Generic Fighting game jump

or King of Mortal Streetfighting Kombat

Welcome to a world not too unlike our own. For some of you it may seem familiar for some reason. The fastest growing sport in this world is street fighting. While it's not exactly legal most of the countries seem content to turn a blind eye to it as it. Usually the companies sponsoring the fights have strict rules about not killing your opponent and not cheating, however there is a seedy underside to this world. A nefarious organization has wormed it's way in to the fights and seeks to take control of it. Some say that the organization is a front for warriors from another dimension trying to take over our own but bound by a pact that prevents them from outright conquering the planet instead forcing them to have their champions face this worlds champions in fair one on one combat. However that's likely just rumors. After all their are no such things as other dimension ,right? Anyways you will be spending 10 years here. During your time here you will get the chance to join fighting tournaments and compete against other warriors from around the world. Get ready, FIGHT!

It's Dangerous to go alone here take these 1000 CP

Identity: It's who you are in this world

Starting age: 17+1d8

Gender: your pick

Location: Roll 1D8 to determine what country you start out at.

Roll	Location
1	United States of America
2	Russia
3	Japan
4	China
5	Brazil
6	India
7	Spain
8	Thailand

Backgrounds: Choose your Destiny!

*Drop in or the celebrity guest fighter that's exclusive to certain versions of the game. You wake up in a hotel room with no memory of the world or your life here. Upon looking around you find the stuff you purchased and see some paper about a fighting tournament that you apparently entered that is taking place in your starting location. (Cost: 0)

*Magical Karate person or I can't believe it's not Ryu. You have trained long and hard under your master honing your skills to the point where you are super human. Your combat ability borders on magic (Cost: 100)

*Ninja or Differently colored Scorpion. You are a deadly warrior of the night. A living legend. You may be from a legendary clan of ninjas or possibly someone on the run from said clan. Or perhaps you are independent (Cost: 200)

*Wrestler or the Grapple based character nobody Chooses. You are a guy who knows how to wrestle. You are big you are powerful and you could wrestle bears.(Cost: 100)

Perks:

Everybody was Kung fu fighting (Free to Everyone) You have mastered a martial art (Karate for Magical Karate guy, Kung fu for Drop in, Ninjutsu for Ninjas and wrestling for wrestlers) Your hands and feet are lethal weapons. You could easily kill a man with your bare hands. You can more than handle yourself in a fight.

Ninjutsu (Free: Ninjas) You are a shadowy assassin of legend. You move as if you were one with the shadows. you can become almost invisible when you choose to be. You are an expert at infiltrating heavily armed strongholds undetected and assassinating targets without raising alarm.

Taunt (Free) You have the ability to stop during a fight and taunt someone. This does nothing to prevent them from hitting you and leaves you wide open but if successfully do it and win the fight the taunting increases the respect you gain from the victory and increases the shame the opponent would receive.

Block (Free) You are able to defend yourself unarmed from attacks that are made by someone on the ground if you do nothing else but defend yourself. Blocking reduces the damage of an attack significantly.

Energy Bar (Free) Whenever you enter a fight you gain a bar that only you can see. This bar indicates how much fighting energy you have. It starts out empty in each fight. As you fight and deal or take damage slowly you gain fighting energy and unlock special moves or modes. Using these moves or modes it drains your fighting energy leaving them unavailable until you have gained more chi energy

Hyper Jump (Cost: 50, Incompatable with double jump) Your leg strength is tremendous. You can now leap higher. Leaping over a person is easy. If you put your mind to it you can leap 3 times as high as you could before.

Fan Favorite (Cost: 50) Fans love to root for you or against you. Your highly marketable either way. Your popularity as a fighter will increase faster than it would normally. Though this doesn't have any direct benefit in a tournament it may prove helpful during your off time. In later jumps you have an easier time getting your name out there and fans naturally gravitate to liking and rooting for you.

Double Jump (Cost: 100) Who needs laws of physics, certainly not you. So what if there isn't any solid ground to jump on. You can jump on air! Show Physics who's boss. At any point before the apex of your jump you may leap again.

Open Bar (Cost: 100, Free: Drop in) In your mind you can see health bars that indicates how far someone you are fighting is from being unconscious or dead. You can also see your own health bar.

Hodokumahamha wave (Cost: 100, Free: Magical Karate Person) You generate chi powered fireballs. They are about as big as a basket ball but they only do slightly more damage than your hardest punch. However if you concentrate you can Increase the damage however doing so takes time and uses part of your energy bar.

Get over here (Cost: 100, Free Ninja) You have an attack that either immobilizes your opponent where they are standing or freezes them in place for a few seconds allowing you to get a free attack on them

Too stronk, please nerf (Cost: 100, Free: Wrestler) You are strong, no you are really strong or maybe stronger than that. You are strong enough to wrestle bears in your spare time. You are Similarly tough it takes a lot to put you down, which is also helpful if you are wrestling bears.

