History's Mightiest Disciple Kenichi

Play that catchy song!

Nani kashira kojitsukete wa iyana koto saketeikiteta
Naiyou nante nai yo ne

Ano toki moshimo guuzen deatte nakereba koko de
Ikiru imi sae shirazu ni

Dono michi no tatsujin mo ichinichi ja naritattenai
Sono risouzou mune ni daki
Muda kuchi kikazu wakime mo furazu...

Demo nakidashisou de nagedashitakunatte
Yowai jibun ni makesou naraba
Sonna jibun torikago ni haire
Tani he tsukiotose!

Soshite kitto dare yori shinjitekureteru
Yatsura no tame, shinnen no tame
Tsuyoku nareru. Tsuranukya ii sa.

Chutto zutsu demo risou ni yume ni chikazuketeru ka na
Me ni mienai to fuan de

Nagai jinsei no naka de tsumazuki, tachidomattemo ii
Sono kotoba mune ni daki
Toki ni wa sora wo ookiku miage

Moshi wakaranakunatte dou ni mo dekinakya
Toki ni mi wo makasereba ii yo
Sonna fuu ni atama kakaete
Namida nagasanai de!

Soushite nayaminuite akiramekaketa koro
Atarashii michi batto aketari
Tsuyoku nareru. Yuuki ga aru sa.

Daisuki datte akirametakunaitte
Boroboro ni nattemo itteta ne
Sonna tsuyoi sutekina kokoro
Zutto hanasanai de!

Demo nakidashisou de nagedashitakunatte
Yowai jibun ni makesou naraba
Sonna jibun torikago ni haire
Tani he tsukiotose!

Soshite kitto dare yori shinjitekureteru
Yatsura no tame, shinnen no tame
Tsuyoku nareru. Tsuranukya ii sa.

Hold up you want the English Translation. Here you go

Rationalizing everything, avoiding unpleasant things
That kind of life is empty, isn't it?

If we didn't meet here by chance back then
Without even knowing what it means to live

Whatever path you master, it doesn't happen in a single day
Hold that ideal image in your heart
Don't chatter, don't look aside...

But when you're about to cry, when you want to throw everything down
When you're about to lose to your weak self
Put that kind of you in a birdcage
And throw it into a ravine!

Are you getting closer bit by bit to your ideals, your dreams?
If you can't see it with your eyes, you're uneasy

And then, for the sake of the guys who believe in you more than anyone
For the sake of your beliefs
You'll be able to get strong. Break through it.

During your long life, it's okay to stumble, or to stop dead
Hold those words in your heart
And sometimes take a big look at the sky

If you don't understand, if you can't do anything
Sometimes it's okay to give yourself up

If you're at your wits' end like that
Don't shed any tears!

And once you've reached the bottom of your worries, when you're ready to give up
A new path will open up suddenly
You can become strong. You have the courage.

"I love it." "I don't want to give up."
You said even when you were completely worn out
Don't ever let go
Of that strong, wonderful heart!

But when you're about to cry, when you want to throw everything down
When you're about to lose to your weak self
Put that kind of you in a birdcage
And throw it into a ravine!

And then, for the sake of the guys who believe in you more than anyone
For the sake of your beliefs
You'll be able to get strong. Break through it.



Okay now then Welcome to the world of History's Mightiest Disciple Kenichi. On the surface looks just like earth, nothing unordinary. But if you look closer you'll see a whole world of martial arts hiding from the public eye. And it is here where things get a bit crazy. Soon Kenichi will see just how crazy it gets and so will you. You will be staying for the next 10 year. In other words from the start of the manga to the end of the manga including the time skip. But it is dangerous here. So you are going to need some help

3000 CP

This is not a kindness Jumper. You are going to need all the help you can get.

Origins

Every road has a starting point what is your starting point

Age: anywhere between 10 to 18

Gender: Martial arts doesn't discriminate. Make you choice

Disciple: You are like Kenichi you just discovered the world of martial arts. You are literally at the bottom but train hard you might be able to surpass even the most powerful of masters

Prodigy: Like Miu you were born into the world of Martial arts. A child of a master, heir to their techniques and natural successor to their dojo. As a result of your genes or training from infancy you stand above the other disciples and you are on your way to reach masterhood in your own right. However, there is always room to improve REMEMBER THAT!

Delinquent: Not every martial arts train in the traditional sense. Some get their train from the streets. Most of them are delinquent, you are one of them. You're a big fish in the tiny pond that is your high school. You have skills in street fighting and in some way, you were able to learn a martial art of your own.

Master(100 CP): Oh? Forgive me, sir! I did not notice that I was in the presence of master. You have had years of experience and have trained your body to use your style with efficiency. I will not question why you are here but then again even teachers can learn new things.

Faction

We know what you're origins are. We know what philosophies and ki type you have but…where does your allegiance lie?

Ryōzanpaku and Shinpaku: Followers of the Katsujinken, the Life-Giving Fist. With the master of the Dojo Ryōzanpaku they will ensure that you won't compromise your morals for power. As for Shinpaku, they are more like Delinquent/criminal group created by Haruo Niijima in order to gain power and facilitate his goal of world domination. Despite this in terms of the series they are the good guys.

Yami and Yomi: Followers of the Satsujinken, the Death-Giving Fist. Yami considers Ryōzanpaku their enemies. However they only got involved when they discovered that they accepted a disciple, Yomi is a group of disciples that have been learning under the tutelage of Yami. They only have 2 goals: Kill Kenichi (Or convert him), and show that Satsujinken the true way of martial arts.

Bifurcated choices



Left or Right. Up or Down. Hot or Cold. This is a world of martial arts from facets of the world. Yet it is also rigid. Rigid in the sense that people are in one of two groups. As such you can only chose one or the other. Sure, you can change your mind later on your journey but you will not inherit the boons that you will be given based on your choice. Unless you have the necessary perk to circumvent this. Also worry not your choices here won't affect your choice in faction

Satsujinken or Katsujinken: These disparate philosophies of martial arts have split the martial artists of this world into polarized organizations. It boils down to two philosophies: "Satsujinken" and "Katsujinken". Which is basically a choice of either Life or Death, Mercy or Kill. Make your choice.

