Like Akuma it is the Character without the World. Or think of your own way of justifying their presence. It shouldn’t mess up the Canon story line however.

Their strength is to be seen as realistic to what their known to be capable of. Noctis and Geese would be among the higher, higher-mid ranks while Negan would be lower tier (no his trailer doesn’t qualify him for higher tiers). As a general rule they can be seen as lower than the highest tiers of the games however (Devils etc.)

Alternatively, you can just choose not to think too hard about how Final Fantasy and the Walking Dead fits into Tekken and just kick ass. Or take ‘That’s not canon!’ to add some flavour.

Really its all up to you. Just try and keep track of everything.

-The Tekken Force you can buy in this Jump are more or less just foot soldiers. Unless you make them somehow stronger they wont be much use against very powerful foes.

-The integrated weapon system perk is modelled directly after Alisa Bosconovitch having unique abilities to utilize her style with. However you are not limited to her Weapons. The perk really just allows you to integrate weapons into your body. They don’t need to be Chainsaws or Rockets or exploding heads etc. You could choose to instead have Flamethrowers in your hands or similar. If you have the smarts necessary who knows what you could do with this.

-The Hell on Earth scenario requires you to permanently kill Azazel. However according to Jin Azazel can only be killed by someone possessing the Devil Gene. Due to this making the scenario impossible unless you buy the Devil or angel alongside the cursed blood drawback and the already high difficulty this requirement will not be present if you pick the scenario. You can kill Azazel without relying on Devil Powers. Its still not going to be easy.

-The Hell on Earth scenario and the King of Iron Fist mode drawback essentially scale every enemy you have roughly your level should you happen to be stronger. The fights will be a real challenge by either plot Armor like happenstance (King of Iron Fist mode) or Demonic influence (Hell on Earth). Taking both will make it actually impossible. The scaling of any companions you take after Hell on Earth will also be reverted and only revert back to ‘normal’ Devil Gene levels of Power.

-If you happen to gain a Perk you already have from a scenario you can instead gain the CP you would have paid for it on something else. For example should you have SOMEHOW solve the ‘Family Feud’ and already have ‘The King of Iron Fist’ Perk you gain instead 800 CP to get something else in this Jump.

**Changelog:**

Version 1.3.

-changed the structure of the texts to be separated pages per section

-some balance changes

-made the Devil Gene and Angel exclusive to the Devil Origin

-added several scenarios (went a bit wild on that)

-made a companion option for the Mishima and Mishima level characters

**Version 1.2.**

-fixed some grammar mistakes

-clarified some powers and gave further explanations on some things

-added NANCY-MI847J, Throne and Bowling Hall to the Item section

-added Tekken Force to companion section

-added several notes regarding the absorption abilities of God of Fighting and Infinite Energy and evasive Maneuverer, regarding DLC characters etc.

-added discounts for the Draining Chains with the Demonic Origin

-added the Mix up and A Friend in need drawback

**Version 1.0.**

-Published Jump