Tekken: The Mishima Saga

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(the “minor readditions” update)



Welcome to the King of Iron Fist Tournament!

The world of Tekken is one where Devils roam among Mortals, corporations fund fighting tournaments alongside wars and chances are you have or are in the way of the most messed up Family this side of fiction.

The main conflict surrounds the infamous Mishima family and the eternal power struggle between its members, all gunning for either power or revenge. This conflict has spiralled out of control with many wielding the power of devils and world spanning Wars. Countless lives have been involved in this never ending fight, from your average human with martial art skills to things like enhanced animals, aliens and robots.

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

Here’s your 1000 CP. Use them well.

Timeline

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

Tekken 1: The first King of Iron Fist Tournament. Kazuya Mishima, son of Heihachi Mishima, has entered to get revenge on the Father that tried to kill him.

Simple enough...but a dark power has risen inside the youngest Mishima and the battle between him and Heihachi will give birth to the most destructive legacy ever to grace this earth.

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

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

Tekken 4: Two years since the awakening of Jin's devil gene and the revival of Kazuya by the G-Corporation, the three generations of the Mishima family are fated to battle once more. The next tournament is held by Heihachi, attempting to get his son and grandson out of hiding and steal the powers of Ogre and Devil for himself to become the Ultimate Lifeform.

The Mishima Zaibatsu itself is at stake as well, being the prize for whoever can defeat the eldest Mishima.

Tekken 5: Jin Kazama emerged the victor in the battle against his elders and escaped with the Devil inside of him. In an attempt to assassinate both Heihachi and Kazuya the G-Corporation launched a large-scale attack at the Dojo. The wounded Father and Son fought side by side in desperation before the Son left the Father to die, leading the world to believe the eldest Mishima had perished.

But from the ashes of Hon-Maru... Jinpachi Mishima has risen from the dead, a demonic spirit possessing the imprisoned Master of Fighting. The stakes are high with Jinpachi holding the Tournament in hopes someone will kill him before the evil spirit starts its reign of terror through him.

Tekken 6: The battle between the Mishimas has reached a new extreme. After defeating his great grandfather and taking over the Mishima Zaibatsu, Jin Kazama suddenly launched a worldwide offensive, the only force standing against them being G-Corp, usurped by Kazuya after their betrayal.

The two Devils fight for the fate of the World but Jin's true intention is to awaken the ancestor of the Devil Gene, Azazel, to fight and perish with him, hoping to end this long running curse and save the world in the process.
Meanwhile, Lars Alexandersson, Uncle of the Fated Lightning, has started a Rebellion with his own Tekken Force against the Devils, determined to end the war through his own means… though amnesia might make that difficult. Fortunately, Alisa Bosconovitch, a mysterious girl with curious mechanical abilities, is at his side.

Tekken 7: Azazel has been defeated, but the World is still caught in the endless feud. Heihachi, now returned to power over the Zaibatsu, and Kazuya, the two men who started it all. They will cross paths once again, and it is certain that the next confrontation between father and son will be the last. A weakened Jin is saved by Lars as well… perhaps the only one who can stop the winning Mishima.

Origin

Fighter (Free): It doesn't matter who you are in the end. It doesn't even matter if you are a human. In the King Of Iron Fist Tournament there is only one kind of person that matters; a fighter. Someone who pushes the limits of martial arts.

Because of that, feel free to choose any Age between 16 and 105 (youngest and oldest human ages in Tekken). Your gender is the same as last Jump but can be changed for free. Nationality and such are free as well.

As for whether or not you have a history in this world, as long as it doesn't clash with canon backgrounds or the story, you're open.

Discounts are chosen instead of Origin based. 100 and 50 CP are free when discounted.

Species

Any Species can be taken as an Alt-Form post Jump.

Human (+200): You're just a Human, yet you're far from ordinary all the same. You honed your body in a Martial Art of your choice and are ready to compete in the Tournament against the greatest Fighters of the World.

There are some options open to you if you wish to be less human, but if you choose to forsake them you may gain 200 CP to be spent however you'd like.

-Devil Gene (1000, Requires Human): You possess the Devil Gene, a strange genetic inheritance that allows you to take on the form of a Devil, becoming a destructive force of nature. In this state you will be a weapon of mass destruction, easily one of the strongest beings ever to walk the earth. To customize your new demonic might you gain access to the Devil Gene Section.

Animalistic (200): Even animals have entered the competition for the title. Kuma, Panda, Roger Jr, Alex, all of them showed the world that even animals can be masters of combat. You may choose to have the body and appearance of any animal, at maximum the size of Kuma. This can even be an extinct Dinosaur like Alex or Gon.

Robotic (600): It may not look like it but true pioneers of technology call this world home, creating highly advanced AIs that behave exactly like humans could. Not only that but the

likes of the Jack Units and Alisa are actually quite terrifying to face.
This is now what you are, crafted and created for one purpose; to be a weapon. Whether it was a scientist like Dr. Bosconovitch, the mysterious Violet or infamous companies like the Mishima Zaibatsu or G-Corp, someone put their blood, sweat and tears into your creation. You gain access to the Cybernetics Section.

-Cyborg (400, Not compatible with Robotic): On the other hand, should you not want to replace all of your fleshy bits with polymer and steel but still pursue more power, you may choose to be a cyborg like Bryan Fury. This also gives you access to the Cybernetics Section but with a much lower starting Stipend. You may purchase this alongside another species that isn't Robotic.

Vampire (400): You are a bloodsucker! You can use dark energy to enhance your attacks and to launch projectiles. Adding to that you're also all but immortal, unable to die to old age. Fortunately, you don't need to worry about your usual Vampire weaknesses like sunlight and garlic. You start weak but can strengthen yourself by drinking blood. Drinking the blood of someone with intense spiritual force like the Archers of Sirius will greatly boost your strength, much better than normal blood. On top of that you can heal yourself when you sleep.

Wood Warrior (400): "When the world teeters at the brink of chaos, it shall appear". Now that now refers to two beings. You share the odd existence of the Warrior known as Mokujin, making you what is literally a sentient training dummy. Unlike Mokujin you do not require a great evil threatening the World to awaken, but still have a sixth sense for non-human beings that would do so and where to find them.
While you do not have a mouth you can communicate via telepathy with others. Furthermore you can sense people through emotions and spiritual energy, and fitting your status as the protector of nature you can communicate with plants.

Lastly you have the infamous ability to copy the abilities of other fighters. You can replicate any move set you have seen, necessary things like swords or wings for those will be available to you in woodlike form. This ability has its limits however as you can only copy one power set or fighting style at a time, but you're able to switch them after every 'Round'. This also only includes the *style*, not the actual *power*. For example you might be able to possess the powers and moves of a Devil but they will nowhere be near the strength of someone possessing the Devil Gene. That part is up to you to gain.

Your kin is rather mysterious even in such a world, implied to serve the 'great will' and be a Messenger of the Gods... whatever that means. Regardless, you do not NEED to be made out of wood. You can instead opt to be like Tetsujin (made of silver Iron) and Kinjin (golden metal), and don't worry, you won't have to worry about things like decay, rot, rust or the like. Just be aware, this doesn't increase your actual durability.

Perks

You may discount three 100 CP Perks, three 200 CP Perks, three 400 CP Perks, two 600 CP perks and one 800 CP Perk. Discounts are halved while 100 CP when discounted are free.

Welcome to the King of Iron Fist Tournament! (Free/100CP): You didn't think I let you enter unprepared, did you? No, my friend, we need you to fit in with the crowd.

You gain mastery in one martial art of your choice. From Karate to Capoeira, one fighting

style possessed by a fighter of the KOIF Tournament is yours to use. Keep in mind that in order to use said fighting style you must be *actually capable of such feats* (for example, you COULD buy Alisa's...unique style, but without any chainsaw arms or exploding heads you would not be able to actually use it to its full extent). This option can be taken several times with any additional fighting style costing 100CP.

Translation Convention (Free): People from all around the world compete for the Title of King of Iron Fist. And some of them stretch plausibility in how well they can communicate with others...Seriously, there are *many* instances where entirely foreign languages somehow have an entirely fluent conversation with each other.

Conveniently, you get something similar; the ability to rapidly learn other languages to the point where you would be otherwise indistinguishable to a native user.

Jukebox (Free): You know what else Tekken is famous for, besides its infamously long family feud and being among one of the first 3D fighting game series to date? Its music.