● **Satsujinken:** Those who follow the path of "Satsujinken" or "death giving fist" hold that the true purpose of martial arts is to improve the self even at the expense and lives of others. People who follow this viewpoint will almost always seek to kill their opponents if only to make themselves stronger. So long as you hold to this philosophy, you may suppress your conscience and morals for the sake of making you a better fighter. You will not be bothered by extraneous thoughts as to the consequences of a person's death unless you desire to and will be able to fight and kill without remorse.

● **Katsujinken:** Those who follow the path of “Katsujinken” or “life giving fist” hold that the true purpose of martial arts is to protect those who cannot protect themselves and improve the lives of those around them. They believe that life is sacred, that one man cannot take another's life, and so they never fight to kill, always looking to end fights with those involved alive, they always seek to preserve the lives of all. By embarking on this path, you develop a kind and calm demeanor, capable of setting just about anyone at ease. So long as you hold to this philosophy, you will be able to have a brief but significant dialogue with your opponent before any act of open combat.

Sei Ki or Dou Ki: Ki is the life force, energy or breath that flows through all living things. Yes even though this series tends to be more grounded in comparison to other marital art styled series it still has ki. However instead of firing large beams of energy, martial artists harness their Ki to perform amazing feats of strength and abilities, with master's able to channel their Ki into effects that are truly superhuman.

● **Sei:** A Sei-type martial artist hides his intention to fight, instead focusing on sensing his/her environment, then releases it quickly in response to danger. It actually means that this type of martial artist fights not with power or anger, but with talent, skills, and wit. This principle requires a state of calmness and a clarity of mind.

● **Dou:** A Dou type martial artist uses his/her anger to exceed his/her limits. As such, they tend to be aggressive in combat, and very rarely strays from the offensive. At some cases, they are even bestial, as seen with Miu and Kisara, after receiving intense emotional pain and frustration, respectively. Users seem to rely heavily on instincts and brute strength when fighting. Dou fighters have a technique for reading the opponent's movements which relies on exciting themselves that's an equivalent to a Sei fighter's Ryūsui Seikūken.

Unarmed or Weapons: Fist or Sword. Foot or Gun. Armed or Unarmed. Your choice here will dictate what you will improve on more. Do you hone your body to the point that it becomes a weapon? Or do you improved your skills with weapons to the point that they become a part of your body

● **Unarmed:** You are not in the era of the samurai or the era of the old west jumper. People don’t carry weapons as much as they do back then. Chances are you won’t have time to take out your weapon and fight. Why should you? You got hands, use them. Martial artists who choose to be unarmed fighters will train to turn their own bodies into weapons. You won’t need a weapon so you will always be prepared for a fight. Prepared to throw hands. Although, unarmed masters will probably be slightly less effective in combat than weapons users, but will never have a decrease in effectiveness as a result of losing their weapon, if anything it would be as if their effectiveness has increased. For you, this means that when

you fight unarmed you will find that you are consistently deal more damage. Your strikes are more accurate when you are unarmed.

● **Weapons:** Fighting unarmed is nice and all but you know what's just as effective if not more? Picking up a stick and using it to whack your enemies. So best to learn how to use stick as a weapon. Martial artists who choose to focus on using weapons will train to master a physical implement to augment their fighting style. In other words, they will train to use wield something to improve their fighting style. As a result, these fighters are more dangerous than unarmed fighters. But when they are disarmed or they don't have a weapon at hand their lethality and effectiveness decrease. For your, this means that when you fight with a weapon you will find that you consistently deal more damage and are more accurate with your strikes than if you fought unarmed. However, the weapon MUST correspond to your martial art don't expect the techniques used for a bow to be useful for using a gun.

Martial Arts



First four styles free, extra styles 50 CP each.The main focus of the series. The bread and butter of the series. There are plenty to choose from in this section but if you want something else, you may also choose any real-world martial art not listed here if you so desire. You will however remain a novice in your style unless you can somehow obtain a master or worthy sparring partner. If you want to be at a master rank in any of your choices in martial arts, you have to train. There no Shortcuts here, you are here to train to be a martial artist. Unless you are a master of course, in which case you are a well master at the martial arts that you have purchased.

Archery: Once a means of hunting, then became a weapon of war and now is enshrined as a sport. Though there is a variation of this martial called Kyodou but it is different from this one. This form of archery utilizes short bow and composite bows. Though it takes time knot and draw the arrow so Practitioners are taught to be quick with their hand. In addition, they are also taught how to be fast on their fee so they relocate to a better position when the need arises. Such as if the opponent gets to close or you need a better vantage point. It is an armed martial art.

Arnis: Arnis is a Filipino martial arts that focuses on the use of sticks, bladed and impact/blunt weapons, improvised weapons, and hand-to-hand (empty hand) techniques. Eskrima is also known as Kali and Arnis. This Philippine martial arts style uses weapons such as a Yantok (fighting stick), Baraw (knife), Bolo (machete), Bankaw (staff), etc. Eskrima is best known for its stick fighting skills. But these techniques can also be done with unarmed, this is considered to be a part of Suntukan and Panantukan. Though not directly used, the philosophy of an armed technique being done unarmed has been shown by Kenichi in one of his fights. It is an armed and unarmed martial art

Baguazhang: One of the three main Chinese martial arts of the Wudang school, the other two being T'ai chi and Xing Yi Quan. Its defining characteristic is constant movement and change, and the ability to fight while being on the move. Where most martial arts engage with an opponent in a head-on fixed position, a bagua fighter can attack or defend while walking and changing direction constantly. It is an armed and unarmed martial art

Bojutsu: Bojutsu is a Japanese martial arts style that focuses on training with a bo staff. The staff was seen as one of the most effective weapons to counter a samurai's sword (katana). It is an armed martial art.

