

Sumo Slammers Jumpchain V1.03
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Welcome, brave warriors, the fate of the entire Sumo world hangs in the balance, and only you can save it.

Normally you will be in this world for 10 years, and to help you on your quest, you gain ***+1000 CP***.

Backgrounds:

You will get a discount on any Perks and/or items of your background choice, with the ***-100 CP*** being ***Free.***

Unknown Samurai
You are new to the Sumo world, perhaps you are an unknown hero from another land or a dastardly evil like Kenko.

Heroic Sumo
You are a great Sumo Slammers warrior widely known for being an honorable protector and the enemy of all evil.

Villainous Shapeshifter
You are a dark wizard, a master of evil known to work alongside Kenko in order to try and conquer the many worlds.

Locations:

You will start within the Sumo world upon the lowest section of this fractured world, this land is often referred to as **level 1**.

Perks:

Sumo Skills - *Free*
Visiting this world will permanently enhance your natural fighting abilities; you can run, jump, and strike with 5 times the power of a normal human.

The power of two worlds -400 CP
Any powers that you gain that are normally limited to working within the world that you gained them in, such as video game powers in a digital world, will now function in any other world. This also acts as a **Capstone Booster**.

Unknown Samurai:

Martial Skills *-100 CP*
You can utilize martial control in its multiple forms in order to enhance your combat skills. Using "**Martial Skills**", you instinctively understand how to wield most weapons, including improvised and exotic tools, in order to inflict damage or harm.

The Pause Button *-200 CP*
By saying or willing the pause button, you can stop time for everything except your mind. While time has stopped, you can figure out your next course of action, but you too are motionless and unable to change the world around you.

Game Over *-400 CP*
You have a great power of transportation; you can move yourself between dimensions, which includes parallel worlds and digital worlds.

Last Life *-600 CP*
You will either gain a tattoo or an ornament with three luminous Life Orbs in it; each Life Orb functions as a **1-UP**. Upon your death, one of the Life Orbs will go dark, then you will respawn in a safe space near where you died, and for a short period of time, you will become invulnerable. At the start of each Jump or once every ten years, these three Life Orbs will relight themselves.
Boosted:
After using up a Life Orb, it will be possible for you to gain a replacement Life Orb by gaining 10,000 points. This can only happen while an Orb is missing and only up to 3 times per ten years or per Jump, depending on which one is first.

Heroic Sumo:

Sumo-Size *-100 CP*
You gain the ability to "Sumo-Size" yourself and grow into a larger Sumo body shape, increasing your strength and durability.
Despite this form being overweight, it is capable of running, jumping, and displaying feats of physical strength far above what it would appear to be capable of.

A Warrior's Vision *-200 CP*
A warrior's eyes should be able to see the difference between an honorable friend and a dishonorable foe.
Through this Perk, you can perceive a warrior’s honor; using this sight, you can see the virtues of a target’s deeds, the evils of their enemies, the morality of their intentions, and the nobility of their spirit.

Thunderous Shockwaves *-400 CP*
The path of the sumo slammer is one of combat. Through the act of slamming, you can release a thunderous energy to strike with concussive force, to tear through obstacles, and to knock your opponents away. It can also do damage, both internal and external, to structures and machinery.

A Sumo’s Growth *-600 CP*
A Sumo’s duty is never complete.
There are always new roads to walk and new foes to face.
Traveling this path, you can always find ways to improve and new paths of progression.
At least once per Jump you will find a new system of power and strength.
Boosted:
Your power always has new paths of growth, and with this boost once per year, you will gain a Power Coin that can be spent on almost any Perk or System of Power you possess in order to learn new ways to use it.
This can be something along the lines of learning how to use sword intent as a ranged weapon or how to use a shockwave attack in order to produce a fire. If what you have selected is illegible for any reason, you will be refunded the Power Coin.

Villainous Shapeshifter:

Masterful Deception *-100 CP*
You know the secret to telling a good lie is to tell a story that they want to believe.
With this you know what your target wants to hear and can wind these words into masterful yarn that they will want to believe.