Whenever you get into a fight, music thematic to the location will begin to play; your choice as to if anyone else can hear it or acknowledge it. Once the fight begins to reach its end, a more frantic remix starts to play, letting you know someone's going to give at some point.

And if the situation really calls for it...it'll compose some of the most bloodpumping songs you'll ever hear in your life. The best fights are personal, and this will make 'em just as memorable.

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

Marital Excellence (100): There's something to be said about the copious amounts of eye candy here. Does a strenuous martial arts regime also come with a beauty package? Regardless, whether you are handsome, beautiful, muscular, thick around the belly, or any combination thereof, you are sure to make heads turn. Just don't expect it to be much help in a fight.

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

Adaptive Circumstances (100): Fights can be started in the most hostile of places. The familiarity of a ring or dojo could be replaced by something like freezing Arctic snow or the shearing heat of *an active volcano*. Fortunately, you won't have to scramble for protective gear.

No matter the environment you will be able to fight to your fullest, even if your chest is laid bare for the whole world to see. Bear in mind, while this does give you a resistance to environmental factors such as heat and cold, it won't protect you against attacks using

those very elements, and if you want to punch someone in space you still need to be able to breathe there.

King of the Ring (100): Perhaps it is the way you carry yourself, like a wild beast ready to brawl against the world's best, but the public can't seem to root against you. You've got all that is needed to be an excellent Face in Wrestling, able to hype up the crowd and have them root for your victory against whoever dares to challenge the King.

This isn't loyalty or blind worship, but more getting people to like you and be excited whenever your fights come up.

Bear-ly Noticed (100): Isn't it odd that no one seems to bat an eye at things like Bears fighting in a tournament? Either everyone in Tekken has been conditioned to accept crazy (as they probably are by now)… or it's because of this.

No matter what you look like you find that people will accept it and won't treat you differently for it. When people run from you screaming it will be because you're covered in blood and not because you have a pair of horns or a suspicious amount of fur.

Unknown Biology (100): Something about your genetic makeup isn't quite right. Diseases will have a much tougher time getting anything more than a slight fever out of you; same with poisons of any kind…except alcohol. You're about as tolerant as you were before.

This aberration in your DNA also lets you have a certain longevity…something that could give immortality outright if combined with the Devil Gene somehow, at least according to Heihachi. Your physical capabilities are also greatly increased.

Agile Assassin (200): An assassin needs to be mobile, and you fit the bill quite well. You could easily bend your body in ways that would have lesser men crying in pain. This isn't just about flexibility, either; your mobility means you hit fast, and are equally hard to hit, able to avoid most punches and kicks with ease. You also gain knowledge in operating various ranged weapons; after all, getting up close and personal is just an option, not the be-all end-all.

Samurai Cutter (200): You gain incredible skill in swordsmanship similar to the great Yoshimitsu, able to quickly mix up your array of attacks to leave your opponents reeling and confused from the unrelenting assault. If you had the right "equipment", you could even fly by swinging it above your head. Don't ask me how that works.

Poisonous Personality (200): Subtlety is a killer's best friend, and so very few methods of death can be as subtle as poison.

You're a very talented toxicologist, able to manufacture a variety of lethal (or non-lethal if that's how you want to roll) poisons, how to make antidotes for all of them, even the ones that normally act too quickly for it to be viable, and even know a way to literally safely (for a given measure of *safe*) spit poison out of your mouth into the eyes of your opponent.

Power of Rage (200): An animal fights at their strongest when cornered.

When pushed to your limits and nearing defeat you'll find your Rage giving you strength, empowering your blows, and if all else fails that pent-up frustration can be used up on a

pair of special moves, the Rage Art, extremely powerful but with a noticeable wind-up meant to utterly finish off your opponent, and the Rage Drive, giving you a rapid but comparatively weak opening through which many opportunities show themselves.

Using either one will lock you out of Rage for the rest of the round, though, so *make it count.*

Unbreakable (200): Even the most powerful of attacks can be powered through. You have access to a move that when in use will be impossible to stop you from using, effectively giving you 'superarmor' for its duration. Even if you were to be hit during the attack, while you would still take damage, your momentum would guarantee it finishes.

Only blocking or dodging would allow one to avoid damage, but you yourself cannot be stopped. Be careful though; you aren't exactly invincible still.

Unstoppable (200): Even the greatest defenses can be broken with the right approach.

It's an approach you possess. You now possess a few moves that can be charged up to unleash a powerful strike at your opponent. If it connects, it will break through any guard or shield they have. Only interrupting your 'charging' or dodging would spare them from the blow. But for as mighty as it is, you should consider when to use it wisely, because even a small blow during the initial charge is enough to prevent the attack from occurring, leaving you wide open.

Killer Instinct (200/Free for Animalistic): You have a primal side. Maybe you *are* an animal? Either way you find yourself having strong natural instincts. When there is a danger you can't beat you know when to run away. Your reflexes are greatly enhanced as a result, and you can talk with other animals.

9, 8, 7... (400): Even the greatest of fighters may one day meet their match, the one who makes them fall down in defeat. But sometimes, they seem to move as if that match doesn't even matter. Perhaps this is why.

Once Per Jump or every 10 years, in the event that you are defeated, you will hear a mysterious voice ask you, 'Continue?'.

Answering 'yes' will allow you to restart the fight at the very beginning. Any injuries you suffered are gone, but so are your opponent's. This isn't a way to get a cheap win; it's a do over, giving you another chance at the fight.

Get Ready For The Next Battle! (400): A tournament is never won by one fight. Dozens stand between you and your title. As such it would be unacceptable if you were to end up exhausted to the final boss...
After winning a One on One fight you are capable of recovering any stamina you have lost instantly, allowing you to keep going nigh indefinitely as long as you win. Minor injuries are also healed... just bear in mind, if you lost an arm somehow in the scuffle, that arm will still be gone.

Desperate Struggle (400): When you're beaten down, face to face with the devil himself, giving up may seem like a viable option in the face of sheer overwhelming might. But no fight was ever won by surrendering to your fate.

When you're left at death's door...you still have more to give. When at the absolute verge of defeat, when it seems you would be completely spent, you can unleash your will and return to your full strength. Any injuries you suffered will still be there, but any further

injuries will be dulled to the point where you seem to have regained all your stamina and nothing short of death will put you down as long as you still fight. When the battle is over, should you survive, you will need a period of rest somewhat proportional to the amount of time you spent in this state to recover.

Excellent! (400): There are situations where intellect triumphs over brawn, or at least acts hand in hand to elevate each aspect to their zenith.

You're a certified Genius, on the level of Lee Chaolan and Dr. Bosconovitch. Your intellect is such that you could form a highly successful robotics company capable of funding a rebel army powerful enough to give the Mishima Zaibatsu pause, develop powerful weapons and robots, and on top of that you have a form of raw charisma that allows you to easily gain trust amongst other people.

Lionheart (400): No man is an island, a mistake that will cost some dearly. You might need help in whatever challenges find you, not just here but elsewhere. Fortunately, help won't be too far away. You are now a *very* excellent leader on par with Lars Alexandersson, capable of having tens of thousands of men defect alongside you without so much as a thought, and your strategies will almost always show at least some success, if not being overall better-structured.

Shinobi (400): Yes, of course the ninja would still be alive and well in this world.

Stealth has, of course, remained their main forte, though they're arguably more lenient with uniforms than they were before. Regardless, you're a veritable master of espionage, capable of infiltrating heavily secured military bases with no one none the wiser...even if you do it with a brightly colored kimono.

Ancient Techniques (400): And what would the ninjas be without ninjutsu?

You have knowledge of old but powerful techniques used by experienced ninja such as Yoshimitsu, Raven or Kunimitsu. Some of these methods include healing yourself, teleporting over short distances, invisibility and plenty more, including some flashier techniques you'd normally see in a manga or something.

When you're up against the wall, never hurts to have a few more cards up your sleeve to even the odds.

One vs Many (600): You would think one man against hundreds would be a disaster for the former, no matter how well-equipped they are, but fighters like Heihachi continually disprove this notion.

If you were able to take on every last foe you come across in a 1v1, then you can beat them all as a group as if you were in a simple duel rather than an active assault.