Cherry tap Taunt (Cost: 100) maybe you through a basket ball at your opponent or maybe an empty soda can for your taunt but you have the ability to hurt people just with a taunt. It does very little damage but if you successfully knock them out with it you will fill them with shame. Perfect for that time when you want to show your utter disgust for an opponent or just nock the haughty stuck up guy down a few pegs.

Charging (Cost: 200) or I can't believe it's not DBZ. By standing in one place and Grunting loudly for a period of time you can gain fighting energy to allow you to use super moves. You may also use this technique to regain magic or Chi however it is much slower and tiring to do so. Out of universe expect people to look at you funny when you use this.

Multi player mode (200 CP) Fighting in underground tournaments can be a tough way to live. There is no need to fight alone. With this perk you become fast friends with a fellow fighter. They can be of any sex you wish. You may also import a companion in this role. Whichever you do they again a free background and 400 points to spend. You can import or purchase more companions at a cost of 100 each after the first or pay 500 to create or import 8 of them.

Hyper Mode (Cost: 200) You can use your fighting energy to temporarily enter a hyper mode. In this mode you are stronger, faster and deal more damage but it is a heavy drain on your fighting energy. The mode ends when your Energy bar hits zero.

Fan Service (Cost: 200) There is an aspect of you that is legendary. Maybe you have the worlds greatest legs. Maybe your chest could be used to sell video games to lonely socially maladjusted teenagers. Whatever the case your appearance and particularly that aspect of you is amazing. This ability is Typical of females in fighting games.

Divekick (Cost: 200) This brutal air born kick can be devastating. It is preformed by leaping high in the air and then propelling yourself forward directly at the target (Sometimes with rockets, psychic force, magic or plain rule of cool). If it hits all but the strongest of opponents will be knocked from their feet and it will do massive damage but beware of a certain uppercut because dodging while you do this is pretty well impossible.

Dragon Uppercut (Cost: 300, Discount: Magical Karate person) You have an anti-air attack of legend. Woe be any who try and attack you from the sky. Using a jumping attack against you is risky as is flying at you. However when you use this attack you are open to ground attack so to use it effectively requires timing.

Suplex (Cost: 300, Discount Wrestler) You have the unique ability to lift and slam anything that isn't attached to the ground. Giant robots, trains, elder gods it doesn't matter. Can harm just about anything this way and can suplex trains should the need arise.

Teleport (Cost: 300, Discount: Ninja) You can teleport Short distances and attack, usually from behind your opponent. This teleporting is instantaneous but tends to take you a few seconds to do it again

C-C-C-C-COMBO BREAKER (Cost: 300, Discount: Drop In) You have an exceptional ability to find opening in your opponents attacks and deliver your own forcing them off you and sending them flying. You can do this easily to a careless opponent and can even catch a wary veteran fighter off guard once in a while. This ability uses up a quarter of your energy bar.

Raging Demon Murder fist (Cost: 600, Discount Magical karate person) you have discovered the forbidden technique of the raging demon murder fist. By focusing your rage and calling upon it's dark power you are able to perform an attack that deals massive damage but requires your entire Energy Bar to be full. They say someone using this technique is dragging their opponent down to hell and destroying them with the weight of their own sins. It's not true but why dispel the mystique?

Elemental Mastery (Cost: 600, Discount: Ninja) Choose an element like cold or fire. You become a master of that element. Bending it to your will and freely able to create it. Your no longer able to be harmed by it. If you choose cold you can generate clones of

yourself that explode on contact and freeze whoever was touching it. If you choose another element you gain a similar ability. With time and effort your ability with this element will increase.

Spinning Pile driver (Cost: 600, Discount: Wrestler) This is a hard move to pull off. You and your target both have to be on the ground. You have to have a full energy bar. IF it works you grab your opponent leap in the air and pile drive them in the ground. It is an Any normal fighter is instantly KOed and Bosses and beings of great power are severally hurt by it. Careful when using this on normal people or bears it will instantly kill them instead.

Items:

Fighting games rarely allow weapons or items but here are a few things that might be useful in and out of the ring.

Iconic outfit (Free all) Maybe it is a Karate gi, a ninja suit or a really slutty looking Konichi you have an outfit that stands out and one that your known for. You gain one of these outfits for free and if it is damaged or lost you gain another one within a day. They just show up in your closet.

Passport (free) Being a world warrior involves a lot of travel. You often have to travel from country to country to fight opponents. It's best to have your papers in order to do so.

Money (50) You have the equivalent of 500,000 dollars in cold hard cash. It may not help you win fights but it will likely help you when your not fighting.