An Eagle's Flight *-200 CP*
You have the power to fly or otherwise move through the air through mysterious means.
Through this mysterious power, you are able to Levitate, Slide, and Glide through the air like a powerful eagle.

A Dragon's Flame *-400 CP*
The embers of power are kindled within you as you can use them to do your bidding.
You can spray flames from your mouth like a dragon and have them move at your command.

Masterful Shapeshifter *-600 CP*
You can shapeshift into anything or anyone.
The easiest forms for you to take are a kenshi trunk, a pillar, a dragon, a golden lion-dog statue, a wyvern and Ishiyama.
You may gain the form's physical capabilities, but unless you can mimic their more mystical powers another way, you will not have them.
Boosted:
Your shapeshifting capabilities now possess the possibility to mimic more than merely the form of your opponent.
By touching a separated part of your target, such as hair, blood, or spirit energy, you will strengthen their transformation, allowing you to perfectly copy their powers, knowledge, and abilities while you are in their form.

Items:
Items may be imported for Free.

Slammer Attire - *Free*
You get a full set of custom Sumo world appropriate clothing that emphasizes your strengths and attitude.

Sumo Slammer DigiDownloader - *Free*
This device has the full download of songs and soundtracks from Sumo Slammer Smackdown.

Sumo Slammer SmackDown - *Free*
You get a copy of the Sumo Slammer Video Game and a console to play it on.
You also get an Instruction Manual, but no one reads the instructions.

Sumo Slammer 3D Glasses - *Free*
A self repairing, Sumo Slammer Branded cardboard 3D movie glasses with a blue and red lens.

Sumo Slammer the Card Game *-100 CP*
You get a complete set of the sumo slammer TGC and accessories, they come in three colors of card to indicate how rare they are:

- SUMO Blue
    - The most common card.
- SUMO Red
    - The second most common card.
- SUMO Gold
    - The rarest card. It is very valuable to Sumo Slammers fans.

Unknown Samurai:

Samurai Sumo Sword *-100 CP*
A slender, single-edged blade with a magical enchantment that focuses the mind of the one who wields it.

Sumo Bow *-200 CP*
A magical Bow that never seems to miss a shot. Anyone who shoots with it gains the bow skills of the masters who have wielded it.

Sumo Slammer Dojo *-400 CP*
An honorable arena with a magical Dohyō that can move between any of the realms of the Sumo world.
In other Jumps, this can be used to move to other planets within the same dimension.

Sumo Coin's *-600 CP*
A number of magical coins scatter across each Jump upon your arrival. No other individuals can see these coins, but if you collect 100 of them, they will disappear and recharge any one already used **1-UP**. For every **1-UP** you have, 100 coins will be scattered, but you cannot hold more than 100 coins at a time.

Heroic Sumo:

Sumo Armor *-100 CP*
Magically durable armor that only the most honorable of Sumos get to wield.
While wearing this armor, you become resistant to any magical or slashing weapons.

Purifying Salt *-200 CP*
A salt shaker full of magical salt that cleanses deception and impurities; when sprinkled on shapeshifters or poisoned individuals, it will remove the poison and any disguise.

Kappa's Water *-400 CP*
A Gourd Canteen that refills with the magical water of the Kappa statue.
Anyone who drinks this water will gain the ability to use the "**Sumo-Size**" Perk for up to an hour.

Kenshi trunk *-600 CP*
Once per day you will receive a magical trunk that can contain all the power-ups from the Sumo Slammers franchise in a box.
If you break open the Trunk, then you will receive a floating icon that, when grabbed, will give you a random power-up that will last one hour.

Villainous Shapeshifter:

Robo Sumos *-100 CP*
You gain a dozen robotic Sumo wrestlers, and although they are considered weak, their small stature makes them brisk and agile, capable of scaling walls.
Robo Sumos can be fully automatic or manually operated.