God Fist (600): Many times people have renounced their humanity, believing that greater power comes from becoming something inhuman and abnormal. Yet Heihachi Mishima proves that notion completely wrong, by facing down his Devil Gene-empowered progeny with nothing but sheer grit and training. And keep in mind, this allows him to survive being *ground-zero* to an explosion that *decimates an entire temple.*

Your natural limits are removed, allowing you to train with no cap. There is simply no end to the lengths you can reach, though it does mean diminishing returns become increasingly harder to ignore.

Cleansing Bloodline (600): Your blood has a curious effect on those aligned with evil and darkness, startlingly similar to those of the Kazama bloodline.

Your touch can soothe any pain instilled onto those beings and suppress corruption by outside forces. With enough practice you would be able to banish evil spirits entirely, this unique blood acting as their anathema.

You personally benefit, too, gaining a high resistance to any similar corruptive influences that could become a downright immunity given time. For an additional 200CP (undiscounted) you can weaponize it similar to Exorcists like Claudio Serafino, able to fire off bolts of energy and such that act as the bane of spirits.

The New Boss (600): The spoils of Victory are plentiful indeed, for the victor may take whatever they like from the loser. At least this seems to be the case for the Mishimas, considering the Zaibatsu itself is often the prize for whoever wins. Even Kazuya took over G-Corp by killing the board of directors.

Should you win against someone, you may gain possession of all their worldly belongings, be it their money, assets, equipment, anything material that is considered theirs. This obviously doesn't apply for skills or power, though.

The King of Iron Fist (800): Only a warrior of your caliber is truly worthy of the title.

Your strength is incredible, more than enough to call yourself an equal to Heihachi Mishima himself, and when pushed to your limits you could match even Devils! Even the most grievous of wounds can't stop you and the art of fighting comes to you as natural as breathing; ancient masters will look like amateurs compared to you.

Your Ki is so powerful it could manifest in lightning surging through your body may even produce an visible aura emanating from your body. Your will is so tenacious you could even survive attacks meant to directly destroy your very soul. Now go and claim your title!

Hideaway (800): Your reflexes and ability to avoid damage are almost unrivalled. It's almost as if time slows down for you when you're about to get hit. When you're practically injured the slowdown will become even more effective and could allow you to turn the tide.

They can't beat you if they can't hit you.

Atrocity (800): Something like you shouldn't be allowed to live in this world, but then when have you cared when it seems so weak?

You can enter a second stage, far more powerful than your previous one similar to the mighty Ogre. Entering this form will heal you back to full health (in case a Judo Fighter kicks your ass and the son of one of your victims wants to fight you still) and cause a drastic transformation that greatly boosts your strength and durability.

Depending on what mutations you get this could affect your fighting style substantially; for example one arm might gain claws while the other becomes a bundle of snakes, and you might gain the ability to breath fire. This isn't a hard limit, so decide on what you want.

God of Fighting (800): The being known as Toshin or Ogre used to be one of the most feared beings on this planet. This was not only due to its mysterious origin but also

because of its ability to ‘understand entire structures of all living and artificial beings and absorb them’. In other words, you can absorb the Ki and abilities of those you defeat into yourself, becoming stronger with every victory.

Cybernetics Creation





Robotics gain 600 TP (Technology Points) to spend in this section while Cyborgs gain 400 TP. They may transfer CP to TP at a rate of 1:2 but not the other way around. Some Perks may only be purchasable by Robotic and not available for Cyborgs.

Cybernetically Enhanced (Free/200 TP/400 TP/600 TP): Your new body is far more powerful than most humans. Thanks to the augments inside your body, gunfire will be at best an annoyance for you, your durability more than enough to take a shell from a tank with ease, your strength is able to rip its cannon off afterwards, and you’re fast enough to contend with military helicopters.

For an extra 200 TP you are even further enhanced, allowing you to survive a blast from an *orbital laser station.*

Another 200 TP will put you on the level of a Jack-6, capable of destroying a Meteor if you put your all into it.

A final 200 TP will allow you to match Alisa, capable of giving Lars, a member of the Mishima family, a good fight.

Scanner (200 TP): Within you is an highly advanced scanner unit on par with the one possessed by Alisa and Bryan Fury. With just a glance you could make out how strong an enemy is compared to you, find weaknesses in armor and constructs, even find things hidden from sight. It also gives you information on people and surroundings and the ability to detect life signs like pulse rates.

Firewall (200 TP/Requires Robotic): Not specifically a buffed-up firewall, but it comes close to getting the point across.

Put simply, your mind and body is your own. No one can hack you or rewrite your code. Could be very useful when, for example, your creator tries to make you fight a loyal friend by overriding your own control.

Robots in Disguise (200 TP/Requires Robotic): Somebody's a bit of a cartoon fan, huh?

Your entirely mechanical body means enough space (somehow) to allow you to transform into a fully functioning vehicle. This can be a Motorcycle, a Helicopter or comparable means of transportation.

Worm Virus (400 TP/Requires Robotic): Your advanced mind can directly interface with technology, helped by your natural affinity with Hacking, allowing you to bypass even Mishima Zaibatsu's security with enough time and effort.

Combot Ready (400 TP/Requires Robotic): Combot is a machine invented by Violet Systems to become the ultimate warrior.

As such it has one interesting ability... copying the abilities of other fighters. Before you ask "Isn't this just Mokujin?" ...No, no it isn't. While Mokujin just spontaneously uses entire fighting styles, Combot is more about mixing and matching specific moves from data it learns.

The more you fight a specific opponent, the more data you gather, and the more moves you can emulate. Keep it up enough, and you might just be able to face off against the Devils themselves.

Integrated Weapon System (400 TP): They say a martial artist's greatest weapon is their body... but don't you think you're taking it a bit too literally? Somewhere, somehow, you have weapons integrated into your body that are perfectly hidden from view until you need them.

Perhaps you carry a chainsaw up your artificial sleeves? Maybe rockets hiding somewhere ready to be fired? Your new body could probably be described as a walking armory, and all this means you can include them in your fighting style to use unique attacks. Somehow your weapons will always replenish if fired and never fail to work as well.

You may choose three of the following or make up comparable options. If you'd like you can Import equipment you already own and is comparable to these options to be part of your body..

-Chainsaw Blades in the Sleeves of your Arms

-Arms which can be used as Rocket Fists

-Gatling Guns

-Lasers

-Jetpack/Wings allowing for flight

-Detachable Limbs which can explode on command (Don't ask me how this works with your head or how it regenerates, it just does.)

Infinite Power (800 TP): Your body is powered by a downright infinite energy source; to be a bit more accurate, the core's a perpetual power generator that never runs out, fails to

work, or has the logical consequences of perpetual motion (that being building heat in your batteries eventually causing a overload/explosion). Your stamina is endless. You could fight on and on and on and on and never tire out. Furthermore this can be linked to other Energy Sources you possess, giving them similar Perpetual properties.

Devil Creation





Devils gain 1000 DP (Devil Points) to spend in this section. They may transfer CP to DP at a rate of 1:1 but not the other way around.

Demonic Aesthetic (Free): You are free to choose how your Devil Form looks. Devils can be very different from one another but common factors are wings that allow for flight and some change in the pigments of your skin, a third eye of sorts, alongside altered, glowing eyes. Outside of these small restrictions however, you may feel free to design it however you wish. You could have leathery wings, fiery wings, black feathered wings, varying sizes of horns, claws, all kinds of colors making up your skin. The choice is yours.

Devil Physiology (Free): Power is Everything. And with the Devil Gene in your veins you are one of the most powerful there is. Your physical abilities are boosted in your Devil Form to be on the same level as Jin at the end of Tekken 3. You could fight on somewhat even footing with the Mishima bloodline and continued training will surely allow you to match them. Furthermore, you're now a master of Mishima Style Karate as all known carriers of the Devil Gene have connections to the Mishima family in some way.

Protection (Free): The Devil Gene has a infamous tendency to corrupt the mind of its user. Without a will of iron one might find themselves consumed by the devil inside them.

A certain Kazama might envy you, as by some miracle you have subdued the evil inside you and taken complete control of the Devil Gene. This only applies to the Devil Gene itself, but you do have an easier time doing the same thing to other corruptive forces as a result of your experience taming it.

Devil Blaster (Free/200 DP): A stable to the Devil Gene. Through a third eye on your forehead you can fire burning hot lasers. These lasers travel incredibly fast and one shot is enough to destroy a satellite from orbit. For 200 DP you are able to fire multiple lasers at once from your wings, something Kazuya's full Devil form demonstrates.