Weapons (100) frowned upon in official matches you have a high quality well made weapon (either melee or range) . The worlds a violent place and it may turn out to be useful when your opponent hires an assassin to make sure you don't make it to your match.

Manager (100) Fighting and training can be rather time consuming. It's always nice to have someone else to handle the small details like actually entering tournaments, buying plain tickets and such. You have a manager of your choice of sex. Your manager is not great at combat but they have treated you fairly and are even. If you choose to thy can accompany you after the jump as a companion. Optionally you may import a previous companion in this role.

Gym (200) you have your own private gym complete with a small ring where you can train others or hold a small match if need be. After the jump the Gym will be accessible from your Warehouse. It should help you to train any Companions who need it.

Private Jet (200) you own a small jet that you can use to get around the globe. If you don't know how to pilot a jet you also have a friendly pilot who will always be ready to take you wherever you wish. However after the jump your pilot does not come with you.

Drawbacks: 1000 points not enough for you. Well you can take up to 2 drawbacks to get more but they will make your stay a bit harder.

NOTE: YOU may only take 2 Drawbacks if you try and take more Jump-chan gives All of your opponents SNK Boss mode and infinite health for no bonus points.

Pallet Swap (+100 CP) Common with ninjas. You don't just look like someone else. You look like a bunch of other people. Expect to be confused for them. For people to mistake you for one of those people and for it to be very hard to distinguish yourself from them. However people who are pissed off at you seem to have a miraculous ability to tell you from the others.

Joke character (+ 100 CP) for some reason people just have trouble taking you seriously. Everyone looks down upon you. Expect to be the butt of everyone's jokes. No one considers you a worthy opponent unless you do something exceptional to earn their respect or piss them off enough they want to beat you down.

It's Delicious (+100 CP) So remember those old 90's cartoons of fighting games. They were hammy poorly animated, poorly voice acted and poorly written. Well it seems you have wound up in a world like one of those. For the next 10 years you will get to enjoy corny dialog and nonsensical plots.

Finish Him! (+100 CP) Normally fighting tournaments are rather non-lethal. Sure fighters may disappear before their fight never to be seen again. However usually in the ring there are rules against killing your opponent. That has changed, now the winner is permitted and possibly expected to kill the loser. Expect much more brutal matches and a higher rate of people trying to cheat. This just went from a contest of skill to full on blood sport.

Vs. (+200) Wow your generic fighting game has crossed over with a cannon universe this is great you get to meet all your favorite characters from the game/comic... Wait what? you have to fight them in a massive tournament and if your side loses you and this universe will be completely erased from existence? That's not cool. I know the other side has good guys who can help... what? Oh they aren't like you remembered. Their just a bunch of dickbags who have no problems with another universe getting snuffed...

Bottom Tier (+200) In fighting games not every character is equal. Some are so overpowered that they are banned in competitive play others... are so bad no one plays them seriously. Sadly you fall in the later category. The moves that you learn here are weaker and slower than they should be. You get knocked out easier than you would normally. Expect fights to be a lot more challenging.

Cheater (+ 200 CP) rightly or wrongly you are widely thought to be a cheater. It will be hard for you to even get in to fighting tournaments and if you manage to do so expect everything you do to be ridiculed.

SNK Boss Syndrome (+300 CP) Oh dear gawd... You will encounter with frightening frequency those who oppose your goals and who are frightfully strong. They seem to ignore the laws of the world. Their attacks go off faster than they should. They can grab you right out of the air and toss you around. They seem to have an uncanny ability to know just what your going to do next. Worst of all they like to spam high power moves that are completely unfair and are hard to dodge and defend against.

GEESE! (+ 300 CP) Well that's not good. It seems you have gained a fanatical hatred of a very powerful person. This person also bears an equally strong hatred for you. Unfortunately for you they seem to have SNK boss Syndrome even if you didn't take it. They want you dead and will do EVERYTHING in their power to see that it happens

Champion of the Universe (+ 300) Well looks like all those crazy rumors were true. Your invited to a quiet tournament in a remote place. It seems simple enough but it turns out that you have been chosen as a champion to take part in Not Mortal Kombat against the forces of Not Outworld. This tournament operates under the same rules as tournaments with the Finish Him! Drawback but you gain no additional points.

What next? So you survived for 10 years, Congrats. Now you have a choice to make. No matter what choice you take you keep all your powers and your drawbacks are revoked.

Congratulations, now go rest our heroes: The Journey was hard and the road long but it's time to return home. Best of luck to you.

New Game +: Whether it be for glory, for honor or just for the hell of it, a life of fighting with your fists suits you. Time unfreezes at home but Jump-chan will take care of tying up your affairs.

Next Challenger: This world was great but now it's time to move on. You have other challenges to face. Friends you made here stay here (unless their companions) but you may see them again one day.