Supreme Arena *-200 CP*
A Glorious arena with an intimidating throne and an active camera screen floating in the center of the room, the screen shows the best angles of all fights.

Demonic Army *-400 CP*
An obedient army of over a hundred Robo Sumos, Furnace Drones, Shadow Samurais, and the powerful Kabuki Ronin.

Kenko's Armor *-600 CP*
This dark colored mech suit grants you minor shapeshifting capabilities, allowing you to take on the appearance of monocolor animals or the skin-deep appearance of others. It also enhances your strength and improves all of your magical abilities.

Companion:

Canon *Free/-100 CP*
If you can convince someone to come with you, then they can become a companion for **Free**. Otherwise you can pay **100 CP** to have a copy of them choose to become your companion.

Import *-50/200 CP*
For **-50 CP,** you can Import a single companion, or for **-200 CP**, you can import all your companions. Each import gains **600 CP** to spend in this Jump and may take drawbacks.



Galvanic Samurai *-100 CP*
A Galvanic Mechamorph who has taken the path of the samurai, he wields a Samurai Sumo Sword, and he wears a gray kimono, with a white obi and straw hat.

Ishiyama *-100 CP*
Ishiyama is a great Sumo Slammers warrior with the ability to increase his size, durability, and strength.

Kenko the Shapeshifter *-100 CP*
Kenko, the Shapeshifter, appeared as the main villain of Sumo Slammer Smackdown in Game Over. He is a shapeshifter and former archenemy of Ishiyama, the hero of the game.

Drawbacks:

Upgrade - *Free*
You can take this as a supplement to any Ben 10 Jumpchain, with this taking place during either the events of the episode “Game Over” or an equivalent in your chosen timespace.

Easily deceived *+100 CP*
You are too trusting and are willing to believe almost anything you are told, and become confused when you are told conflicting things.

Didn’t read the instructions *+100 CP*
You don’t know how anything works and will never have anything explained.
This means that using any type of equipment will require trial and error.

Sumo Trophies *+100 CP*
At the start of this Jump, you will gain a list of 50 trophies, which each require you to complete a task to unlock. These trophies include gaining ten thousand Sumo Coins, performing a triple Jump and many story trophies. In order to complete this Jump you must first gain all 50 trophies. You can choose to call up this list in your mind at will, and it will show how much of each task you have completed.

Sumo Slammers: Hero Generation *+100 CP*
Once you have completed the main storyline of Sumo Slammer Smackdown, you will continue into the sequel series that takes place 5 years after the original Sumo Slammers, where Kenko teams up with Ishiyama.

Sumo Slammers: 3D *+100 CP*
It seems you are now suffering from the effects of the 3rd Dimension! Your eyes will now show the world as two overlapping red and blue images, requiring you to wear 3D Movie Glasses in order to see the world with any kind of clarity.

Sumo Slammers IV: Tournament Edition *+200 CP*
You will consistently have to fight both allies and enemies over the flimsiest of excuses, as each battle must end in you defeating them. If you lose, the battle will reset, and you must keep battling until you win. During these battles, everyone fighting will be power balanced similar to a 1v1 Arcade Fighting Game, and the battles will not affect the plot when you win.

Troll *+200 CP*
You have become 3 feet tall and gained blue skin.

The Platinum Card *+300 CP*
The rarest card in the sumo slammer TGC, with there only being one card in the world. To complete this Jump, you must own this card when the Jump ends. If you do not have the card at the end or it is destroyed, the jump will restart. Post-Jump, the card will become Fiat-backed.

Ending:

Continue
Go to your next Jump

Stay Here
Seek out what else exists within the Sumoverse.

Go Home
Return to your place of origin.

Change Log:

V1.00 - Initial Version

V1.01 - Text Change

V1.02 - Text Change
Added Sumo Slammer 3D Glasses
Added Boosters
Added Sumo Trophies
Added Sumo Slammers: 3D
Added Sumo Slammers IV: Tournament Edition
Added The Platinum Card
Added Change Log

V1.03 - Text Change