Teleportation (100 DP): With a brief moment of concentration you can teleport over short distances (not more than a few meters). During these short bursts you are effectively intangible, unable to be touched but also unable to affect anything else.

Activation (Variable): There are many ways for the Devil Gene to be activated, listed below.

You can gain Emergency for Free, while Conscious and External are 100DP each.

-Emergency: It seems that the first time the Devil Gene is activated, the host must be in mortal danger. to have already died or otherwise received extensive fatal injuries. This at least is a common factor for both Kazuya and Jin the first time their Devil Gene activates. The Devil awakens to save them and from there on is stuck with them. Whenever you are in mortal danger the Devil Gene will activate on instinct to give you a better fighting chance. Without purchasing Regeneration, however, you're still just as injured as you were before.

-Conscious: Over time it is possible to gain conscious control of the Devil Gene, eventually unifying the powers with your very being and being able to transform at will, something Kazuya achieved at some point after his rescue by the G-Corporation. This is something you have gained early, drawing upon its power whenever you wish.

-External: This is different from the other purchases as it's about *preventing* activation. No amount of external stimuli can make you transform against your will. Being around other Devil Gene users or Dark energies won't affect you in any way and nothing will make you transform when you don't need to.

Stun (100 DP): By channeling your demonic powers with a special punch or kick, you are able to momentarily stun your opponent. Thi temporary paralysis will eventually wear off after a few seconds but during these seconds they will be helpless and vulnerable to a follow up attack.

Animal Summon (100 DP): You are able to summon the spirit of an animal as an attack to throw at your opponents. This summon appears briefly and allows you to use the Anima as effectively a projectile, or otherwise follow up on an attack (like punching an enemy far away only for the summon to crash into them from behind or a follow up to an uppercut). The likes of Azazel used ice scarabs while Kazumi could summon a white version of her precious tiger.

If you'd like this can be a feature given to any animals in your possession.

Material Summon (100 DP): If animals aren't to your liking, perhaps you'd like to summon something else instead?

With this you're able to conjure either a series of crystal-like boulders on the ground like Azazel or fireballs like Kazumi. Should neither option be to your liking you may choose a unique comparable one instead and can choose more per 100 DP spent.

Absorption (200 DP): By concentrating on a defeated opponent and touching them you are able to absorb any dark energies they may possess for yourself to use.

This can include but isn't limited to other Devil Genes or demonic spirits. Some things like the Kazama bloodline being present in whoever you'd like to absorb the power from may be a hindrance, requiring you to beat them into submission repeatedly or find another way around the blockade.

No Suppression (200 DP): Somehow, Heihachi Mishima discovered a way to block the Devil Gene via specially crafted chains. And yet, those chains were still broken by his nephew. Still, a little concerning that your power could be restrained by such means at all.

Such insolence. You won't have to worry about your powers being sealed now; only way they're going to turn off is at your command, not at the whims of others.

Inherent Power (200 DP): You are the Devil. Why should you need to transform in order to access what is rightfully yours?

You're able to manifest a lesser form of your Devil Gene's power, roughly half of what you truly possess, when untransformed. You can also opt to increase the amount of power at your disposal via partial transformations, like only transforming your third eye in order to fire lasers. Every small transformation will unlock a little bit more of your power until you summon all you have by taking your actual form.

Seamless Fusion (200 DP): Considering your unique status the Devil Gene may not be the first transformation you have access to, nor the last. That is what this option is for. It allows your Devil Form to freely combine with any other Alt-Forms you may possess, granting you both forms' powers at once.

Telekinesis (200 DP): Precisely what it says on the tin. You can choke out the poor fool who challenged you with ease and even shoot out telekinetic blasts which can cause motorcycles at the very least to explode. I wonder how far can you take this?

Regeneration (200 DP): While it is not a power that is paid much attention to, Devil Gene users can take a lot of damage and heal from it too. Jin and Kazuya survived near death with the help of the Devil, Jin surviving being shot in the head while Kazuya was thrown off a cliff as a child. Purchasing this allows you to have similar properties, ensuring that the Devil Gene heals you from such levels of damage upon activation while minor bruises will heal at a passive rate while transformed.

Heat Haze Shadow (400 DP): The Devil Gene's power is immense... and yet even greater might awaits.

By mastering the power of the devil, you discard all but the barest notion that you were once human. This refined Devil form is far more grotesque, appearing more demonic than the still-recognizably-human Devil form you'd normally have access to. While you can design the aesthetics of this form, it needs to be notably different from your standard Devil state. Kazuya is a good example of this, his true Devil form having far more in common with that of the Devil that showed itself during the second tournament.

Regardless, one way or another all your powers are far greater in this state, becoming forces of nature capable of bringing the world to its knees.

Angelic (400 DP): Oh… this is interesting. Instead of the Devil Gene, you seem to embody its very antithesis.

Angel was a unique creature, doing battle against the Devil over Kazuya's soul after his encounter with Jun Kazama. It is rumored to embody the good left in Kazuya but has been disproved to be connected to his soul in any way.

Regardless of what Angel's true nature is, you now carry her mantle. On top of all you would gain with the Devil Gene, just altered for a more heavenly and angelic aesthetic, the Angel is a pure source of good.

This allows you to cleanse corrupted beings and seal away evil, effectively giving you both tiers of Cleansing Bloodline for free. Let the Light inside you clash with the Devils and… well, it would be a fight for the ages. Furthermore, while Devil Gene users would have a weakness to the holy blood of the Kazamas or the Archers of Sirius' arcane abilities, as holiness incarnate you won't have to fear much to fear from the Devil's weaknesses.

Jumper the Rectifier (Free but Requires Scenario Reward): By usurping Azazel's throne, you are now able to give out a Devil Form to others. You may decide what these forms' limitations are using the Perks listed as a guideline and you have a telepathic link to anyone you give this power to. You can, of course, rescind this blessing at will, something Azazel lacked and ultimately caused his downfall. You are also biologically immortal, unable to die from old age or disease…though this does not mean you aren't immune to physical harm.

Items

You get a 500 CP Stipend to be used on Items. You may discount two 100 CP Items, two 200 CP Items, two 400 CP Items and two 600 CP Items. Where applicable you can Import Items you already own.

Base Necessities (Free): Obviously wouldn't want you to fumble around without a home or even some cash to pay for travel costs, so here; some money to last you a few weeks, a small apartment in your starting country, bills already paid for the month, and any documents you may need. Of course, this also includes an invitation to the current King of Iron Fist Tournament, and *only* that; any more, you'll have to get yourself.

This will *not* refresh for future jumps; this is just to give you footing here specifically.

Customization (50/x5 Free): There sure are a lot of things stored in that shop over there. You may pick any Item option purchasable in the customization sections of the Tekken games, gaining five of them for free with any more costing 50CP. This can range from makeup, to clothing to even a few weapons (though the weapons themselves are actually toy replicas, so don't expect them to be terribly effective).

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

Personalized Gauntlets (100): These gauntlets, emblazoned with an emblem of your choice, are yours to keep during your coming Battles. They have similar benefits to any item bought through Customization, and will feel like a second skin, protecting your

actual hands from bruises and the like; you could punch out a wall and not have a single bone out of place. Some say these might even give your strikes a slight boost.

You may choose to replace them for a pair of boots if you prefer kicking, or purchase this twice for both.

Tekken Bowl (100): Huh, didn't think this would show up.

Not much to say about this; it's a bowling hall open to the public, that maintains itself via the profits it gets from that. Good way to kick back and relax, though I recommend not hurling yourself into the lane...that takes a bit to clean up and is embarrassing besides.

Mobile Invisibility Device (100): This handheld device allows for you to turn invisible on the press of a button. Scanners could see past this however and if you get hit the invisibility will fade. Not particularly useful here, with the abundance of advanced tech, but perhaps you could play at a ghost elsewhere?

A Sword (100): Who the hell let you use a fucking katana in a martial arts tournament?

Well, regardless, here you are, with a katana. The blade itself is nothing special, if well-made and highly durable, but curiously no one will mind you using this weapon in any competition that would forbid you from wielding it, and even more curiously, unless you desire it, your opponent will simply not sustain lethal wounds...