Boxing: A specialized martial art focused entirely on the use of one's fists for offense. It features strong footwork and both brutal and rapid strikes using fists but suffers when facing attacks from below. A way to look at the use of this foot work, is kicking the floor to gain more ground on the opponent. It is an unarmed martial art.

Bufu: A martial art style that originated from Shamanism. Bufu is the Mongolian analog to Japanese sumo, and is also a very customary martial art as the winner passes through the flank of the losers. It is an unarmed martial art.

Caci: Also known as whip fighting, this martial art focuses on the use of a whip in a combative way instead of being used to tame and command animal. This martial art proves that the whip is an effective weapon. It is an armed martial art.

Chishōken: Also known as Ditangquan (alternative writing: 地趟拳, literally ground tumbling boxing) is a style of fighting that "obtains victory through negative grounds," its style is of ancient origin. The only known practitioners in the manga so far are Li Raichi and her father, the Ground Fist, Li Tenmon. It has been said that it originated from the Eight Immortals of Taoism. It is mostly aerobics and kenpo, but the Chishōken is one of the more difficult forms of kenpo. It is an unarmed martial art.

Combat SAMBO: A modern martial art developed by Russian special forces for answers to modern military combat. Combat Sambo is basically a more superior version of the original SAMBO style, which was remade for the purpose of destroying the enemy. Combat Sambo combines the grapping techniques of Sambo with practical punches and kicks to make it more effective in long term fights. In addition, Practitioners are taught in techniques and training on the use modern firearms, and knives; as well as how to and defend against them. Its practitioners also study the use of terrain and situations that would occur on a modern battlefield, using those conditions to their advantage. It is both an armed and unarmed martial art.

Capoeira: Can be confused with a form of dancing the marital art was made in Brazil by slaves. The reason why it looks a dance was to confuse the slave captors. Primarily focusing on kicks Capoeira is an acrobatic martial art. It is an unarmed martial art.

Fencing: Fencing is a combat sport that features sword fighting. The three disciplines of modern fencing are the foil, the épée, and the sabre (also saber); each discipline uses a different kind of blade, which shares the same name, and employs its own rules. Most competitive fencers specialize in one discipline. It is particularly effective in one-on-one confrontations, not so much against a multiple of opponents. It is an effective martial art on its own but there are people who only view this as a starting ground into understanding the way of the sword. This is an armed martial art.

Hakkyokuken: A style that emphasized strong striking power. All powers are generated from legs and feet. It is widely used by the security guards in Taiwan and China.

HEMA: Simply put this is the knight martial art. Practitioners are taught how wield swords and shields like the knight of medieval Europe. It also covers the use of maces, axes, spears (Through the use of Bo staffs), and even how to wear the armor that the knights use. It also covers some unarmed techniques. There's a lot of grappling, takedown and tackling techniques, mainly to facilitate drawing a knife to stab your opponents. It is an armed and unarmed martial art,

Hikaken: This martial art is also called Piguaquan. Piguaquan literally means "chop-hanging fists." This is no surprise, as it is hightly focused on palm techniques. The power in the techniques come from the force generated from fast arm rotation. The hips are slower and move more gently than in it's cousin style Bajiquan. As the arm rotates the speed creates force. This force is focused into the striking open palm and is then capable of producing massive damage against an opponent. It is an unarmed martial art.

Hyoho Niten Ichi-ryu: Although the samurai carried both a katana and a wakizashi, they only used the katana outdoors and the wakizashi indoors. Miyamoto Musashi, the famous samurai who wrote "The Book of Five Rings", developed Hyoho Niten Ichi-ryu. This style's name translates to "Two Heavens, One School" and refers to the trademark stance of both swords held above the head to attack. The swords work in a sequential rhythm; as one sword defends, the other attacks in the next step. It also happens be the same sword fighting style that Leonardo from Teenage Mutant Ninja Turtles uses. It is an armed martial art.

Iaijutsu and Iado: These two are in a way one in the same. Focused on the drawing of a sword from its scabbard. A student of these martial arts will then practice the “stroke” or “cut” of the sword. It is an armed martial art.

Jeet Kune Do: A martial art that originates in the United States. Conceived by Bruce Lee, as an "intelligent martial art", not only in terms of fighting methods, as it aims to make the human body learn as much as possible, as if it becomes fluid "like water", and everything in the art follows that principle. The core of Jeet Kune Do mentality is aimed at "intercepting" the opponent, the action or idea of "striking" the incoming attack itself. It is a set of principles to help the practitioner to make instant judgments and decisions, to improve the self of physical and on a mental level, as well as to make corresponding action responses or counterattacks. It is an unarmed martial art.

Jigen-ryu: Jigen-ryu was founded in the late sixteenth century. It emphasizes a powerful first strike, intended to kill an enemy instantly. Students of Jigen-ryu stand in a modified Hasso-no-kamae stance, with the sword held vertically on the right side of the face with the guard at cheek level. The attacker makes a running hidari-kesa cut from the opponent's left shoulder to his right hip, cutting into the base of the neck where armor would not protect easily. You can learn Jigen-ryu in Kagoshima prefecture today. It is an armed martial art.

Jojutsu: Basically, Bojutsu but with a shorter staff. By comparison the Bo staff is 6 feet long while a Jo staff is 4 feet. It is an armed martial art.

Jousting: Jousting is a sport played by two armored combatants mounted on horses. It consists of martial competition between two mounted knights using a variety of weapons, usually in sets of three per

weapon (such as tilting with a lance, blows with the battle axe, strokes with the dagger, or strokes with a sword), often as part of a tournament. As a martial art one is taught how to wear plate armor, ride a horse and wield a lance. It is an armed martial art.

