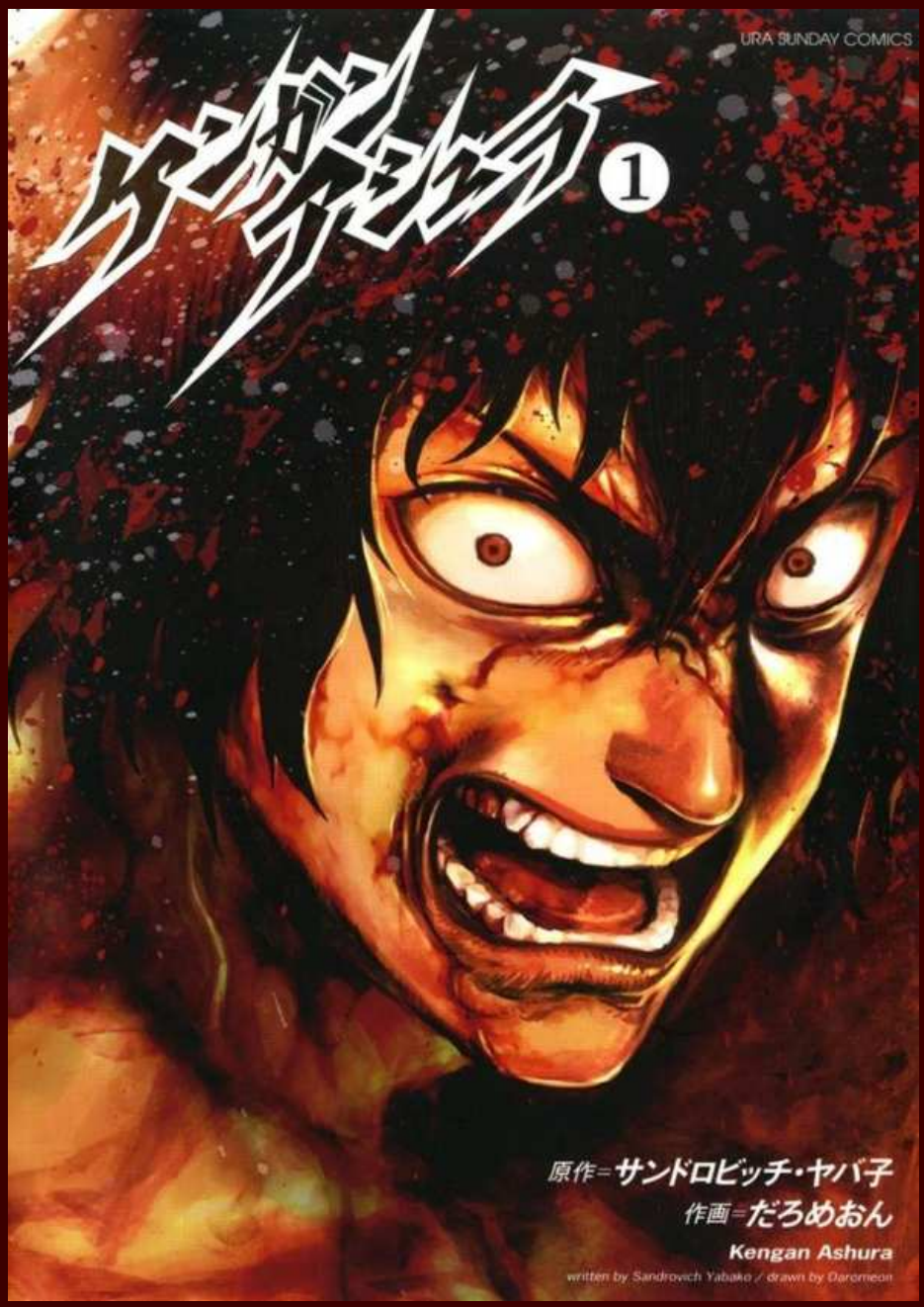
KENGAN ASHURA

JUMPCHAIN CYOA / VERSION 1.0



This whole story begins about three hundred years ago in the island nation of Japan. In Japan, it was year five of the Shotoku era. The nation was at peace, but in the dark recesses, there was a ceaseless and bloody conflict between the merchants.

What they desired was status, the status of "Shogunate Purveyor." Shogunate Purveyor, the highest rank among all merchant purveyors. They possessed the greatest privileges, including a monopoly on purveying goods to the shogunate in every industry, even minting.

In other words, it was a position that all merchants were foaming at the mouth to obtain, and they would obtain it by any means necessary. . .

Intimidation, conspiracy, even assassination, they used every means they had to get rid of the competition. This conflict gave rise to new grudges, and a spiral of hatred arose from it. Eventually, not even the merchants themselves could control the ever expanding cycle of violence, and the world was becoming a constant battlefield.

And so, the times were calling for a chain to control the spear of unending violence. It was not the merchants that brought that chain however.

The Seventh Shogun of the Tokugawa Shogunate, this was the one who brought an end to unmitigated violence that was beginning to consume the era. His name was Tokugawa Ietsugu, and he was a boy of only five.

Ietsugu summoned the merchants that were at the heart of this quarrel, and gave them an order. "If you wish to settle this conflict, then battle it out fair and square!"

It was truly a childlike, simple and candid proposal, but not a single one of them had ever reached this simple conclusion on their own. Overwhelmed by the merciful gaze of the young shogun, they felt ashamed by their shortcomings.

Violence brought order. The merchants formed a guild. If there was a conflict of interest, they would establish a venue of competition through the guild. The results of that competition were indisputable, and any other conflict was strictly forbidden.

The method of that competition was incredible simple: a one on one fistfight! Overwhelming primordial violence, confident fighters hired by each side would settle their differences in the merchants' place. "Violence" was sublimated into "martial arts."

These battles were held under the guild members' supervision, until one side fell. Even after the Tokugawa Shogunate fell, the merchants continued this method of competition unbroken. In order to settle their conflicts, they would entrust their desires to the fists of fighters.

This guild would evolve into the “Kengan Association”, and these conflicts would be dubbed “Kengan Matches.” Returning to the modern day, the head of the Nogi Business Group has began to plot behind the scenes.

With just a few more victories, he will be able to garner enough support to enact the Kengan Annihilation Tournament. The greatest members of the association and their fighters will battle for the right to lead the Kengan Association, but if he loses then everything else will be lost with him.

With his primary fighter away, he has recruited young Tokita Niko as a temporary replacement, and assigned a middle aged employee of his known as Yamashita Kazuo as his manager. From humble beginnings, this unlikely pair will be at the center of great violence, and turbulent fates.

So, what do we do with you? It’s a bit unusual, but we won’t be dropping you off three hundred years ago, and we won’t be dropping you off in the present day. No, you need a bit of time if you want to participate in the potentially grandest stage in the world.

Two years.

We’ll give you two years to do what you can. Will you join the association, collecting alliances while scouring the earth for the greatest fist? Or will you seek to become that fist and prove your power supreme above all others? Truly, the answer is left in your hands and none other.

You begin two years before the present, with 1000CP to purchase what you believe you’ll need to succeed. We won’t wish you luck, success will be fought for with your own two hands.

BACKGROUND

Where you come from has a lot of relevance for where you go. Let's flesh out some of that now. Your age is 15+3d8, or whatever age you choose for 50CP. You begin as the gender of your choice, I care little what you decide there.

You begin in the location of your choosing, though know that Japan is the center of events within this world's original story. Choose one of the below origins, which will give more definition to your background in this world, as well as a number of discounts throughout this document.

You may choose your nationality freely, although those who choose "Big Business" are locked to Japanese, as only Japanese Businessmen are currently members of the Kengan Association.

-Part Timer – "You're a pretty normal guy, probably. You could have a job, or you could be retired, though you're not in need of money either way. You might have neighbors you like chatting too, or perhaps some hobbies you enjoy. Whatever the case may be, you live a double life, being the fighter for a member of the Kengan Association. In public you might be a pleasant face, while in your second life you furiously clash fists in a secret war for domination."