Should it ever break or be lost it will be returned to you within a few hours, fully repaired.

You can import a Weapon you own into this, gaining the benefits of the purchase.

Arsenal (200): This stack of weapon crates has everything from handguns to knives, sniper rifles to machine guns and even more extreme ones like goddamn miniguns and bazookas. And maybe a few laser weapons in there, too.

You have an endless supply of ammunition to use for them, and they won't need care or maintenance.

Throne (200): A man of power should be deserving of respect and fear.

Modelled after the very same throne sitting in the Mishima Zaibatsu headquarters' Throne Room, this throne (what else?) is yours to use.

While sitting on this Throne you will have a powerful aura of fear. The weak-willed will cower in your presence and the rest will know that you're not to be trifled with.

The effect is at its strongest while sitting on the Throne and will keep going when you leave it for 24 hours. Once this effect is gone you will need to sit on the Throne for a full hour to recharge. It *is* quite comfortable, though. Spare no expense with the king, I suppose.

Jack Launcher (200): This cargo helicopter is filled with two dozen Jack-4 Units completely battle ready and equipped with a device that allows them to be fired at a target like a cannonball. When destroyed the Jack units will regenerate within one week. Each is also capable of self-destructing, the entire contingent capable of demolishing an entire temple.

Youth Serum (200): This experimental serum is capable of fulfilling one of humanity's

longest dreams; eternal youth. Drinking this vial will cause anyone to revert back to their physical prime, with everything they had fully restored. You gain one vial every month.

Treasure Battle (400): You have access to a special room. What's so special about this cave is that it has one purpose; to make you rich with training.

See... it's haunted by copies of fighters you have encountered in your Journey so far, and in here you fight them. Defeating a copy will result in money; the stronger they are the more money you get. Don't worry about getting defeated; you'll just be knocked out from the cave.

This room can be attached to your Warehouse and/or imported into new Jumps.

NANCY-MI847J (400): Nancy is a gigantic robotic weapon developed by the Mishima Zaibatsu during the events of the sixth tournament, and one that is now in your possession. Its high durability and vast arsenal of weaponry (ranging from Rocket fists and 30mm Gatling Guns to Lasers) make it a very powerful weapon and effective guardian, but its size also means it's rather slow; a mighty glacier if there ever was one.

The Devil's Chains (400): These Chains are unique, somehow invented by Heihachi Mishima. They are nigh unbreakable and have the ability to block the powers of those held in them. This works best with powers aligned with evil, though...like, say, the Devil Gene.

Orbital Laser Satellite (400): This Weapon of Mass Destruction was invented by no other than Doctor Abel. This satellite is capable of shooting a laser down to a target with extreme precision, devastating the impact point. The entirety of G Corporation's Millennium Tower was destroyed in one shot and nothing short of a Devil in terms of power is capable of surviving a direct hit.

The system is also locked behind your handprints so only you can fire it, though you may authorize additional users as you see fit.

GENOCELL (600): GENOCELL was the name of a forest rejuvenation project led by a team of scientists including Julia Chang and head researcher Professor T.

The project's main product has biological purifying qualities that seems to stimulate biological growth. The main purpose of GENOCELL was to reforest deserts in Julia's home state of Arizona. It was funded and supervised by G Corporation and its data was located in one of the G Corporation's maximum security labs. This opportunity, bringing back forests to Deserts, is yours to gain.

Interestingly, GENOCELL's stolen research was also a key part of the Devil-Human Integration Program of the Mishima Zaibatsu, enough that only the lack of a Devil Gene sample prevented its completion. To that end, GENOCELL will also help in any cellular experimentation you may perform, allowing you to combine normally-incompatible cells into one whole.

What will you do with this, I wonder?

Jumper Zaibatsu (600): Some may say you have delusions of grandeur, but one look at what you have tells you otherwise.

While the Mishima Zaibatsu is the long-running reigning champion of the corporate

world, it has some rivals; one of which you now control. Whatever you might want to focus the conglomerate on is irrelevant; your company is big enough that it can perform biological experiments, weapons development, and humanitarian aid all at once while maintaining a sizable and powerful private army for your own ends.

Don't underestimate the power you gain through this; the Mishima Zaibatsu is more than capable of waging war on the world and hold its own, while G Corp resurrected Kazuya Mishima after the events of the second tournament. Just treat your employees well; they can, and probably will if you're a bastard, defect.

Jumper Dojo (600): This Dojo is stacked with anything a fighter could want or need to train their skills. You also find that any training you do here will be much more effective than it would be otherwise. You could master a fighting style in a year if you put the effort in.

Brimstone & Fire (600): This active volcano will go down in infamy as the location where the Mishima feud finds its end…

Now an identical copy can be yours to possess. Anyone you lure to it will come, regardless of their reservations…something they might regret, as this Stage has one extra and potentially very powerful effect; symbolizing the end of the decades-long conflict between rage and sorrow, in this Volcano everything can die.

Something about the grounds negates any and all forms of immortality. Anything can die here and if it dies here it *stays* dead.

It's going to be up to you to actually finish the job within the volcano itself, however…and keep in mind, that immortality inhibitor doesn't discriminate, so you're just as vulnerable as your foe.

Companions

Can't always go it alone, even in a one-on-one fighting tournament. That's what this section's for.

No, you can't take Azazel with you. Just a precaution.

Here Comes a New Challenger! (Free or 100 per Character): Maybe there are some people here you would like to take with you on your adventures? If you can convince them of their own free will to travel with you they are free to join you.

Alternatively, you could pay 100CP to guarantee that one fighter joins you. Mishima family members or those on their levels aren't allowed through this option; that's further down.

Tag Team (Import One for Free/Additional 50CP): Or perhaps you already have someone you have in mind? If you already have a Companion travelling with you, feel free to form a Tag Team with them. Or you could create a character of your own. Regardless, they get their pick of Species (except Devil) and 800 CP to spend on any perks, with discounts available to them as well.

Jumper Force (100): Can't be a bigshot without a personal bodyguard unit, it seems.

This paramilitary unit (belonging to your Zaibatsu if you have one) is completely loyal to you and is made up of two dozen highly trained soldiers. They each have mastered one

fighting style and have high-end military equipment. This force of soldiers all count as Followers, and more can be added to them over time via training. Besides that, though, they don't have any special powers; expect them to hold territory and not much else against more powerful fighters.

Fighting Animal (100): You probably know this by now, but the world of Tekken is home to some...peculiar fighters. Ever wanted to see a kangaroo outbox a bear? Said bear is also the personal pet of Heihachi, by the way.

For the low price of 100 CP your very own animal friend may accompany you on your Journey. Through either genetic experiments or simple happenstance they have an intellect that rivals a human's and with their Martial Arts training they make for a fine friend and helping paw/claw in combat. You may choose whatever animal you'd like(be it a bear, something more feline or just an option that's completely different) as long as its maximum size doesn't exceed Kuma. It can even be a normally-extinct dinosaur like Alex or Gon.

Of course, given the existing options you can just use this to buy canon examples as well.

Unknown (200): I...Are you sure about this? ...Very well.

Its existence in reality is unclear, but this goo-like entity seems to have taken a liking to you. Unknown is...well, guess. No one knows what it really is.

While mildly infamous for corrupting a certain Kazama (if true, at least), this particular version seems to be loyal and willing to help you in whatever goals you have. Like a symbiote it fuses with your body and allows you to freely shape its form, generating weapons and creating attacks based around it.

Said goo is incredibly durable and you find your physical abilities boosted by a lot; enough to be considered an extremely powerful and cheap final boss.

So what's the main problem with this, if it won't corrupt you? The symbiosis will work best if Unknown is on your skin and it doesn't seem to like its host wearing anything else... so hope you're comfortable walking around half naked while looking like an evil version of yourself.

Mishima Family (400): I... genuinely don't know why you would take this, but fine.

For the undiscounted price of 400 CP a member of the Mishima bloodline can follow you. Maybe you want to have Jin? Or do you want to try and redeem Kazuya even now? Anyone with a bit of Mishima blood is in this category. No discounts here though if you would like the scenarios might make them cheaper...

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

<u>OC Companions</u>

The following companions don't actually exist in this world but purchasing them here will allow them to. They may also serve as examples of what kind of companions you can design.