Judo: A Japanese martial art focused on grappling, joint locks and throws. It can also be seen as a competitive and aggressive variation of jujutsu, and is a style centered around its heavy use of different throwing and takedown/tackling techniques. It is an unarmed martial art

Jujutsu: Jujutsu, also known as jujitsu, ju-jitsu, jiu-jutsu or jiu-jitsu is a Japanese martial art and a method of close combat for defeating an opponent in which one uses either a short weapon or none. It means "art of flexibility". This also means that it focuses on joint locks, holds and throws. It tries to redirect or manipulate the force of an attack in order to defeat the attacker. Some say that there are people out there who can use this martial art by using nothing but skill, no power. But that requires a level concentration and perfection that it would be too daunting for a beginner. It is an unarmed martial art.

Kalarippayattu: Kalaripayattu is an ancient martial arts from India. It has been taught through uzhichil and through Atharvaveda. It focuses on unarmed combat, weapons training, yoga, healing techniques. As such it is a martial art that has merits in both fighting and medicine. Trained in the use of Katars, sticks, unarmed techniques. It is both an armed and unarmed martial art.

Karate: You know this martial art. There have been movies about this martial art. But in case you don't or need a refresher this is consider the poster child of martial arts. Karate, also known as "empty palm", is primarily based around facing armed opponents without the use of a weapon. Putting emphasis is on concentrating as much of the body's power as possible at the point and instant of impact. Striking surfaces include the hands (particularly the knuckles and the outer edge), ball of the foot, heel, forearm, knee, and elbow. Those who master this martial art tend to be particularly strong and physically devastating. That being said there are two styles that appear in the series: Mutenkendoku-Style Karate and Shinchi Nengen-Style Karate. This martial art will not cover those styles. They will be their own separate styles that you can purchase.

Kendo: A sport originating from Japan. Kendo is a modern Japanese martial art, descended from kenjutsu. Seeing that Kendo Practitioners wear protective armor (Bogu) and generally practice with wooden swords (Shinai and Bokken), it is expected that one will learn how to wear armor and use two handed swords. While it is a good martial art on its own, most would see this as a staring ground to learning about the sword, before progressing to a specific sword style. Despite this fact, it is particularly effective when used against armed opponents. It is an armed martial art.

Koppou: Also known as Koppo is a method of fighting that specializes in the control and destruction of bone and cartilage. This martial art is possibly over a thousand years old and is one of the oldest Japanese styles of Kenpou and revolved around the kanji, which means talent or skill to understand a clever technique in little time in contemporary Japanese and "core" in ancient Japanese. For practitioners, the difference between those who knew the "core" and those who didn't was in their understanding. It is an unarmed martial art.

Kyudo: A Japanese form of archery. However, this one focuses on the use of the yumi bow, a long bow that was used by the samurai. It has also been called "Zen Archery". Those who practice this martial are must learn how to remain calm and make their first shot be the finishing blow. It is an armed martial art.

Lucha Libra: This martial art makes use of the attention of those watching it, encouraging its users to being the spotlight of the moment, to show off and receive everyone's attention, even during fights. This in order to use the public attention to their advantage, either to increase their moral or decreased their opponents, using words as a weapon to shake the opponent's heart. Apparently, however, it's users do not receive it very well when someone else is "showing off" or "stealing the spotlight", doing anything necessary to get them out of it, and then get it back themselves; even if it means inflecting damage onto themselves or getting naked on purpose. It is an unarmed martial art.

Ma Style: A form of Chinese Kenpo create by Ma Kensei. It focuses on a variety of grapple techniques and disarming techniques. It also has a few skills that can destroy armor and a few that can only be described as perverted. This is an unarmed martial art.

Marksmanship: Yes, this IS a martial art. Marksmanship describes a person's ability to shoot a firearm accurately. However, it is more than that. Kenichi father is good example to explain this. He was able to reload an old-time rifle with one hand easily despite being chased by Shigure, who is a master level ninja. What this means is that practitioners are expected to handle and use firearms at any range and under stressful conditions. Granted the example that use is not something a novice can do off the bat but in time you might become a modern day quickdraw cowboy. Or the Sniper from Team Fortress 2. It is an armed martial art.

Muay Thai: Muay Thai is a martial art that is now the national sport of Thailand. It is known as the Science of Eight Limbs due to the importance it places on using the hands, elbows, knees, and legs as weapons. Considering how fast Apachai is with his attacks, its practitioners tend to be incredibly strong, capable of unleashing devastating physical blows, and moving faster than even other martial artists could possibly react. It is an unarmed martial art.

Mugai-ryu: The Chicago Mugai-ryu Study Group manual explains that this style has existed since 1691. It has both kenjutsu and iaijutsu techniques. Students train with bokken--wooden swords--or iaito, aluminum training swords with a dulled edge. Advanced students move on to tameshigiri exercises, which involve cutting targets to ensure proper form and blade angle during a cut. Mugai-ryu's iaijutsu curriculum incorporates two-person forms to help students achieve a sense of distance. It is an armed martial art.

Muso Jikiden Eishin-ryu: Muso Jikiden Eishin-ryu focuses on iaido. Iaido, derived from iaijutsu, develops the samurai skill of drawing the sword and cutting in the same movement, rather than cutting from a traditional stance after already having drawn the sword. Iaido aims to cultivate spiritual harmony in addition to the battlefield skill of iaijutsu. Eishin-ryu contains sitting techniques, standing techniques and techniques for use against multiple opponents, as well as for use on terrain.

Naginatajutsu: This martial art focuses on the use of the naginata, glaive like halberd weapon of Japan. Traditionally Naginata were used by Samurai and Warrior Monks (Yamabushi). Given its length and cutting power, Samurai found the Naginata very useful against mounted enemies. It was one of the weapons that became popular with Samurai women. It is an armed martial art.