-Warrior Lifestyle – "Even when young, there was something inside you yearning for strength, and so life was dedicated in that pursuit. Whether you've lived the life of a hermit or made a career of it, combat is a way of life for you. Numerous hours were cast away for the purpose of acquiring power, and numerous more bringing others like you to their knees. It's no surprise that this lifestyle led you to become a fighter in the association. Where else could give you the challenges you seek?"

-Dirty Hands – "You've danced with death for quite a long time, haven't you? Whether or not you actually know martial arts, you definitely know how to kill. What are you, an assassin, a mercenary, or perhaps just your garden variety psycho? Ah, or maybe you're just some thief or conartist. Whatever the case, your name is known in the underworld, and for good reason. It's because of that bit of infamy that you've been contracted, and now you use your skills for a different kind of paycheck."

-Big Business – "You start your day putting on a suit worth more than some people's lives. Your personal driver takes you straight to skyscraper wih your name on it. Your secretary with legs to die for reads off today's business. You sir, or madam, are the CEO of a major company within Japan, making waves in your industry, at least in public light. Known to far fewer, you're also a member of the secretive Kengan Association, and you're about to make waves here too."

PERKS

This is the perk section. This is where you'll be purchasing and collecting all kinds of skills, abilities and knowledge, for a price of course. You may select one perk of price tier under your origin of choice to be discounted. That's a 50% discount by the way. You may also take a single 100CP perk from your origin completely free of charge.

GENERAL PERKS

-Ringside Commentator (50CP) – "And in this corner, we got the rising star of the announcing world! It's the man who can keep track of every player on the field at once and bring the audience with him! The maestro that can make a simple explanation of even the most complicated technical move!

The fiend who's mouth can run a mile a minute yet get across crystal clear to every man, woman and child eagerly listening to those silky smooth tones! Some say this devil's got a singing voice like no other but we all know him as the best damn commentator to every take the stage of any match, any where! It's you, now grab the mic and get up here!"

-Subtle Power (50CP) – "You know what you want to look like, and gosh darnit you're going to achieve that desired image. You may choose either a more feminine or masculine set of good looks regardless of gender, allowing you to become anything from hyper masculine, hyper feminine or androgynous if you so choose.

Additionally, you're good at tending to your appearance and disguising or covering up features you don't like as much. Super muscular but want to be personable and disarming? A well tailored suit and coke bottle glasses might be just the trick."

-Chance Meetings (50CP) – "Did you just walk past that guy you're scheduled to fight next week? What are the odds that four foreigners from four nations about to fight in an underground tournament arrived at the same restaurant? The world is a small place, it feels that way at least.

It feels like you just happen to run into people connected to important events that you are also tied too, or just important people in general. What do I mean by important?

Well theoretically speaking if the world is a story and there were notable characters in this story, you might just randomly run into those people when nothing important is happening despite how improbable it might otherwise be. Theoretically speaking of course."

-Mutation (100CP/200CP) – “You were born different, special, perhaps even better if you had any say in the matter of labeling. You were born with a biological abnormality that puts you above the average man. Some people might even call you superhuman as a result, some people like yourself. Have some humility you cocky bastard.

Depending on the level of your purchase, you may select either a specific, or a generalized physical ability. For 100CP, you could give yourself superhuman pinch grip which allows your fingers to be used in a manner similar to razor blades, a chemical imbalance in your brain that switches out pain for pleasure, or something else in that range.

For 200CP you could select more generalized abilities like balance which could allow you to stand on one toe and throw a punch upside down, or flexibility and give all joints an extreme range of motion and elasticity, and other such abilities.

Selecting a full body muscular mutation such as the Superman Syndrome is out, due to the overwhelming advantage it shows over other mutations that appear within the series. Make sure not to coast too hard on your natural advantage, or it may just hold you back. You may purchase this perk a maximum of three times total.”

-Somewhat Superhuman (Free for all except Big Business/200CP) – “Through intense training, long days of practice and repeated conditioning, you have been given a body capable of great things. Ready to participate in the dangerous underground fights known as Kengan matches, you could fight through the pain of dozens of gashes, punch through concrete with your bare hands and strike faster than the average man can clearly see.

You’re not at the peak of human performance, but training can still get you there. You may also decide upon the body you start with within natural human limits, mostly. Your muscles will likely be defined no matter what, but you may settle on impressive bulk, something more streamlined, stand short even for Japan or stand over seven feet tall.”

-Combat Experience (Free for all except Big Business/200CP) – “You are made aware of a past with no small amount of fighting, and how you developed and grew in response to those who you've defeated or defeated you. You might be a martial artist, you might be a brawler, you might even just have some natural advantages that you've figured out how to leverage in the Kengan Matches.

You may select one proficiency regardless of your other choices. This proficiency will carry through into whatever form of combat you choose to pursue, providing a base to grow from as well as talent in your chosen direction. You may also select a martial art as your proficiency for skill and training in that art. This can include any real world martial art, or non-clan arts in Kengan Ashura like the Niko Style.

The broader your proficiency, should you not simply choose a martial art, the less talent you’ll have on the whole. Someone proficient specifically in punches would grow more than someone who chooses striking, who would grow more than someone proficient in offense in general.”

-Fighting Family (400CP) – “You were born into a clan of fighters of some form, a lineage of those dedicated to combat and power. Through purchasing this, you are able to designate several details relating to your clan and then benefit from the support of your family.

First, you gain a distinct biological advantage. It may be the result of selective breeding within your clan, or absurd methods used during your upbringing that have helped you develop a unique physiology, maybe some combination of the two. Whether this is just a naturally stronger body than normal humans, or special drugs or practices that were used to strengthen a specific part of your body that were started early in your life is up to you.

You may also designate special techniques relating to these choices that have been honed by your clan, often maximizing their benefits. Powerful hair may be joined by binding techniques and human puppetry by using them as rope or threads. Superior musculature can be joined by a release of your body’s limiters to truly bring yourself to the next level.

No matter your choices, you are a highly trusted member of your family, even if you might not be a prodigy or the heir. This means you have the full support of your family if you ever find yourself in trouble or need, and have full access to the secrets that belong to your clan. You may dictate the culture and traditions of your clan at the time of creation.

If making your own doesn’t interest you, you may select a canon clan of Kengan Ashura to be born into, such as the Kure clan. However, if you do so, you forgo the ability to customize the clan.”

PART TIMER

-Following Your Dreams (100CP) – “When there’s something you really want to do, a simple thing like basic incompatibility will hardly stop you. Through applications of various skills and outside methods, you may compensate for mismatched body types or other handicaps to achieve various feats that are technically possible.

Want to wear a mascot uniform despite being seven feet tall? With some effort you’ll figure out how to scrunch up and get in there. Want to get into an underground fighting tournament at the last second despite a weak body? Maybe introducing yourself a fun old game you’re good at will help.”

-Working the Crowd (100CP) – “Are you tired of your choices in fashion or combat not being give the proper gravity they’re deserving of? Are you wanting to really put on a performance to get a crowd of all ages sucked in? Well, then do I have something for you.

This perk helps you with selling everything you do to those around you. Being taken seriously despite your appearance, making people buy in to your ridiculous acts and actually derive excitement from them, and more. Pro-wrestling will be given the respect it deserves when you’re the one using it.”

-Dental Plan (100CP) – “Just look at that beautiful smile! You could put that mug on a cereal box. Everything is nice and straight, white and sparkly, not a cavity or filling in sight. It’s a shame you’re likely participating in those violent Kengan matches. Blows to the face are allowed, and a smile like that won’t last long. Well, don’t worry too much, with this nondescript dental coverage provided by your employer- no, the other one.

With this plan provided by ‘that’ employer, you’ll never have to worry again. Even when your face gets busted up and your smile looks a like a poorly put together keyboard, simply take some time for a bit of rest and relaxation to recover your strength and your smile will be fully restored when next you meet with others. Teeth just seem to maintain themselves, and will regrow when no one is looking despite the oddity of that statement. Guess the universe forgot you lost them?”

-Meek Inheritance (200CP) – “No one begins life powerful. No one begins life strong. Everyone starts somewhere, and they’re joined by weakness and ignorance. You’ve learned to cope with your weakness even as you shed your ignorance for wisdom, picked up strength along the way.