Prince/Princess (100): Hailing from the very same orphanage of the legendary King comes yet another Wrestler to join the fight. They have idolized the man that provides for

their Orphanage since knowing him, and carry a desire to continue his legacy with a mask of a lion. One of their Discounts is King of the Ring, but otherwise they have 800 CP to spend.

NT-02 (100): There have been many genetic experiments developed by the likes of the Mishima Zaibatsu and the G-Corporation. From the many animals they both experiment on, to artificially grown humans like NT-01 aka Steve Fox. He was supposed to be the only survivor of a super soldier project... but it seems another of Nina's children survived somehow, being smuggled out by Doctor Kliesen and raised in Germany instead of England. They are skilled in Muay Thai, have 700 CP to spend and get a free purchase of 'Unbreakable' which is one of their discounts.

Komitsu (100): This young and mysterious ninja has dedicated their life to the art of the ninja. With their skills in infiltration and thievery they have chosen to emulate the great Yoshimitsu in stealing from the rich and giving to the poor. They have 600 CP to spend and get a free purchase of Ancient Techniques which is one of their discounts.

Jack-J (100): This experimental Jack Unit, nicknamed Jack-J or Jack-Jumper, may look like your average Jack model but trust me, it is far more advanced. It's armed with military-grade weaponry in its body and is durable enough to tank a laser. It's also a fair bit more intelligent than your usual Jack, with an AI complicated enough to allow easy communication, and still holding a Jack unit's incredible strength. It has 800 TP to spend in the Cybernetics creation.

Drawbacks

As usual, all drawbacks will be lifted by the end of this jump. No Drawback Limit.

Canon Discontinuity (+0): There is plenty more going on in the World of Tekken than just the main tournaments and the events surrounding them. If you want you can add other Tekken media to your time in this World. This can include things from the Tekken Manga and Comics to games like Death by Degrees and Tekken 5's Devil Within or Tag Tournaments. Crossovers like Street Fighter x Tekken may also count in this category.

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

Legacy Character (+0): The Mishima Saga is a long and storied fight, spanning decades and seven tournaments. Perhaps ten years isn't enough.

You become one of the few Characters to enter every Tournament that comes up, like Yoshimitsu, Paul and Nina. You start with Tekken 1 and will end the Jump by the end of Tekken 7. I do hope you have some form of longevity to last the years, though.

Tag Team Tournament (+100): Every fight will now be a Tag Battle; no exceptions. This means you need a partner or you'll always be fighting 1 vs 2. This could result in rather interesting matchups for the canon characters (maybe Heihachi fights Kazuya with Kuma at his side and Kazuya has a Jack Unit there to take care of the bear). Mostly it just means a bit more pain trying to coordinate a fight like this.

Ambiguous Gender (+100): No one can tell what your actual gender is, because you have

a face like a girl but a flat chest. No matter what you do it will be impossible for people to conclusively tell, and you can't even wear a bikini or anything that reveals your chest outright.

This will get annoying fast...not to mention, chances are you're going to incite large discussions about what your gender is or get kicked out of public restrooms.

Romantic relationships could also become more complicated than usual unless you already are in a relationship or have any perks against it. If it helps, a certain German Bajiquan user can probably relate to your situation.

Lab Rat (+100): You weren't born, but grown in a test tube. You have memories of painful experiments and nasty scars are on your body. Be prepared for some nightmares, to say the least...at least the company that did this to you's out of business now.

Squid Cyborg Ninja Syndrome (+100): You have a unique problem. For some reason every year you're in thisworld your body keeps changing. While it won't hinder you in any way, it will always be... weird.

The first year you will start with the body you have formed here. Come the second year this Drawback will start taking effect and random mutations will appear once a year. This can range from tentacle hair to insect wings to all kinds of crazy things. No amount of shapeshifting will help you with that so don't even try.

On the plus side, this comes with Bear-ly Noticed free of charge, and you can keep your mutations as altforms if you want.

Mix Up (+100): What the hell is Claudio doing in the *third* tournament? Where is Nina, I thought she'd fought in every tournament but she's not in the first? What is going on?

Something's messed with the timeline, or more specifically the lineup you will be facing. Characters that shouldn't have entered the games yet will appear earlier than in canon or at different times. Keep in mind there is no guarantee on *who* joins the fray, early or later it doesn't matter.

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

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

Switch to Coffee (+200): Maybe you should go take a nap. You're constantly feeling tired and need twice the amount of sleep you usually do. You could even occasionally doze off in a fight for a few seconds.

Wanted (+200): One organization in this World is interested in you, having heard of your ability to travel between worlds somehow and wishing their own ends upon you. They will use all their resources to hunt you down, either to capture or to kill. You can choose this Drawback multiple times.

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

A Friend in Need of Mercy (+200): This doesn't actually directly affect you, only a Companion, and they also need to consent. If you don't have a Companion, then...I suppose you might have gotten off lucky. This Drawback can only be taken once.

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

That's the situation you find yourself in now.

One of your Companions will be affected with the 'Cursed Blood' Drawback. They gain all CP gained from it and can spend them on whatever they want. However they will be struggling with the drawback greatly. They will be stuck in an intense battle of willpower. Chances are they might be able to keep control but it's gonna be a challenge, especially since Jinpachi couldn't maintain control himself. If you have 'Cleansing Bloodline' it wont allow you to banish the spirit, only lessen the pain. At best you will help them deal with their curse by providing moral support.

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

It will be much more difficult than fighting them normally due to the spirit providing them power. Perhaps there is another way to save them, but at this stage it's likely killing them is the only way.

If they die they will re-join you at the end of this jump, free of corruption, though you will be told that the end is permanent.

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

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

...Are you certain you want to risk it? The burden of killing one of the few friends someone like you can truly keep can weigh heavily.

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

For 200CP this Rival will be annoying but not lethal. They might be showing stalker behavior however, either wanting to constantly beat you or be your friend in the most obnoxious way (Two Kazamas can probably sympathize). Maybe they're even in love with you? Regardless it will get on your nerves, though perhaps you can resolve the conflict somehow.

Alternatively, for 400CP, this will change into full-blown hatred. Your Rival despises you beyond any reason as if you had killed their entire Clan as a murderous Cyborg or

murdered their sister on her wedding day.

They will be dead set on hunting you down and killing you and nothing you say or do will make them change their mind. The exact nature of this rivalry, the reason you are so hated, is up in the air. Maybe they're just a sadistic villain that just loves anarchy and sees you as his next target. Maybe they have legitimate (if possibly misguided) reasons for hating you. It's always the same end, though.

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

- Final Showdown (+400, Requires Lethal Rival): Your nemesis will be impossible to get rid of by any means for the duration of this Jump. No matter what you do, you can't take them out of the picture until the final year of your Jump. Nothing you do will truly stop them, not even out of jump means.
This applies to you too; they can't kill you until that last year, but they will still take every opportunity possible to make your life hell.

Once you're on your last year, the two of you will have a final confrontation to settle this long and bitter rivalry. Every emotion will be blaring, every punch payback for the things the both of you have done to ruin each other's lives. Only one thing is certain; only one walks out of there alive.

After all, *the best fights are personal.*

Fair Battle (+400): You won't be able to access any of you out of Jump perks or Items. Your warehouse will be closed off too, so you can only do with what you get in this Jump. Good on you for fighting fair! Such a shame some of the others might not...

Everlasting Night (+400, Requires Vampire): There is truly everything in this place it seems. Actual vampires and exorcists... and speaking of the former, it looks like someone other than Eliza awoke from their slumber. While not quite an apex predator of this world and falling short of the likes of the Mishima Family, this vampire still has quite a lot of power and believes that you, as another Vampire, are either to bow to them or be squashed beneath their heel.

Wood Mania (+400, Requires Wood Warrior): ...It seems there are more of your strange kind. Somewhere in the Woods of Japan, there is a forest in which a group of 7 Mokujin reside. Unlike the one fighting in the tournaments however these versions are somewhat... defective. They believe *you* to be their enemy and will try to hunt you down, with a random set of skills leaving them ready for any encounter. Once one is destroyed a new Wooden dummy will gain sentience to come after you. Should you somehow manage to make peace with them (which will not happen till the final year of your stay) you may take them with you as companions.