Ninjutsu: Ninjutsu is a martial art that focuses on stealth and precision. Ninjutsu is an ancient martial art that has been integrated into countless martial art styles, mostly armed martial arts, and the traditional teachings of Ninjutsu have not been used in combat in centuries. That being said this martial art teaches

not only techniques for combat but also infiltration, survival, disguise and tactics that are similar to guerilla warfare. It is both an unarmed and armed martial art.

Nunchaku Do: This is less of a martial art and more of a sport that uses the Nunchaku. The sport of nunchaku do involves learning the basic blocks and strikes of Nunchaku, Nunchaku kata and Kumite/sparring. It is an armed martial art.

Nyakwondo: Kisara Nanjō's unique form of Taekwondo, in which she adapts Miu's graceful and acrobatic movements along with the reflexes and instincts of a cat into her Taekwondo, which gives her more of an unpredictable fighting style in combat while increasing the effectiveness of all her original techniques through using the motions of a cat. It is an unarmed martial art.

Okinawan kobudō: A martial art from Okinawa. It covers a dozen of weapons, each one with their own techniques, katas, training regiment. The weapons in question are kon (six foot staff), sai (three-pronged truncheon), tonfa (handled club), kama (sickle), and nunchaku (two rope- or chain-connected sticks), but also the tekko (knuckledusters), tinbe-rochin (shield and spear), and surujin (weighted chain). Less common Okinawan weapons include the tambo (short stick), the hanbō (middle length staff) and the eku (boat oar of traditional Okinawan design). For reference this is the martial art that the group known as The Valkyries utilizes. It is an armed martial art.

Ono-ha Itto-ryu: Ono-ha Itto-ryu's name translates to "one sword." The underlying principles of the style, and the branches of Itto-ryu that followed it, rely on a single powerful cut to defeat the enemy. According to Fighting Arts, Ono-ha Itto-ryu curriculum has over 150 techniques, many of which involve a direct downward cut through the center line of the body, often using the wrists as a target during their raised position when ready to attack. Modern kendo, the sport form of kenjutsu, derives its underlying philosophy from Itto-ryu. It is an armed martial art.

Pankration: Pankration is an ancient martial art introduced into the Greek Olympic Games in 648 BC and founded as a blend of boxing (πυγμαχία or πυγμή/pygmachia or pygmē) and wrestling (πάλη/pále) also adding kicks (λακτίσματα/laktismata) but with scarcely any rules. The only things not acceptable were biting and gouging of the opponent's eyes. The term comes from the Greek παγκράτιον [paŋkrátion], literally meaning "all powers" from πᾶν (pan-) "all" + κράτος (kratos) "strength, power". It has been said to be used by the Spartans and Hercules himself. It is an unarmed martial art.

Pencak Silat: Pencak Silat is the umbrella term used to refer to a variety of Indonesian martial arts. In the 1970s, many Indonesian martial arts schools and styles agreed to use the term “Pencak Silat” in order to create a common identity for all Indonesian martial arts. However, these styles can vary greatly and can focus on unarmed combat and/or use of weapons (such as sword and staff). This martial art features techniques allowing the user to react from nearly all natural body positions (sitting, standing, lying down etc.). It is specially adapted to use in naturalistic environments such as jungles. This allows the user to fight much more easily in these environments, using the terrain to their advantage. It is both an armed and unarmed style.

Savate: A highly refined version of street fighting that over the centuries has been elevated to the level of a sport and is sometimes called “boxe français”. It utilizes powerful strikes from both the feet and hands in equal measure. Due to its roots in street fighting, it is a highly viable martial art when used in close and urban settings. It is an unarmed martial art.

Shinchi Nengen-Style Karate: A powerful style of karate used by Akira Hongō and his disciples. This style revolves around the use of knife-hand techniques and it rivals the Mutenkendoku-Style in flexiblitiy and versatility. Another thing to note is that it is more precise and sharp in comparison to Sakaki's style.

Sojutsu: Sojutsu is a Japanese martial arts that focuses on spear fighting. This martial arts is also known as Yari Jutsu. Sojutsu techniques include blocks, thrusts/stabs and slashing attacks.Traditionally basic Sojutsu techniques were taught to low ranking Samurai foot soldiers and conscripts who would then be armed with (cheap) bamboo poles that had been sharpened and fire hardened. It is an armed martial art.

Street Fighting: Not a specific type of martial art but more of a discipline and is slowly learned through long experience in informal fighting. Due to lacking any inherent combat forms and techniques the style is wild and often unpredictable making it difficult to anticipate a user's attacks making it difficult to defend against but at the same time it's also rough and can expose fatal openings in some of its wilder attacks compared to more disciplined martial arts that can make it easy to counter. It is an unarmed style.

Sumo: Sumo originated from an agricultural ritual dance performed in prayer for a good harvest. However time went on it has evolved into a fighting style. Sumo is a style of martial art that the user tries to push the other out of the ring. It also considered a form of wrestling. Normally one would have to be quite heavy to use the martial art professionally. But it is not a requirement to learn the techniques. Hey you can a build of Bruce Lee and get something from this style. On the surface it may seem like it only requires brute strength, this false. It requires strength yes, but it also requires a high degree of flexibility and tactical thinking to truly master it. It is an unarmed style.

Tae Kwon Do: The way of the fist and foot. Though many put more emphasis on the foot. Understandable seeing that those who take this martial art tend to strengthen their legs to deliver powerful kicks. It is an Unarmed martial art

Tai chi: T'ai chi ch'uan or Taijiquan, often shortened to t'ai chi, taiji or tai chi in English usage, is an internal Chinese martial art practiced for both its defense training and its health benefits. It is also typically practiced for a variety of other personal reasons: its hard and soft martial art technique, demonstration competitions, and longevity. As a result, a multitude of training forms exist, both traditional and modern, which correspond to those aims. Some of t'ai chi ch'uan's training forms are especially known for being practiced at what most people categorize as slow movement. It is an unarmed martial art.