Now, even as strong as you are, you’ve learned how to use weakness to your advantage. Whether it’s by highlighting it for the sake of baiting others, or possibly just knowing how to break someone with similar weaknesses down, when it comes to the meek your expertise is complete. Vulnerability is just another tool in your hands.”

-Combat Scholar (200CP) – “Although it might not be your main career, you can still be considered a conflict enthusiast. As the days passed, you could always rely on a good book to help those cravings for combat. Now, after years of hobby reading and study, you can be considered something of a scholar.

You have a wide knowledge base regarding the body and battle, despite little actual information on martial arts or techniques. This includes medicines that strengthen the body, psychology of fighters, exercises employed by those in combat sports, strategies used in war, even the history of various conflicts within the human race.

Your extensive studies have given you great patience even under duress, and your vast knowledge regarding conflict and how it’s conducted can prove useful in daily life. Keeping fit is simple and efficient, breaking down what your opponent is capable of in the middle of a fight isn’t that big a leap.”

-Man of the Sea (200CP) – “Some live their entire lives in luxury, others hone their skills day by day in a dojo with trips to a forest or cliché waterfall. You’re of a simpler mold, just someone who has to make it through the day with the hand god dealt them.

Are you a fisherman humbly making his catch, venturing out onto the raging sea day after day? Perhaps someone from a more isolated part of the world who has to deal with bone shattering drops from perilous cliffs just to fetch some water?

Whatever the case may be, you’ve built a set of skills that can make you bizarrely dangerous when going against those used to the mundane. Sea legs that could deal with the most tumultuous of terrain, agility and speed to run up and down near vertical walls of rock, dexterity and grip strength that allows one to swing and leap between trees with more ease than a monkey, just a few possibilities.

You may choose one harsh environment to base your thematic skills and abilities off of. You won’t be gaining mutations or supernatural abilities, but it will be impressive nonetheless. Regardless of your choice, you are also given a wide base of survival knowledge.”

-All According To Plan (400CP) – “Knowledge is power, but only if you know how to leverage it. Like Sherlock Holmes, you have an eye for detail and no short supply of deductive skill. You now possess some incredible predictive abilities. There’s nothing supernatural at work here, you’re just really good at making use of what you know to figure out what will happen next.

Observing a baseball player’s pitch and tendencies allows you to then predict where to put your bat. Figuring out how someone fights and responds to danger allows you to then move your body where it needs to be to break them apart before they even know what’s happening.

Of course, this won’t be as useful if your body is unable to make good on your predictions, or the enemy remains enigmatic. When you’re all learned up though, you could fell giants.”

-Tough Love (400CP) – “There’s kindness, there’s pride, there’s compassion, and there’s love. Many sentiments exist, feelings you hold towards someone you care about. And yet, sometimes a firm hand and the will to impart proper discipline is what’s needed.

You can more easily identify when those around you or under your care require that firm hand to grow, or simply get back on the right track. Not only that, but you can suppress your own feelings of sympathy and pity to behave as sternly as needed.

Anything from a simple scolding to outright disowning them could be the necessary adversity they need. Events will then transpire to help instead of hurt if you do need to take the radical path. Of course, when you stop giving tough love and just give a tough time, your wheels are going to spin in place. When I say it’s for their own good, it really is just for their own good.”

-Turn It Around (400CP) – “Your capacity for violence got you into a fine mess, and by god and his glory it will get you out. Are you ready to fight for what you want, even if that means not fighting at all? Let’s turn your life around, stranger. You have the capacity to choose your way in life.

It might not be the most terribly easy affair on a personal, but you could even transition from a life of vice and illegal violence to that of a humble foster parent and priest. What’s more, with the effort shown, life will respond in kind.

Your old enemies in the underworld will mostly just leave you be since you’re avoiding that scene now. Chances to leverage those old skills will be plentiful, to continue the above example. Life is long, but the places you go, the acts you perform, and the path you take, are in your hands.”

-Modern Legend (600CP) – “You didn’t come to the Kengan matches because you needed too, but because you wanted too. If so desired, you could very easily just live the rest of your life with what you did before. Why? Because before you fought in the matches, you were a modern legend.

You may pick one physically inclined career, gaining incredible amounts of experience and talent in that career. Anything from Olympic sport to major league hockey to fishing. Such are your feats that you can actually use relevant skills in order to fight and compete.

Add five years to your age, whatever it might be, and adjust your background accordingly to accommodate the time spent with your first passion in this world. Even if your legend is only known at the national level, or by enthusiasts in your chosen career, your name is known and it’s known for good reason.”

-Wrestler’s Life (600CP) – “Pro-wrestling is a career in entertainment, and accepts all sorts as long as they put in the work and learn how to be entertaining. Whatever prior experience you may have had, include a smattering of professional wrestling with all that entails in your repertoire.

Through rigorous training to take everything your opponent can dish out, your endurance has sky rocketed, and you’ve figured out the best way to ‘take’ the enemy’s attacks. Your defense becomes offense, redirecting the attacks of enemies or blunting them such that they can slowly harm the one sending them. Surviving a fight is winning, in a fashion.

‘Selling’ and ‘no selling’ moves are additional parts of the routine, convincingly pretending as if you’ve taken more or less damage. The lengths this acting talent can go to your benefit are in your hands. As a little bonus, you’re very good at generating hype by means of your career path.”

-Martial Artiste (600CP) – “So you had talent, got far, but never really understood the philosophy of combat or the roots of what you learned. That’s fine, you’ve got your own life. Fighting is still one of your passions though, so it only makes sense that you would want to develop what you know. So, what if you just started making up techniques? Oh it can’t be that hard, right?

It sure isn’t for you, seems you’re talented here as well. You’re absurdly good at developing martial arts and techniques based on ideas that by all rights shouldn’t work as well as they do. Inspired by a grenade? Heads kinda look like grenades, so what if you made explosively powerful headbutt?

Yeah, that actually works. Legs are stronger than arms, so a fist technique with your foot would be way better, right? Well, yeah, I guess that also works. Actually put more than an afternoon of practice and polish into those improvisations and you can really get somewhere!”

Warrior Lifestyle

-Megaphone Mouth (100CP) – “Your vocal chords are as powerful as your body, if your body’s power could be described as obnoxious. No amount of talking, or screaming at the top of your lungs, will damage your throat or even make it sore.

You’re also capable of achieving such volume that you could address an audience without a microphone. Don’t worry, those nearby won’t get any permanent damage, well unless you want them to go deaf eventually anyways.”

-Eternal Rival (100CP) – “Worthy foes are the greatest assets for obtaining experience and growing to new heights. Meeting one you deem worth can feel like a once in a lifetime event! Upon finding someone roughly on your level, you have the capacity to declare them your eternal rival. You will find your paths crossing each other, as if fate dictated it so.

It doesn’t directly help you grow or keep up with them, or vice versa, but you will be seeing each other a lot more. This rival will usually tend to rub off on you and vice versa given enough time, allowing it to become an eventual friendly rivalry.”

-Looking For Trouble (100CP) – “You know, you live in a bubble in a way. In your single-minded focus on fighting and honing your own skills, it’s hard to remember things like the Kengan matches are actually very difficult to get into. You need to make your power known, find a sponsor, actually figure out that these things exist in the first place. What’s a fighter to do if they can’t find a place to fight?

Look no farther, or, do I suppose? With this perk you always have a sense of where you can get into a fight, and against some good opponents at that. Top secret underground fights, battlefields of some secret war, a coalescing whirlpool of violence and fate. It matters not the shape it takes or how difficult to find it would ordinarily be, you’ll sniff out a stage to leverage your skills somewhere.”

-Everyone Is Fine (200CP) – “You know for underground death matches, there’s surprisingly little death or crippling when you’re around to see it. That’s kind of weird, isn’t it? No one is holding back, the referee will barely be involved other than to officiate. What is it about you?

While you’re around, unless fatality is confirmed, it’s extremely likely that those beaten down around you will be able to walk away and eventually recover to full health. Even broken necks and rib stabs might not mean death if trained medical staff is nearby.