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

Akuma is an incredibly powerful Warrior, with mastery over Satsui no Hado and holding Power equal to those of Devils. Nothing you say or do will make him stop hunting you. He

is dead set on repaying his debt and you will need to show a lot of skill and strength to survive fighting him, let alone beat him.
If it's any consolation, Akuma has a code of honor so he won't use dirty tactics like fighting you while you're sick or injured and will wait for you to get stronger, so you likely will fight him in your last year, or during the events of Tekken 7 when he makes his move on the debt if you're within range of it.

Still... you WANT to be at your 100 percent for this fight. Even Kazuya could only fight Akuma to a standstill.

One Messed Up Family (+600): You are now part of the Mishima household. As you may have gathered by now, ***this is not a good thing.***

You have become part of one of the most messed up families in all of fiction. You can't gain power by just using this as a drawback either. Depending on your origin you might be Jin's brother, an adopted street kid, a lab creation invented by the Zaibatsu, or something else. Point is... your entire family (with exception of maybe Lars and Lee depending on your actions and sometimes Jin) will be out to kill, capture or torture you and they are all among the strongest beings in the world with plenty of resources to bring to bear.

Happy family reunion, I guess?

Cursed Blood (+600): This is bad. Something truly sinister has taken over you. An evil spirit, perhaps? Something to do with Unknown? Or does your sword have evil inside of it?

Regardless you will be locked in a battle of will with someone or something who wants control over your body to wreak havoc upon the world. If you have the Devil Gene this will absolutely be your inner Devil. Don't think buying Angel or any 'Cleansing Bloodline' will get you out of this. This Devil will be unhindered by whatever pure blood you have and having an Angel will only result in the two of them fighting over your body. Succumbing to the corruption completely will result in a chain end. Perhaps you could reach inner peace but it's going to take a lot of time, mental strength and discipline.

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

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

Ten Star (+800): ...Are you insane?

Before, the average martial artist wouldn't have been an issue to a veteran Jumper...now? They'll be close to matching the Mishimas, and fighting an already powerful being like a Devil will be nigh impossible. Don't expect your opponents to make any sloppy mistakes either. Better bring your A game because your opponents sure will.

Scenarios

This section is entirely Optional and will alter your stay ***drastically***. You can only choose ONE.

Last Day On Earth (+600): ...Well, fuck. You've got an unfortunate task ahead of you, my

friend. Because Hell itself has been unleashed onto the planet.

The end of the sixth tournament didn't end in Azazel's defeat... Instead he won against Jin and the ancestor of the Devil gene reigns supreme in this twisted world. Every fighter to ever enter the KOIF Tournaments has been resurrected and entered the World... as Azazel's servants.

Corrupted and extremely powerful Devil versions of all Characters are running amok. From the Mishimas to the Kazamas, the ninjas to the cyborgs, no fighter was spared from the control of the Rectifier and humanity is facing the end times, with no hope forthcoming.

However there is still one chance... for *you* are to defeat Azazel and all his puppets in the next Tournament.

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

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

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

Should you win you will take Azazel's place as the supreme force of the Devil Gene, his core fusing with you, but unable to corrupt you in any way; your strength proving you are its supreme master. You will gain a Devil form if you don't already have one and will find your powers to be immensely strengthened. This means gaining Access to the Devil Gene Customization section with +300 DP and a free Purchase of Heat Haze Shadow. Additionally, the people you saved will be grateful for your help (most of them, anyway; I doubt Heihachi and Kazuya would take kindly to the fact that they needed outside assistance), and chances are they'll accept offers to accompany you on your travels, their Devil Forms now in complete control for each of them.

You also gain the Scenario Reward Jumper the Rectifier, and all the abilities described.

- Jumper's Inferno (-300): Huh. Good news, you're not alone in your battle against Azazel.

  Jin, against all odds, not only survived his ill-fated assassination attempt but also managed to overcome the Devil Gene and all of Azazel's attempts to control him. He is deeply ashamed of his bloodline (this whole mess was sparked by him wanting to wipe it off the face of the earth) and his own crimes, and thus seeks to atone in the only way he can... by helping you in truly, properly destroying the source of the Devil Gene once and for all.
  You will both be fighting in the Tournament, able to save each other from Azazel's influence by just...beating the shit out of each other. Be warned, however; you're now

facing a Tag Tournament. You will have someone at your side but so are your enemies, paired by Azazel with allies that would mesh best with their already existing fighting skill.

If you both win you and Jin will share in Azazel's power equally. This means the both of you gain the same reward as Last Day On Earth. Additionally Jin will accompany you for Free, grateful for the help you have offered to him.

Jumper Within (+300): When Jun Kazama died, the Devil finally managed to claim Jin via the tattoo on the young Kazama's arm. From there on Jin will have to overcome a great struggle against the being inside of his very blood.

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

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

The main issue? Devil does NOT like the fact that someone else is inside of Jin.

As if that wasn't bad enough Jin is...slightly less effective at controlling the Devill Gene. Usually, after many setbacks, he'd gain some control over the Devil by the end of the Mishima feud.

Not anymore. There is a very real chance Devil claims Jin and his soul once and for all. If he does, you'll die too, ending your Chain.

You must play the Angel on Jin's shoulder, helping him in his struggle against the Devil Gene. This could allow you to change the course of Tekken's history in several ways. For one hour a week you can even take control of Jin's body.

Aside from the internal conflict with Devil, you aren't in too much danger; Jin is still very much one of the fiercest fighters the world has seen; more than capable of matching his family members in a fight, if not necessarily best them just yet.

If you can help Jin master his curse and end the curse of Azazel and the Mishima bloodline, you can take him with you as a Companion. He will not have any of your Powers, just his mastered Devil Gene.

As for you, though? all this time inside Jin's soul has fused you partially with Devil, allowing you to hold the Devil Gene should you not possess it already. This means access to the Devil Gene section with +500 DP.

Family Feud (+1000): *...OH BOY!*

Are you sure you want to take this? This... might actually be the hardest thing you could POSSIBLY do in this Jump. Yes, INCLUDING the other scenarios.

This scenario is unique as the current state of affairs is...roughly, approximately similar to how canon is by this point, but will give you a goal that will GREATLY affect it going forward. You know how I went on and on about how messed up the Mishima

Family is? Yeeeeeeeah... about that.

You need to peacefully resolve the godforsaken feud.
Yep. You heard that right.

You will start the Jump much sooner than usual. At an age of your choice (even to the point where you yourself are born) you will start over twenty years before the first tournament, some time before Heihachi takes over the Mishima Zaibatsu.

From there on... you have your work cut out for you.

You need to ensure that the entirety of the Mishima bloodline not only prevails but thrives, becoming an icon of...well, at the very least, a stable family.

You need to prevent each and every member's descent into evil. Kazumi can not attempt to kill Heihachi and die in the process. Jinpachi Mishima can not be overthrown and imprisoned by Heihachi. Heihachi can not throw Kazuya off a cliff, nor can Kazuya do the same to his father. You get the idea.

This herculean task is rivalled by the world itself, as if it needs the Mishimas to be as messed up as they are. Jinpachi needs to fight off a demonic spirit far earlier than he does in canon. The Devil Gene still exists and will still try to corrupt all those who possess it; only one so far has maintained any semblance of control and still be considered good. Ogre will still be a threat and target Jun in particular. Unknown will become canon should Ogre fail and try to corrupt her anyways. And Azazel?

Somehow, someway, someone is going to cause enough strife and chaos that he awakens. And that's just the threats directly linked to the Mishimas!

The Archers of Sirius (and possibly the Hachijos) will stand against you at some point, hellbent on eradicating the Mishima bloodline. And even if Kazumi never actually called her debt in, Akuma will still try and kill Heihachi and Kazuya.

Yeah, this is a clusterfuck in every sense of the word. And if you think magic charisma or some such is going to save you...bear in mind that over half the family has their soul constantly under fire by the Devil or something similarly sinister, and Heihachi is...frankly a bit of a jerk even now, before his wife attempts to kill him, and there is a fair chance he would have gone down the warmongering path regardless of if Kazumi still lived or not.

If you get the One Messed Up Family drawback you *could* start as a relative to the Mishimas, and it *could* help you in affecting the whole conflict (though judging by the events after, it's unlikely). You won't get any CP for it, though.

If even one member of the family becomes irredeemably evil or dies, this scenario will fail.

If you manage to resolve the infamous Mishima feud in a way that leaves the family together and stable, only then can you move on to the next world if you feel it.

The reward is...pretty big. The now-actually-functioning Mishima family can accompany you for free.