Tamiya-ryu: Tamiya-ryu, founded in the late 1560s, makes use of a sword with a slightly longer hilt. A longer hilt gives the sword greater stability and power. When you stand in the high stance, Jodan-no-kamae, your opponent will have a tendency to look at the raised sword blade, and they will not notice foot movement. Tamiya-ryu requires large, precise movements. It is an armed martial art.

Tenchi Mushin Ryuu: Literally "Earth, Heaven, and Nothingness true form", Tenchi Mushin Ryuu is an ancient fighting style that almost went extinct until it was recreated and restored by Kai Midō. Like most ancient styles, the history and creation of this style is not known, but what is known is that Tenchi Mushin Ryuu is a very versatile martial art, as it was able to not only be recreated, but also changed to suit the users' individual fighting style. From what was observed it is an unarmed martial art.

Tenshin Shoden Katori Shinto-ryu: Tenshin Shoden Katori Shinto-ryu remains the oldest surviving school of Japanese swordsmanship. According to Koryu, an index of traditional Japanese martial arts, Katori Shinto-ryu dates to 1447 and has had 20 headmasters based in Japan. The style encompasses training in the use of the katana, the bo staff, the halberd-like naginata, the spear and in empty-hand combat through jujitsu. Katori Shinto-ryu headmasters enjoy the status of Living National Treasures of Japan. As such it is bothe an Armed and Unarmed Martial Art. It is an armed martial art

Tessenjutsu: This martial art focuses on the use of the Tessen, a metal fan. It has be described as being defensive in nature and especially useful for disarming and restraining opponents. The tessen is not only a powerful weapon for hitting techniques and thrusting techniques but is also very effective for applying pressure to nerve points or for joint-locking techniques and strangulation techniques

Yagyu Shinkage-ryu: Yagyu Shinkage-ryu was the first style of the Tokugawa shogunate, before they began using Ono-ha Itto-ryu. Shinkage-ryu emphasizes flowing, subtle movements, and uses a longer and thinner blade. It contains some principles of aikido: instead of killing an enemy, the style encourages the use of disarming techniques. It is an armed martial art.

Xing Yi Quan: Described as one of four most famous kenpos in China, along with Shaolin Quan, T'aichi Chuan, and Baguazhang. It is different from the spiral movement of Tai Chi or the round movement of Ba Gua. Those users of Xing Yi Quan focus in using the straight movement of the fist to give out strong blows, which makes it more harmful compared to Tai Chi or Ba Gua. There is a saying that the straight movement of Xing Yi Quan is learned from "jar", which is the stab stance of the Chinese lance. That makes Xing Yi Quan more lethal in crowded places, where the opponent cannot avoid the direct strike which is the specialty of Xing Yi Quan. It is an unarmed martial art.

Zui Quan: Zui Quan also known as Drunken fist is a martial art were the user mimicks a drunk person. This type of kenpo has so many styles that perform different ancient gods like zui ba sian (醉八仙 in Chinese which performing eight Taoist gods whilst drunk) which was used by Raichi and Tenmon..

Starting Location



You know the drill. Roll a D6 and see where you end up in.

1. **Kōryō High School:** Koryou High School is the central setting of the series. It is the typical Japanese High School, divided into three grades and many classrooms per grade. It houses a gymnasium, outdoor volleyball courts, a physics room, several classrooms, a storage room, and a rooftop area.

2. **Ryōzanpaku:** Ryōzanpaku is home to elite fighters, who each specialize in different styles of martial arts. Masters Of Ryozanpaku. this is also the place where the main character kenichi trains.The dojo is famous for its powerful members and is often challenged by other dojos or single fighters. Due to this, Ryōzanpaku charges its challengers and actually has a waiting list, causing Kenichi to call them 'Dojo hunters'.

3. **Yamigadani:** Described as the Heart of Japan, is where Hayato Fūrinji and Isshinsai Ogata take their disciples to train. This place also can be used to help harness Sei or Dou flows or both to help activate Seidou Gōitsu which Ryūto Asamiya and Rimi Kokorone learned and as stated above can be used to access the Seikūken techniques.

4. **Sumo Stable:** A large specialized arena designed and owned by Thor during his days in Ragnarök. Thor created this place for the purpose of perfecting his Combat-Sumo style and practising it on real fighters to help make it more useful. The ring itself is one giant metal pit designed to be similar to a sumo ring. There are fights every night in order to make bets on the winner and help other fighters get stronger. Because of the design of the sumo ring, the floor and walls of the ring is completely made of metal, so that fighter do not have protection from being thrown or slammed into the ground.

5. **Fortuna's Island:** A private island owned by Fortuna. Where hold a tournament called Desperate Fight of Disciples. For what purpose? Who is to say but if you are starting here best stay on guard.

6. Free Choice: Got lucky make your choice of where you want to go

Perks



Discounted 100 CP perks are free. Now for something important about the general perks. When you purchase them you don't get them immediately. You get them at the end of your ten year stay. But you have to train to get the full benefit of those perks. In addition you can discount 4 general perks of your choice. In addition there are 3 categories of perks: Origin, Bifurcated Choice, and Faction. Each with their perks and discounts.

General perks

Master's Body (Free and Only available at the end of your stay): You don't start with this perk. This is more of an award for surviving your ten years stay here. Basically, it an enhancement to your body mod. Any attribute made on to the body mod is now doubled. (Only at the time of acquiring this perk though). In addition, your body's shape will be changed to accommodate for your martial art style. For example, if your martial art requires flexibility to preform high kicks, you will be flexible enough to touch the back of your head with your foot.