The same works for you, albeit to a somewhat lesser extent. Important to note that battle damage is still incurred, so although death and crippling is often avoided, no one is going to be in peak condition right after they’ve been pounded into a bloody pulp.”

-Lessons of Life (200CP) – “Whether you sought power or protection, it wasn’t the fall of others you desired when you started down the road of martial arts. You may curb the crippling potency or lethality of your martial abilities, allowing you to alter your style and techniques into something that doesn’t leave a trail of corpses, at least with a bit of time and thought.

Oh sure, you might still be breaking bones and caving people’s faces in, you’re not handicapping yourself after all. Beating the absolute hell out of your opponents is still on the table, you just don’t have to worry about accidentally plucking those with potential before their time has come.”

-Mixed Martial Arts (200CP) – “MMA is a rising combat sport where those with backgrounds in various martial arts or disciplines come together to fight, many grabbing from multiple disciplines. Like the best of these new warriors, you’ve become much better at making use of multiple disciplines at a time.

This may manifest either by switching between one style and another seamlessly in the middle of a fight, to merging them wholesale to create something that draws from their respective strengths. Of course you’ll still have to learn these things the hard way, but when you do it’s gonna be fun.”

-Golden Joinery (400CP) – “Ordinarily broken bones and repeated injuries will serve to weaken an individual. Even after being healed, breaks and gashes leave behind vulnerability. This isn’t the same for you, as your body will always return in its full structural integrity, and then some.

No injury that doesn’t involve an amputation of some kind is permanent, and when healed will come back just that extra bit tougher. It’s not much, but through training, you may make use of this quality. Repeatedly fracturing your skull could one day make it a hammer, breaking your fingers in the name of training could one day make them spears.”

-Prodigy (400CP) – “You are what some would call a prodigy, while others refer to your skills as cheating. You absorb martial arts knowledge like a dry sponge absorbing water. You could master two fighting styles in half the time it takes the average guy to claim mastery of one.

Combat just comes as naturally as breathing to you, which includes innovating and expanding on what you know. It should be noted that technical skills and concepts can take you far, but you’ll be lacking experience compared to others on your level.

Gathering experience, facing loss, obtaining hard fought victory, this is what can eventually elevate you to that next level. Just don’t get cocky before you make it there.”

-Asserting Dominance (400CP) – “Endless hours of furiously working yourself to the bone. Days bleeding into weeks, weeks bleeding into months, months into years. Study, practice, repetition, do it again and again. You know your chosen style of fighting forwards, backwards and inside out. Such is your experience that you’re capable of a bizarre feat against any with less skill in your own art.

As a boxer going up against less polished boxing, a karateka going against less polished karate, you can bait out movements and techniques so easily it’s like their body was yours to command. Needless to say, countering becomes a very easy proposition when you’re essentially leading them right into it again and again. Their instincts, unpolished as they may be, are a hindrance against you.

Such is your ability to lead them around, that even if there are other ways for them to fight, it becomes difficult to escape the flow you dictated for them, difficult to escape the style they walked into the fight with. As a bonus, you gain a much greater deal of skill and experience in your chosen fighting style compared to before.”

-Superman (600CP) – “Whether from intelligent use of physical conditioning and absurd amounts of steroids, or just some mutation you had from birth, it matters little, you are at the mountain top. Your strength, your muscular power, is something only the outliers of humanity can touch upon. None but the likes of Watatsuki Takeshi, Julius Reinhard and those like them may challenge your sheer mass.

As previously mentioned, you have a choice for how you get this power. You could begin with a great and massive body achieved through intelligent muscle training and steroid doping that renders you looking more monster than man as your first choice. Your second choice is Superman Syndrome, which is a genetic mutation that causes humans with it to acquire hyper dense musculature that will never degrade over the course of their lives.

Fights with your peers are less the conflict of man as much as monster, and great destruction throughout an area can be caused if such a thing were to happen. Carving a trench into a concrete wall with the face of your foe or overpowering a formula 1 car are just several feats you’re now capable of. There are only two potential downsides. The first being your strength makes it very hard for you to accumulate experience and refine technique when your foes are unable to actually stand up to you. The second, you are very heavy, for better or worse.”

-Evolution (600CP) – “There’s something twisted about you. It’s not quite genetic, it’s not quite talent either, it’s like something seared into you by god or the devil. You have an ability known as Evolution. Evolution at its core is essentially the spontaneous ability to technically grow by leaps and bounds in the middle of a fight.

Anyone strong enough to challenge you will fuel this ability, allowing you to suddenly compensate for flaws in your technique, or soft spots in your abilities. These combat epiphanies aren’t quite improvisation or luck. These sparks are the real deal, they’re effective and they’re highly dangerous.

They come in bursts, usually needed to be fueled by your face getting punched in for a hot second. If the enemy is still too much after an Evolution, you might even grow multiple times in one fight.”

-Undying Dream (600CP) – “Some fight for money, some fight for honor, some fight to prove their dominance. Why do you fight? What does it mean to be strong? Some never figure it out, some never grab it, but that won’t be you. You’ll find strength or die trying. You are now possessed by a dream to become the strongest.

When motivation starts flagging, you may remember your dream. When you lack direction, direction will reveal itself to you. If adversity be what you need, then adversity life will give you. Will, drive, tutelage, students, supporters, opponents, enemies and so much more. Whatever it takes to become stronger, will be ignited within you, or put in your path. It seems all but strength itself will be available one way or another on the road to acquiring it.”

DIRTY HANDS

-Staying Down (100CP) – “Loss isn’t always a bad thing. Outside of that old schlock about growing from your mistakes, using a loss to further your own ambitions can be quite effective at times.

Taking the fall against a weaker enemy can make a stronger, future enemy underestimate you. You can figure out when your chances of winning are low enough that the damage isn’t worth staying in the fight. You’re well learned when it comes to the respective advantages of winning and losing, and can make wise calls for when it’s time to let the referee count you out, and how to make it look legit.”

-So Fresh, So Clean (100CP) – “Well it doesn’t have much to do with fighting, but you are pretty dominant in a few other senses of the word. Come on, that has to interest you, right?

Sexually, you’re overwhelming and could quite literally leave a hall decorated with delirious messes that used to be willing women or men. Fashionably, you’ve got remarkable taste and sense of style that can help with attracting those partners.

No need to worry about your dapper looks being tarnished or sexual escapades coming back to bite you either, you’re looking fresh and keeping clean. It’s hard to make any kind of filth stick to you, most things just never finding purchase at all.”

-Off Duty (100CP) – “Away from the prying eyes of law and order, where blood is spilled and battles are fought in the shadows, there lurk assassins and other unsavory sorts. One might think those prone to taking the lives of others by contract would likewise be just as willing to kill for any number of reasons. As you’ll come to find, even assassins are people too.

You’re able to both appeal your own humanity and appeal to the humanity of killers outside their working hours with this perk. This makes it easier to sit down and hold a conversation with peers despite your otherwise grisly occupations as long as you yourself aren’t an asshole. Likewise, other assassins, mercenaries and such can be surprisingly sociable when you sit down for some generic conversation.”

-Cheater Cheater (200CP) – “You cheat. You cheat extremely hard and as often as possible. Your mastery of cheating is such that you can have unknowing accomplices aid you in cheating, just through your subtle manipulations. People might even know you’re cheating, but through disguised methods you’re able to make it so they can’t figure out the exact methodology.

In the Kengan matches, not knowing how you’re cheating might as well be a license to cheat as much as you want. At the end of the day though, cheating is just something used to bring down others, not uplift yourself. Keeping your methods subtle enough to pass means being limited in scope. Your cheating can’t aid you in beating anyone truly strong.”

-Hit Me! (200CP) – “You might be a crook or a murderer, but you have pride too. Nothing can really piss you off more than someone attempting to go easy on you from some vague sense of pity. Well, let’s get them really swinging, shall we? You’re remarkable at drawing out the potential in others, usually by manipulating some sense of honor, fear or anger.