Yep.

EVERY member from Jinpachi to Jin, Asuka to Lee, can come with you as Companions, likely seeing you as family for the lengths you've gone to keep them together. They might even start a few King of Iron Fist tournaments themselves while they're at it. They all count as only one slot as well.

And as a final gift, you gain your very own Jumper Zaibatsu, probably inherited from the Mishimas, and the King of Iron Fist perk for overcoming truly impossible odds.

Good luck. Because you'll need every last bit of it.

Special Challenge

At any point during your Jump you may enter a room Upon entering you will be greeted by a voice saying three words.

Welcome to EVO!

You've been put in what is effectively an E-sports recreation of the King of Iron Fist tournaments. Here, every fighter's strength is equalized; the Devil can be kicked to Sunday by Kuma if the bear had the skill to be able to.

And skill is what you're going to need to survive, not raw power.

The fighters you'll face are basically voiceless echoes, but you will find your matches being commentated on by the famous Tekken Announcer and two others, referring to your

moves as they would be in a fighting game...which you are currently participating in.

Because of the lower stakes, there is no threat of death and you can choose this Challenge as many times as you wish, upon defeat simply being ejected from the Portal.

Should you win every fight of the Tournament you gain the title 'King of Iron Fist' (no, not the perk, that would be silly) which can be carried to future worlds to show others that you are a true warrior, unmatched. You may also opt to keep the announcer and commentators with you to announce your battles and deliver entertaining remarks. You may toggle any of these rewards as you please.

Decision

It's been a wild, bumpy ride, but you've made it here. So, what'll it be, Jumper?

Game Over: Had enough of the endless chaos and fury? I can't blame you. You'll head back home with all that you've gained, time resuming from where you first left.

Continue?: Is it the rush, or do you still think you can do more here? Regardless, you're staying. Have a final bonus of 1000CP to spend here; 'least I could do.

Get Ready for The Next Battle!: There's still yet greater heights to reach, yet more fights to endure. Your journey across realities continues.

Notes

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

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

Lower tier characters aren't stronger than your average martial artist. Though they can still dodge bullets or crack walls. Somewhere in the middle are guys like Marduk who can throw Cars around with sheer strength.

The strongest beings in this World are those with the Devil Gene who are many times (like Azazel) to be stated a great threat to the entire World and as such should be seen as Planetary/Multi Continent.

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

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

-It is highly inadvisable to purchase the Ten Stars drawback in combination with a lethal Rival or other Drawbacks that give you enemies. Ten Star Shin Akuma's gotten a reputation for a reason after all.

-The Last Day on Earth scenario includes every fighter to have ever participated in a Tekken Game. From 1 to 7 INCLUDING Tag Tournaments. The only exception to this are Characters

that are still one and the same (for example you will only fight Devil Lee not his alter ego Devil Violet). Otherwise it includes everyone to have ever been in the ring of Tekken, same with DLCs. If you include crossovers via 'That's not Canon!' the Corruption will also make anyone of that Crossover game a Devil servant of Azazel.

-The immortality granted in this Jump, no matter which option you choose, isn't absolute. You will still be able to die by directly being killed but not by disease or age.

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

-God of Fighting can at your discretion either merely 'Copy' the abilities of the defeated opponent or actually steal them outright.
The description of Ogres Powers are as follows: "He understands entire structures of all living and artificial beings, and absorbs them". This means that any powers of the character innate to them are affected.
So nothing they only borrowed from someone else. Say you beat and absorb Jean Grey you get her innate abilities but not the Phoenix Force for example. You also can decide if you absorb/copy any weaknesses as well.
Otherwise it was never displayed how broken Ogre truly was as he only absorbed non supernatural martial artists and got their fighting skills. Though there is no real proof that that he couldn't have absorbed say Eliza's or Claudio's powers if he had been able to. Feel free to fanwank this.

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

-Perks like Ancient Techniques would give you all the skills displayed by the 'Ninja' type characters in Tekken, mainly Raven, Yoshimitsu, Kunimitsu and Zafina.

-The Infinite Power perk is modelled after the perpetual power generator within Bryan Fury. It has never really been explored what this generator was truly capable of, but given perpetual means 'never ending' and 'occurring repeatedly, so frequent as to seem endless' and that it fixed Bryans problems with his cyborg body, alongside never needing any fixing, it can be assumed that it really holds nigh limitless energy accurate to his namesake. With experimentation one might be able to link it to other abilities aside from physical strength and stamina, or to power pools you possess.

-The Third party DLC characters (as of this Update now Noctis, Geese and Negan) of Tekken 7 are in no way related to the main story and essentially meant for fanservice so you're free to ignore them. If you want to include them in your adventure you may think of

them as similar looking lookalikes made to somehow fit in the World. Negan may just be the leader of a group of thugs instead of murderous cult-ish scavengers for example. Like Akuma it is the Character without the World. Or think of your own way of justifying their presence. It shouldn't mess up the Canon story line however.

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

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

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

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

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

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

-The 'Last Day on Earth' scenario and the Ten Stars drawback essentially scale every enemy you have roughly your level should you happen to be stronger. The fights will be a real challenge by either plot armor like happenstance (Ultra Hard) or Demonic influence (Hell on Earth). Taking both will make it near impossible. The scaling of any companions you take after Hell on Earth will also be reverted and only revert back to 'normal' Devil Gene levels of Power.

-If you happen to gain a Perk you already have from a scenario you can instead gain the CP you would have paid for it on something else. For example should you have SOMEHOW solve the 'Family Feud' and already have 'The King of Iron Fist' Perk you gain instead 800 CP to get something else in this Jump. The only exception is if you win the 'Hell on Earth' or 'Jins and Jumpers Inferno' Scenarios while already possessing the Devil Gene. You don't get 1000 CP extra but you DO get the extra 500 DP. Same with 'Jumper Within' giving you +200 DP only.

-The reason Unstoppable and Unbreakable are so cheap is that they come with pretty huge drawbacks if you think about it. Just because your able to power through an attack with one of your own doesn't make you invincible and merely having a strong move wont mean anything if you cant charge it up before delivering it. Besides every character has at least one of each by Tekken 7.

-if you can afford it somehow there is nothing stopping you from purchasing both Cyborg and Devil Gene. Considering Kazuya got himself voluntarily experimented on by the G-Corporation (even if he isn't Robotic) and Bryan wasn't always a Cyborg before he received experimentation, I don't see why not.

-In case it wasn't clear the Special Challenge make everything like the actual game. No death, scaling opponents and no consequences. Imagine its like EVO discovered there was a sentient fighting game character and they decided to let you participate.

-The Idea behind the Devil Gene section was that the more you get the powerful you are to begin with. You MIGHT be able to 'learn' some of the displayed Perks via training like Kazuya figured out how to fire multiple Devil Blasters. However buying them gets you them immediately and guaranteed to work. 'Seamless Fusion' will also allow you to apply your Devil Gene to other Alt Forms which will give them all the benefits the other Perks give the Devil Form. Coupling it with 'Inherent Power' would allow you to transform parts of your body into different altforms and mix and match them as you wish.

-If you buy Perks that are the same (like Cleansing Bloodline while possessing Angelic) you are free to apply any Perk stacking rules you may have.

Original Redux Changelog:

Whole new Changelog because I decided to redo the whole Jump. Tekken was the first franchise I made a Jump for and I think it shows. Some of the things just didn't appeal to me on a second look and I decided it needed a Redux. I am much more satisfied with this version. Thanks to the reddit community for giving their feedback.

-Made Discounts choice based instead of origin

-added a species selection

-added certain perks and changed how some function/explained them in

more detail -made a separate Cybernetics and Devil Gene customization

section

-added a EVO Scenario

-added custom companions

-added Drawbacks requiring Vampire or Wood Warrior species selection

-Changed some prices

Ammy's Changelog:

Good god, it took me a hot minute to actually finish this up. I'm too tired to fully go through the changes I did, but mostly they're:

- Grammatical fixes (and a font change)
- Buffs and/or nerfs as I saw fit
- Name changes for various things

- ~~Occasionally removing things outright because i didn't like them~~ that was mistake

And yes, I did indeed use Negan's stage and its associated themes for names. He may be utterly out of place in Tekken, but you have to admit those are some rad names regardless. I didn't touch the Notes much besides fixing a handful of errors since those are pretty readable anyway.