Herculean Might (100): You are strong. INCREDIBLY strong. You have trained in techniques meant to increase your physical strength FAR beyond that of normal people. Your strikes hit with the force of trucks and could easily damage cars or shatter concrete blocks. It will only increase with time and training and you may yet find yourself lifting tanks over your head with only moderate strain. In addition, you are tough. VERY tough. You have trained in techniques meant to increase your physical endurance far beyond that of normal people. You are durable enough that you will not be damaged by the use of your own strength. You will be able to take being hit by a truck going at full speeds and be fine and later you may be able to take hits that would knock out an elephant only lightly bruised with enough time and training. Got a regular Hercules here

Stamina of Krillin (100): Geeze how long are you gonna keep going? You seemed to have a crazy amount of stamina. You can run for 8 hours at your max speed and not be tired. Because of this you know how to regulate your breathing in such a way that you will rarely be out of breath in a fight and will never run out of strength at a critical moment from a lack of stamina. You can do this all day, your opponents however cannot. AS for the name of the perk…Team Four Star Joke

Sonic Speed (100): Okay not actual Sonic Speed. And no I am not talking about the hedgehog either. You are fast though. Faster than a race car perhaps. You have trained and continue to train in techniques that will allow you to move at incredible speed. You will be able to run as fast as automobiles and with training these speeds will increase in time. You have also trained in techniques that has allowed you to move with great agility You are also physically coordinated enough to engage in Olympic level gymnastics with ease, and by extension move with the seemingly effortless grace of a top tier ballerina. Your foes will have trouble touching you, they're too slow to keep up.

Sniper's Perception (100): You are a highly perceptive individual with senses that are above and beyond peak human. Your eyesight is like a sniper scope and you can easily hear a whispered conversation across a crowded room. You also gain greater situational awareness of your surroundings, passively taking in minute of data that will let you more easily determine what will come next and may forewarn you of ambushes, traps or impending disasters. While not perfect it will be much harder to surprise or sneak up on you.

Stunning (100): You're beautiful. You're beautiful. You're beautiful, it's true. Okay that's enough of that. For some reason maybe genetics or perhaps the result of your training, you will always look good. Your facial features will be gorgeous and you have a body with perfect proportions. Your skin is very nearly flawless and your hair is silky smooth conforming to most any style you try to put it in (Considering that this is an anime setting this is very useful). Best part no battle will affect your looks. You can be in the midst of battle, soaked to the bone, covered in mud or on the verge of death, you still manage to look good. But please remember to wear appropriate clothing. You are here to train not to show off your body…unless that is part of your martial art training, which I doubt.

Pink Muscle Body Conversion (200): Through a strenuous exercises and strict diet plan you have done it. You have converted 99% of your muscles into pink muscles. This means that they have the benefits of both red and white muscle. These Muscles are strong and fast and are quite slim. Meaning you can deceptively pass for an ordinary guy on the street while wearing a school uniform or anything that won't expose to much of your body.

Sei Dou Goitsu (200): You have learned how to use the Seidou Gōitsu. The Seidou Gōitsu both an advanced and dangerous technique part of the Ancient Martial Arts Isshinsai Ogata made by combining the opposing Ki of Sei and Dou. Seidou Gōitsu works by having first ki being focused inward, while second ki explode outward resulting in an explosive boost in the user's physical abilities and techniques. However, the backlash from doing this technique might leave being crippled for months before you can recover.

Youth and longevity (200 CP): It is a sad truth that with age, the body declines. A once great master so vibrant in youth possesses less than 1/5th his full strength in old age. For no matter how skilled a martial artist they cannot beat time…. OR CAN'T They. Yes in a way you can defeat Time and retain your youth throughout your entire life. The process however isn't a special technique like in Journey to the west but rather a life style. Following a diet plan and excise routine you seemed to have conquered the march of time effects on your body. You will NEVER age, remaining youthful with all the appearance and skills you held in your prime of life. This means your body will not lose any of its strength, speed, durability, stamina, even beauty. However, this doesn't make you ageless, you time will run out and you will die, that is unless you have found some means of immortality.

Beastly Mimicry (200 CP): Nature is home to many dangerous things in life. But its from dangers that can create things. So how does this translate to martial arts. Well look at an animal, any animal. Now try mimic its moves and behaviors. Now dwell on these movements. Think you can add those movements to your martial art? See animals can provide you inspiration to improve your skills and add more depth to your personal style. In other words you can imitate the movements that an animal makes to come up with new moves. For example, incorporating the movement of cats would make a martial art more acrobatic or incorporating the movements of a mantis would add sudden precise strikes to a martial art's repertoire. So get out there and see some animals…heck check out some nature documentaries, you might get some new ideas from it. Who knows? Maybe in time it can create an entirely new marital art from it.

Combat Medicine Man (200): To understand martial arts means to understand the human body. One can use this understanding to cause harm to the body for healing. That is to say you can apply your martial arts techniques and knowledge to heal people instead of harm. Whether it be massage, chiropractic or acupuncture, you can now fix nearly any injury through a few sessions of your specialized treatment. You may even be able to regrow lost or severed nerves, restoring function to paralyzed limbs and reinvigorating aged bodies to near the prime of youth. However, there are limits. These skills cannot fix life threatening injuries. Also, no matter how good of martial artist you are you DEFINITELY cannot regrow a patient's limbs with this ability.

Combat Chef (200 CP): Strange…cooking and fighting shouldn't be intertwined like this…yet you found a way to connect the two. This ability is simple the better your cooking skills, the better your fighting skills and vice versa. But this will only get you so far. But if you are already good at one of them, you'll soon find that the other is being improved in some degree

True Ki (200): Some have ki. You have KI. You can feel it in you and channel it more easily, enhancing the normal effects of Sei and Dou ki to a much greater degree. Perhaps upon reaching the status of a master you may project your ki beyond your body, achieving techniques that can only be described as supernatural in nature. This perk stacks with any boost to ki, chi, aura or other general body based energy field you may have.