Whether by taunting someone until they bring out their full power even if you’re far weaker than they, or convincing that they’ll need to give it 120% in order to even survive, you can make your target show off exactly what they’re made of. Whether or not this actually works to your benefit is another matter entirely, but that depends on you.”

-Killing Arts (200CP) – “You have your business, though you might not be getting paid for it. Your business involves murder, and on that front you’ve got a great reputation. While most martial arts can be used for killing, and some are even designed for it, you're a virtuoso of the art.

Killing is your foremost goal and martial arts are just the means to doing it, providing you with the talent to turn pretty much anything you have into a killing move.

Techniques can be altered to cause the maximum damage they possibly can or be outright fatal. Objects can be quickly turned into deadly weapons even if they seem unlikely for it. Fancier martial artists can fall prey to your killing machine ways, as you go straight for the eyes, throat and heart.”

-Compensation (400CP) – “For most it’s something of an urban legend that the loss of one sense could heighten the others. Ridiculous conjecture deserving of comic books and old wives tales. Not so for you. When any of your senses is lost or muted, the others heighten in response.

The more you relied on a sense, the more the others will grow in response. Losing your sight may allow you to echolocate and smell your surroundings out. Conversely, taste being lost won’t mean much by comparison. As a side benefit, all your senses have been raised somewhat in their clarity, allowing you to derive use from this perk even without being crippled in some way.”

-Faceless Man (400CP) – “You know, they say imitation is the sincerest form of flattery. Given a bit of time, and the chance to show off, and you can show that you are just full of compliments. Your eyesight is great, your memory better, but it’s how you blend them that’s magnificent.

By witnessing the movements of another you can commit those movements to memory. Through memory and repetition alone, you could make those same movements exactly as they had, eventually building a catalogue of movements and techniques that you may choose between willingly.

It takes a lot of time in order to fully mimic another, but when you do it’s almost as if you become them in the eyes of others. Of course, at the end of the day you only know the movements, not quite when or they’re supposed to be used for maximum effect. That too may just require time.”

-All’s Well (400CP) – “Scummiest of scum bags, internationally wanted assassin, mercenary so prolific that your name is synonymous with genocide, what kind of man could you be? Well, doesn’t matter too much I guess. If you ever start acting up, most are content to just punch your face in and leave you be.

What? You killed that guy’s dad forever ago? Yeah, he’ll probably let it slide too, at least after a fight. You might even get some mutual respect of strength going on. Socializing is far simpler than it should be. Act decent and make some friends. Act like an ass, get in a fight, settle things that way.

Most just end up content with thinking about the here and now. Well, unless you do something really heinous that gets you in trouble with everyone, like committing wanton slaughter, or assassinating someone of great importance.

-Doctor of Death (600CP) – “No that title isn’t just for looks, you’re an actual doctor with an actual doctorate and actual skills and knowledge in the field of medicine. You’re damn good at what you do too. Some might say too good, since you’re capable of very questionable and unnerving feats.

You can perform amazing surgeries that could save those most others would discount as doomed, deliver medical treatments that could leave someone with antibodies to normally lethal illnesses, or even remove and turn your own bones into weaponry before hiding them back inside your body. Your excessive knowledge of biology and ability to manipulate it through that knowledge is truly impressive.”

-Conditioning Peculiar Condition (600CP) – “There’s some real weirdos in this world no doubt; fighters with skeletons harder than steel, men who can accelerate their heartrate for speed and power. Some grasp greatness through training, others through birth, either way it sets them apart.

The assassin clans of this world have perfected ancient techniques and practices that set them apart from even these individuals though. What they have? It had to start somewhere. You are capable of being that similar somewhere.

You are an expert in human anatomy, psychology and genetics with a specialty in one of the three. Such capacity allows you to experiment and develop the methods of transforming humans into superhumans, even if some might need to be started with young for your methods to work.

It might take some time and some casualties, but feats such as teachable trance states that allow temporary limit removal, drugs that can permanently strengthen and numb body part with repeated dosage, breeding practices that could usher in an ubermensch and more are at your fingertips. All it takes is a bit of time, a bit of effort, and miraculous advancements may be made.”

-Ancient Chinese Malpractice (600CP) – “You are just awful. Even in the underworld people have a low opinion of you, or they would if they knew what you were getting up too and what you do to people. See, you’re practically a savant at sending people down the path of destruction, for better or worse.

You can identify anger, obsession, vulnerability and a number of other weaknesses, then push it into becoming so much worse. You’re like the little devil in their ear, warping them with ease. What’s truly revolting is your mastery of the ‘Human Poison Jar’ however, an extension of the skills above.

Referencing old Chinese sorcery, this is a process where you set a number of individuals against each other, and then abandon them within the confines of somewhere inescapable, remote. They’ll be forced to kill and cannibalize one another just to survive! Providing you wait and return when the time is right, there will be just the one left, a near dead individual, traumatized into an insane, survival driven, combat monster. Hey, might be a worthy student at that point, right?!”

BIG BUSINESS

-Still Kicking (100CP) – “You’ve been around for a while. Wrinkles are starting to form, and gray hairs are starting to crop up. There’s still some youth and vigor left in that old body though.

The degenerative effects of aging are lessened on you. Hair is less likely to fall out, hearing unlikely to go, mental health coasts about the same level until death, you could even have kids in your seventies. You might get a bit weaker after getting out of your prime, but regular exercise means you won’t fall too far behind.”

-Emotionally Effective (100CP) – “When you're talking about billions, things get pretty fuckin heated. When you're losing out on billions, it's understandable to start screaming your lungs out at the fuck faces who caused it. But you know what a real businesswoman doesn't do? They don't lose control, even when they're spitting fire.

As raging as your emotions get, they're always guided by the logic in you that put you on the top of the corporate world. While you'll still feel all the rage as normal, you won't make stupid mistakes with that rage and you'll find yourself able to, consciously or even sub consciously, guide that emotion towards something to manipulate those around you.

They might think you're not thinking of anything but anger, and hell, you might think it too. Really though, that anger is serving a purpose just as much as that fucking worthless secretary you sent ten minutes ago to get you a fucking coffee! Where the fuck is she!?!”

-Maintain Calm (100CP) – “It’s kind of incredible, isn’t it? When you look at your peers in the association, they’re able to gamble in matches worth billions, hang out in seedy abandoned locations with fighters willing to kill or even die for victory, and they’re cool. They’re calm, cool and collected, no matter the danger or threats around them, until the moment their fate is sealed.

Could you honestly claim to be like them? Well, yeah, yeah you can. You too are able to maintain composure and a cool head no matter the circumstances as long as there’s still time to work your way out. Feel free to shout and despair when the fat lady sings, but until then there’s business to conduct.”

-Pervasive Overestimation (200CP) – “’Wow! It’s you! You’re the one who did the thing!’ You’re going to get a lot of that. Why’s that? Well, through luck and complete misunderstandings, you provide a very intense image by complete accident.

That is to say, people tend to think of you as being much greater or incredible than you are by misinterpretation of your words and actions. You often stumble into situations that can cause these misunderstandings, and they may positively affect the development of future relationships. If you luck out enough, you could end up being a local legend.”

-Up & Coming (200CP) – “Although many of the biggest deals in Japan are settled behind the scenes with big name fighters, no one made it where they did solely from underground, questionably legal fights and sponsorships. Well, mostly no one.

You’re actually pretty dang capable of running a business, building it up from humble beginnings into something recognizably yours. You may even pick a specific form of business, being truly great and gifted with running it. Someone who chooses to be good at starting record labels will have a true eye for new talent, and luck with finding it.

The head of an advertisement company could help produce commercials and jingles that will rattle around in the heads of households for an entire generation or more. Attempting to run businesses outside of your selected type won’t come nearly as easily, but by all rights you are great at your job.”

-Lucky Life (200CP) – “Wow, fate is just the weirdest thing sometimes, huh? Imagine learning that your ancestor’s greatest ally is the ancestor of your employee, or your boss! Imagine just stumbling into some guy who will change your life forever because you needed a place to throw up!

Imagine that you no longer have to imagine that stuff, because this perk makes shit like that happen. The most bizarre coincidences just seem to happen around you. Usually it’s for the best, but it will sometimes end somewhat sour, usually if you bungle it. Rest assured however that whether it goes great or whether it goes poor, it’s going to get weird.”

-A Challenger Approaches (400CP) – “When it comes to the Kengan matches, one might be forgiven in believing that everything comes down to picking the strongest fighter they can find. Well, forgiven right after they’ve lost everything with that foolish belief. The business men who move their pieces, leverage their advantages at the right time, and scheme in the shadows are, believe it or not, just as important.

You can devise multi-layered plans, keeping them secret until the time is right, slowly letting them unfurl over time to culminate in big payoffs. Likewise, those who attempt to scheme around you and aren’t quite as subtle can be more easily read, allowing for countermeasures to be made ahead of time. When everything goes according to plan, there’s not much that can be done against you.”

-Sci-Fi My Ass (400CP) – “Sure you can make money, but how often does one get the chance to make history? What made up your dreams and ambitions growing up, and how can you reach them now that the sky is the limit? Answer me!

You’re a gifted and well learned inventor in the field of your specification, or relating to the type of business you run. With your business there to provide the resources needed to let your imagination run wild, you can develop the latest and greatest in anything from brutally effective weapons of war, cybernetic prosthetics, or something more mundane like batteries or data storage depending on your field of research.

This is a small time benefit compared to the greater purpose of this perk. You have a special talent for making real technology out of your favorite fictional pleasures. While limited to what’s possible, watching an old movie with a fictional alien hunter could be the inspiration you need for the development of active camouflage or artificial eyes that can toggle between vision modes.”

-Eye For Talent (400CP) – “You could be bombastic in business, spectacular at scheming and make waves in whatever industry you invest yourself in. You yourself could be formidable from where you stand, but it matters little in the Kengan Association if you don’t have a fighter! Not a problem.

You might have no ability in a fight, but you know how to find those who do, and how to incentivize them. You’re very good at finding those with great strength, skill, or both. In a crowd, off tv, from the paper, pure circumstance, you’ll find those with power.

To go with finding them, selling those you find on whatever jobs you need, including underground fighting, is also a matter you’re quite skilled in. What appeals to your target: money, power, women, a challenge? You’ll figure out what they want, and how to offer it. You keep doing the brain work, your eventual fighter will do the legwork, and the Kengan association will be yours.”

-Alpha Female (600CP) – “The air is thick with testosterone around these parts. Alpha males aplenty dominate the hidden stages of the Kengan association. The moving of money and the trading of fists are male dominated. There’s still a few women that run their business here, making their presence known, and you’re one of them.

Through the natural born quirk of being an Alpha Female, you have an incredible set of abilities relating to the suppression of the male ego. Your potent and manipulative pheromones allow you to administer orders which are nigh impossible for men to resist.

This even allows you to speak to the deeper psychology of a target, allowing you to manipulate the chemicals output by their brain. Through this, you could inflict or shut off pain, activate or deactivate adrenaline, or induce trance-like states.

In addition to your pheromone based commands, being an Alpha Female has a few other perks. Your beauty, grace and sheer femininity are at the peak as well. Few women will be able to compete in one aspect, much less all. If not already made clear, this perk is a Female only perk.”

-A True Friend (600CP) – “Making friends isn’t that difficult. You could make a friend off of one small meeting. Being a truly good friend for someone, being there for the one you care for when they need it most, in the way they need it? That’s hard, that’s real hard. Not everyone who has the will to do good by someone knows how to do it, but providing you bring the will, we’ll give you the ability.

Nothing short of inspiring, you’ll always be in the hearts and minds of those you call friend, words ringing true in their darkest hours. Someone you support could have their will and body broken alike, but as long as you’re there to talk them through it, their spirit may be rekindled and the ability to fight on granted.

Your sincere words of admiration and friendship could cut through the roar of a crowd numbering tens of thousands. Even if those you care about are unconscious, your ability to make them feel better can touch upon their unwaking mind, bringing them back from the brink by memories alone.

As long as you’re still there, no one you care about fights by themselves. Two hearts beat as one, furiously fighting against odds no one gives them a chance to overcome. Your way with words, and your ability to reach people, is on another level.”

-Reckless Management (600CP) – “Have I ever told the tale of Yamashita “The Dragon’s Eye” Kazuo, great and powerful legend of the business world? What about the origin of Metsudo, invincible ruler of the Kengan Association? No? They are just two of many success stories, their greatness the responsibility of those who sought to give them a chance! No, yeah, really. Yes for real.

Now you too are as incredible a boss as those who gave them their chances! You are able to cultivate incredible talent and prowess in your employees, or simply those who work under your domain. All it takes is one simple push.

The more radical the responsibility or danger you thrust them into, the better! Some might say they’ll rapidly grow from sheer luck and the aid of others as they try to do your bidding. Some say your one little hand out or mission got them into more bad than good. You know the truth though!”



RESOURCES

This is the resource section. Items, equipment, titles, property and more can be purchased here. Anything you find under your origin is half off, while 100CP items under your origin are straight up free! Go wild, or don't, as long as you have what you need consider us square.

GENERAL RESOURCES

-Fighter Referral Service (200CP) – "You have been given a strange business card for a business that doesn't exist. By calling the number on the card, you may arrange a transaction that may nevertheless take place. You can either sell your services as a fighter, or arrange to have a fighter lay down their fists for your benefit.

The money you get from selling your services is fair, and whatever price you pay for a fighter arranges a fair and available equivalent for the world. In future worlds the prices involved may involve something greater than material currency."

-Startup (Free for Big Business/400CP Otherwise) – "It just wouldn't make sense for you to opt into being a player in the Kengan Association without your own big business to go along with it. Well, here it is. You have a multi-billion yen business in the industry of your choice, and that business is all yours.

It's known as one of the big names in the industry you choose, and your name is synonymous with it. Along with that, you have a membership with the Kengan Association, the physical placard that shows your membership that is. Other origins may also buy in, to be both a member and a fighter."

-Loyal Retainers (400CP) – "In times that have long since past, two families were intertwined. One stayed in the light, the other in the shadows. That first family was yours, and that second family was this one. On purchase you get a small clan or martial artists or assassins that is loyal to your bloodline, and follow you between worlds as a group of followers.

You may use the 'Fighting Family' perk to designate the abilities and culture surroundings this clan, though it is smaller by comparison. You may not, however, choose a canon clan with this purchase, which would manipulate their existing relationships from canon.

If you happened to have purchased this with the Fighting Family perk, you may instead dictate your own clan. This merges the two options in a fashion, where you are now the heir or second in line of your clan, with eventual leadership or an advisory role being yours in time."

PART TIMER

-Muay Thai Shorts (100CP) – “They’re comfy and easy to wear. These don’t seem like much, but they’re the choice attire of many of the fighters you’ll run into. They breath well, they’re comfortable, they never really seem to pull away in the middle of a fight, and they’re stylish.

You can get away with pretty much any over the top design you want and no one will bat an eye. I’ll even throw in a cool sounding nickname of your choice such as ‘The Ultimate’ or ‘Death Knuckle’ that will be scrawled out on the side. That nickname will also be acknowledged by the Kengan Association for introductions.”

-Tour Bus (200CP) – “Behold, a top of the line tour bus with your choice of external design and internal décor. It never really runs out of fuel, electricity or water, and no matter how much it gets wrecked it always seems to be good as new when you check things out again.

It offers a smooth ride, driver assist, onboard GPS and an assistance hotline that’s ready 24/7 to assist you in whatever motorist needs you might have. It’s a sweet ride, and a surprisingly giant target for aggression. Road raging tough guys, truckers with a bone to pick, regular old thieves and more. There’s no end to the fight buffet attached to this fist wagon.”

-Suburban Fortress (400CP) – “For those trying to make the switch to suburban life, I have right here a deed that I think you’d be interested in. This is a comfortable two-story home to be in a safe neighborhood nearby that doesn’t see a lot of trouble. The utilities are paid for in advance. The neighborhood handyman will come by to apply new paint or fix up any damage.

In case someone tries to interrupt your delightful home-life here, the entire property comes equipped with a top of the line security system. Every wall, door and window is outfitted with deployable bulletproof shutters that can activate at a moment’s notice, and enough traps to make Macaulay Culkin frown like a jealous bitch. There’s also a hidden weapons locker in each room for the less combat capable members of your family to rummage through when they’re in need.”

-Employee of the Month (600CP) – “Somebody really likes you, or maybe they owe you big time. With the amount of favor you’re getting from up high it’s probably both. On purchase, you receive a sponsor of some sort. This sponsor is the brilliant CEO of one of the most powerful corporations in Japan, or your region of choice in future worlds.

They’ve got wealth, power and connections to spare and they’re willing to shower you with such things, providing you continue to work for them and stay in their corner. They and the business behind them are nothing if not loyal. In this Jump, you can even count on them as a member of the Kengan Association to get you into fights. Though, even if you don’t want to fight for them, they’re still willing to give you some kind of job.”

Warrior Lifestyle

-Warrior's Wraps (100CP) – "What we have here are several rolls of binding tape and bandages. When used to wrap body parts, you may more easily stabilize muscles and bones.

This reduces pain, likelihood of injury and in case of inflicted wounds prevents them from becoming more of a problem. These work overtime, allowing a fighter to continue even with their bones broken, if only for a little while. You also receive a pair of shorts that will never slip off in a fight."

-Tokita Nikloak (200CP) – "It's a cloak, a very drab and boring cloak. It's a kind of beige-ish color, easy to look over, what possible use could it have? Well, its nondescript nature passes on to the one who wears it, allowing them to pass by unquestioned and unrecognized wherever they go.

Even when confronting someone and speaking to them directly, the basic hood will shade the wearer's face and make them strangely hard to recognize. As some odd side-effect, most will take your introduction at face value when you call yourself Tokita Niko. You obviously aren't, but it's a long story."

-Still Forest (400CP) – "A forest, one that belongs to you and located at the location of your choosing at the start of this Jump and future ones. It's a strange forest, not a creature to be seen within. There's something in the soil, the air, that permits plant growth but makes it difficult for fauna to survive.

There's little to eat besides bark and insects that have somehow eked out their survival. Breathing will become hard, sleep restless. It's a wholly unpleasant place. Training in this forest is difficult, even normal training will feel that much more laborious.

At the same time, no one will invade this place without incredibly good reason, such is the looming dread that hangs over it. Pushed past one's limits, training done here will return far greater results than elsewhere. Returns are great, whether mental, physical or spiritual, and great epiphanies come easier."

-Inside Out (600CP) – "Like the infamous 'Inside' of Japan, this is a truly lawless zone within any one country or region of your choosing. Such is the terrible state this place is in that the local government has erected walls around it all, leaving it to rot rather than deal with it.

There are several districts, one which vaguely answers to you as its leader. This zone constantly undergoes a turbulent battle royale between gangs, martial artists and genetic freaks that constantly fight for supremacy. The strong grow stronger, and new threats arrive all their time to test themselves.

When it comes to recruiting the powerful, there's likely no place better. When it comes to testing one's self against the most vile and battle hungry, there's likely no place better. It's unlikely to ever truly be conquered by any one force, but your district is unlikely to be touched or directly fought."

Dirty Hands

-Business Cards (100CP) – “Just being deadly doesn’t pay the bills, you need direction, and someone who pays you to take that direction. Well, now you have just that. You now hold a small portfolio of business cards and contacts in the underworld.

Someone somewhere at some point will be willing to pay you to protect them, or do the opposite to someone else. Sure you might have to call around a bit, see what’s open, but you’ll find work eventually. As your reputation grows, you’ll find your contact book growing to match.”

-Unmarked Transport (200CP) – “When you deal in the underworld, you don’t have the luxury of things going according to plan. Sometimes the dangers involved are greater than expected, sometimes you make enemies, sometimes those enemies follow you on the job. Sometimes discretion is the better part of valor, and in those times you need to get out of there.

By purchasing this, you’ll always have a way out. It appears to just be a walky talky, but the voice on the other side has access to a great number of vehicles and pilots at your service. Radio in that you need a boat on the shore of the unmapped island and by god there will somehow be a boat right there when you get there.

Call in an evac in a busy city and they’ll call you back about a helipad on a nearby building with the best damn pilot ready to save your ass. As long as there’s a way out, you can rest assured that you can arrange it or they’ll call it in.”

-Augmentation (400CP) – “While anything goes in a normal street fight and most other battlefields, that isn’t quite the case in Kengan matches. The Kengan association’s guidelines are very strict about their death matches being about unarmed, unaided combat. That said, if the referee can’t find it, and doesn’t disbar it, that’s mostly like a free pass.

Now, you benefit from a secretive trump card like that described above. You may choose one augmentation that has been placed within your body, allowing an effect of your choice within reason. This could be anything from replacing your eyes with ones that have multiple vision modes, or simply just an internal communication device allowing for advice in the middle of a match. Oh, just be careful about flaunting it too much, huh?”

-Parasites (600CP) – “There’s always a conspiracy theory or two going around about secret organizations running things in the background, spreading their roots and working on secret agendas. Who knew they were real, or that you’re part of one? You’re a member of a small, highly secretive organization of powerful martial artists, deadly assassins and wealthy socialites.

This organization has considerable reach and through them you can get just about whatever you need. They’ve even got pawns scattered about the world in governments and organizations here and there for getting you out of sticky situations.

They’re always working some angle to get ahead in the world, and you will be expected to help from time to time, but the length between these requests is sizeable. The organization’s name is yours to determine. You get a tattoo of your choice to symbolize membership with the organization, which all other members share.”

BIG BUSINESS

-Business Chic (100CP) – “Unless you’re a real free spirit, odds are that you’ll want to look as dignified and professional as possible in your day to day running a major corporation and attending top secret, underground fights. Nothing better for that than a nice suit and tie, a number of them in fact.

You have a wardrobe and jewelry box with expensive business attire and accessories. If you wanted to wear a different suit, or possibly even a dress depending on gender, every day for a month, that’s definitely possible. They’re precisely tailored, very tasteful, and come with instructions for properly dressing yourself for those unused to such finer things in life.”

-Full Stable (200CP) – “Not quite a stable for horses, though you might have one of those as well, this is your gallery of employees who work for you off the books. You have a small group of experienced Kengan fighters that are loyal to you and your corporation, fighting in your name.

They may be experienced in whatever fighting styles you choose, and come from whatever backgrounds you choose, but are unlikely to stand at the level of those participating in the potential Kengan Annihilation Tournament several years for now.

For an additional 200CP, you may obtain enough loyal fighters under your name to establish an entire guard, like a miniature form of Metsudo’s Bodyguards. Several of these fighters will be much stronger than average, with one being a name respected within the Kengan matches. By default these fighters count as followers, but may become companions if imported.”

-Advanced Facilities (400CP) – “Being business savvy, winning Kengan matches, maneuvering your pieces appropriately, all of that is very useful. Sometimes, just having a better product can help carry you far. You now have a facility in either an independent building, or built into your headquarters, that’s relevant to whatever business you run.

This facility has the most cutting edge equipment, a number of experts in the relevant field, and has been built explicitly to optimize space and efficiency for working on whatever it is your company is needing. New recipes, new music, new business strategies, new technology, whatever it is, this is the place for it. If you come from one of the other origins, you may even obtain a top of the line training facility for building your body and your skills.”

-Personal Island (600CP) – “There surely is no more signature sign of great wealth and power than owning your very own private island. What an incredible island this is, too. Similar to Metsudo’s own Ganryu Island, your island contains a five star resort, beautiful beaches that sit next to crystal clear water, an expansive forest or jungle based on your preference and a colosseum. . .for events.

Everything on the island mentioned above, as well as the island itself, can be yours if you purchase now. In addition, entire cruise liners, other ships and crews under your service will ferry people and supplies to and from your island. This island may be placed in a location of your discretion in future Jumps, with similar ships and crews working under you as thematic.”



COMPANIONS

-Import (50CP) – “On purchase, you may import a single one of your existing companions, or create a new companion. This companion receives an origin, with appropriate discounts and 800CP to spend on desired purchases. They may not purchase options which bestow Followers, such as Loyal Retainers. This option may be purchased multiple times.”

-Bulk Import (200CP) – “On purchase, you may import up to eight of your existing companions. Each will receive an origin of choice, appropriate discounts and 800CP to spend as desired. The same limitations of the normal Import apply here as well. This option may be purchased multiple times.”

-Canon Companion (100CP) – “Few worlds so full of violence and competition can boast such a high average of charisma. With the comradery and character shown off by those who live here, it only makes sense that you’d wish to join hands with a few and invite them on your journey.

On purchase, you gain the ability to invite a character of your choosing from the world of Kengan Ashura as a companion in your chain. Providing they accept, then your adventures with these new friends may continue on into the future.”

DRAWBACKS

In the below section are options known as Drawbacks. In return for some sort of hazard or danger, you can receive additional points. You may obtain a maximum of +800CP from drawbacks. Additional drawbacks may be taken at no advantage if the flavor is favorable.

-Annihilation Train (+0CP) – "Are you ready to ride the fate railroad? For those of you concerned about your actions disturbing fate enough that the Kengan Annihilation won't come to pass, you may take this. Now, no matter what you do, Nogi will be getting that tournament. Up to that point, and from that point on, anything could happen.

This point in time is fixed however with this drawback, as will the major players of that tournament. Alternatively, you can have 'a' Kengan Annihilation tournament happen in two years time, but have things all mixed up. Nogi may or may not be the one to call it, and the fighters might not all be the same. The fighters are guaranteed to end in different matches no matter what though."

-Kengan Conversion (+0CP) – "Well, this is pretty strange. You are certainly in the same world, but everything appears. . .different. In this version of the world, everyone has swapped genders, except for the man named Yamashita Kazuo. Nothing else has actually changed in regards to the roles those people play, however.

The Kengan Association still exists, although the fighters existing within it are all women now. Most of the members of the Kengan Association are also women. The greatest change from the norm is Tokita Ohma becoming Tokita Mao, who acts cuter and dresses like a Gothic Lolita. Every now and then Kazuo will begin freaking out about everyone, but he'll eventually return to normal."

-Crowd Hated (+100CP) – "Some people have a lot of admirers, and some just coast through life. You're not the kind of guy that can get through life like that. Something about you just grates people the wrong way based on their first impressions. Sure, if they actually get the chance to talk to you they might change their mind, but bystanders and acquaintances? Let's just say you're going to be getting a hard time and lots of booing in your time here."

-Disfigured (+100CP) – "Holy hell, what happened to you, man? Like, no, really, what the fuck? I'm not even sure what I'm looking at here. You have some kind of disfigurement that's hard to cover up and is very off-putting, as well as confusing. Half your face may look like a half-melted web of flesh that might even fly over one of your eyes. Wide sections of your body might warped bone exposed. Whatever the case, no matter how fucked up it might be, it doesn't actually inhibit your health."

-Excessive Bloodlust (+100CP) – “Fuck, dude, there’s a time and place. You are now possessed by a powerful lust for violence. Whether it’s spectating or getting right into the nitty gritty, you need to get in on those bloody, bone breaking, good times. Between those good times, your bloodlust tends to leak out. You may scare bystanders, or you may show some signs of the lust part of bloodlust when thinking over ‘happy’ memories. It will be a biiiiit harder to control yourself in regards to violence.”

-They Still Sting In The Rain (+200CP) – “You’ve been in a lot of fights. Some fights you remember, some fights you don’t, but most left something behind. Every injury you’ve incurred has left behind a scar of some kind that is now readily apparent on your form.

When it rains, when it gets too hot or cold, when they’re aggravated, those scars still hurt. In addition, the most serious injuries have left behind a near crippling wound that inhibits some part of your physical ability. You have at least one of these injuries, but can potentially have more.”

-Inferiority Complex (+200CP) – “You can be strong, really strong. You could be a killer of giants, or one that even the undefeatable care not to face. There’s still something wrong with you though. Whether it’s mental or physical, there’s some facet of your character that is just limp, and it gets to you.

This background sense of inferiority makes itself known whenever you compete in any fashion against those known as ‘the best.’ Working as a self-fulfilling prophecy, whenever a hurdle gives you concern you almost work to defeat yourself. When defeat inevitably comes, the weight of that demoralizing blow will feel crushing.”

-Just Another Piece Of Shit (+200CP) – “Regardless of your background, you did some fucked up things. Those fucked up things are known, and you were arrested for them. Maybe you realized the error of your ways and turned yourself in, or maybe prison life genuinely rehabilitated you. Either way you really do feel bad about whatever it is you did and have settled to serve the sentence you were given. That sentence is life in jail. You might be let out every now and then with special permission given by the government, but you’ll keep that rigid dedication to repenting for your crimes.”

-Mistake From The Past (+300CP) – “Oh boy, it’s ‘that guy’ again. A friend, maybe an acquaintance from your past, whoever they used to be they’re your enemy now after a big falling out. Now they just hate your guts, but also want to be you, a better you.

That ambition is joined by the ability to copy much of what you can do, and the determination to one up you however they can. They’ll have similar abilities, build up similar corporations, date similar people and more. Whatever they can’t copy or simulate, they’ll try to take too.

Sadly, for them at least, they’re kind of a shittier you. Sadly, for you at least, they don’t care and will go out of their way in attempts to mock, usurp, undermine or even destroy you wherever the opportunity presents itself. There’s no getting rid of them, and there’s no making amends.”

-BOY (+300CP) – “A man exists in this world, and his name is Kuroki Gensai. Known by the alias of ‘The Devil Lance’, and considered by some to be a Wisdom King, he is a man with few peers. Despite being fifty one years of age, his hair and beard possess the pitch black color he was born with.

He has neither genetic mutation, nor the blood of a martial arts family. He is simply a man who has dedicated his existence martial arts, and he is specifically a master of Kaiwan Style Karate. No improvisation may withstand his experience.

No man or woman with thoughts clouded by anything but the fight in front of them can withstand him. No beard can withstand the force of his beard. He possesses no blind spots. This man, Kuroki Gensai, is an assassin. He has been contracted to kill you.”

-Tokita Cohma (+300CP) – “You’ve been hit with a special technique, one that has erased all but the barest smidgen of your memories to remind you of who you are. The vast majority of your abilities lie completely dormant, forgotten, and they can’t be actively remember or obtained through any kind of out of context methods.

There is only one way to access these dormant memories and the abilities associated with them, and that is receiving an excruciating ass kicking. After this beating, some fraction of what you lost will filter back in your comatose dreams. You are not guaranteed to survive the beatings you receive. You will only start with the abilities of this Jump, and a chunk of your fighting experience removed.”

OUTRO

-Tapping Out – “Alright, that’s it, you got your ass kicked and kicked some asses. What’s done is done though, and you can’t think of a much better way for it to end. By picking this option, you end your chain and go on home. You keep everything you purchased or acquired in your chain, but your adventure in the multiverse is done. It’s time to go home, man.”

-Round 2 – “Well color me shocked. So, what charmed you? Having your blood splattered in front of thousands? Maybe it was you doing the splattering and you’re just not ready for it to end. By picking this option, you choose to end your chain and stay here with everything you obtained so far. I can’t exactly fault you, this isn’t the worst place to call home. Happiness seems to be there for those who seek it.”

-New Horizons – “That was pretty good, for a breather! Now that you have the warm up out of the way, it’s time to take your business elsewhere. These fists were made for fighting, and there’s fresh faces you’ve yet to punch in somewhere out there. Your chain continues with this option. You of course keep everything you picked up so far, and you’re continuing on to the next world in your adventure.”

NOTES

-1: Hey, for anyone who might have questions regarding the above CYOA, ask for NuBee or Valeria. A quick thanks to the anons that helped out with suggestions and stuff too.

-2: In case the specifics of a feat or character's abilities are needed, I highly recommend reading the series. It's pretty great and not too, too long. For those who don't have the time or interest, you might be able to glean some information from the wiki, which is fairly good at covering abilities.

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