Saiga's Philosophy (400 CP): Satsujinken or Katsujinken. Sei or Dou. Armed or Unarmed. Those are the choices but don't they seem a bit too rigid. Martial Arts is ever changing, ever growing. And this rigidity limits one ability to change and grow as a martial artist. So why should you restrict yourself to such limitations? We live in the mordent era, those in the army are taught how to use guns and how to fight unarmed, so why shouldn't you do something similar? You somehow have access to both types of Ki, why not cultivate both of them. Yes, Both philosophies are very different from each other but shout you really do one or other all the time? In actuality there is more nuance in the world or martial arts then you think. You know this for a fact, so why not have both. Be good at both weapons and unarmed. Cultivate both Sei and Dou KI. Accepting both Satujinken and Katsujinken, because there are times when you can't kill and times when you have no choice. It will get much father than just choosing one or the other. By purchasing this you will receive the boon of all Bifurcated choices. But you won't receive their discounts. In addition this will also allow you to take to opposing beliefs and some how merge them in a way that makes sense and benefit from it.

Origin Perks

Theses are perks based on your origin of choice



Disciple

Tactical Withdraw (100 CP, Free for Disciple): NIGARYUNDAYO! Wait wrong series. But the idea still applies. Basically, you retreat from your current position to get you and your enemies in a different location. Preferably one where either no bystander will get hurt, or where you have the advantage. A certain Joestar would be proud…wait wrong series.

I fight to protect the innocent (200 CP, Discount for Disciple): Kenichi is quiet the righteous guy huh? He has put himself through hellish training to get stronger. But why? Originally it was for Miu but after a while he has a new reason, to protect the innocent. And it seems like karma rewards him for that fact during fights. The same can be said of you. When you fight for a truly righteous cause your battles seem to tip slightly in your favor, not enough for a guaranteed win mind you but just enough for you to get a little bit of an edge or to find a flaw in your opponents' skills

Combat Senses (400, Discount for Disciple): In battle, you can "read" the flow of your opponent's movements, understanding where they intend to hit and their thoughts and emotions behind their attacks. Think of it as Martial arts spider sense. But this won't be of use to you if you are not fast or strong enough to counter the attacks. You will still likely know where it is the enemy intends to hit in advance of the actual strike, though the accuracy of these predictions decreases with the speed and number of your opponents. Alternatively, you could use this ability to have a civil conversation with someone, expressing complex feelings and emotions through a series of blows and spirited shouts. Literally talking with your fist.

Mightiest Disciple (600 CP, Discount for Disciple): There is no "easy" way to get better at martial arts. Sure, some have talent but, that will only get you so far. The only way to improve is to train and hone your skills. But will require effort and hard work. But every time you understand a technique it feels like you have gotten stronger. With this perk that is not just a feeling. It's a fact. For every technique you learn and understand you will get stronger, faster, and tougher by a little bit. Mastering the techniques that you learn will grant you a much bigger gains in your strength, speed, durability, stamina, and precision.



Prodigy

Mudane Activities (100 CP, Free for Prodigy): You find it exceedingly easy to apply your martial arts skills to mundane tasks. Leg strength developed through repeated kicking and great leaps could be applied to travel faster, and recreational parkour. Alternatively powerful punches, tight grasps and natural leverage techniques could be used in construction, repair and advanced art or sculpture. You will find innumerable uses when you begin applying your martial arts to everyday life.

Warrior's Mind (200 CP, Discount for Prodigy): You lived your whole life around martial artists everyday. Combat is daily occurrence to you and you are no stranger to the fear of imminent demise. As a result, you are immune to being traumatized as a result of combat. As a result, post-war PTSDs are a thing of the past for you now for you can go to war and come back with no psychological problems. When faced with dangerous or traumatic situations, you keep a clear and logical vantage point. You can reasonably make the same judgement calls during a high stress circumstance as you would in an academic or armchair discussion.

Trained Reflexes (400 CP, Discount for Prodigy): Due to your training some techniques come to you like second nature. For example if a complete stranger grabs your shoulder you will on instinct preform a counter move for it. It can get you into trouble at times though.

Instant understanding (600 CP, Discount for Prodigy): Most Students of martial arts will need some time to understand a new move or technique. Perhaps serval training sessions to get the basics down> You are not like most disciples. You have grown up around martial artist and as a result have picked up on a few tricks on practicing and learning moves. As such you have better understanding of martial arts techniques, allowing you to learn and understand new techniques in a matter of minutes. Martial Arts are ever evolving and you need to learn to adapt to changes in order to survive.



Delinquent

Dirty Fighter (100 CP, Free for Delinquent): Rules? Honor? They are nice things but let's face it; most people don't fight fair. They just try to win. You are no exception. You know to keep any weapons on you hidden from plain sight. It would take a through full body search to find whatever weapons you have hidden away. In addition, you know every dirty trick in the book, eye gauging, kicking sand in the eye, groin kick. ALL OF IT. You know them all, and you can easily incorporate into your style.

Face of an Angel (200 CP, Discount for Delinquent): You have this look to ya. Most people won't be suspicious of you unless they know you and what you are capable of. Also, can help you in poker because this perk also make it hard to read your emotions. The perfect poker face. The Suckers. In other words you can easily hid your intentions and your true self by showing putting on the persona of a kind person and no one would know that you are actually a stone cold killer. Just make sure that your cover isn't blown otherwise it stops working

Brute's intuition (400 CP, Discount for Delinquent): Strange thing about you is that despite you having very little training, you can "read" an opponent's rhythm and for this you can predict their attacks by following their rhythm. In addition, you have the ability to predict one's reaction to certain actions that you may take and from it come up with a way to get your opponent into a situation that would put them at a disadvantage.

Berserker (600 CP, Discount for Delinquent): Shōgo Kitsukawa was given the title of Berserker and for a good reason. You see when he experience intense emotion is under intense stress during battle he enters a state. One where he gains full access of ki. While in this state he attacks at a much stronger, faster, wilder and unpredictable pace, while at the same time losing the ability to feel pain. This is called Berserker mode. And now you have this very same ability. When you are in a high stress combat situation. You can enter the Berserker Mode. While in this state your strength and the force of your blows will steadily increase. However, you can only enter this state while in a battle. If combat wanes or you lose your feelings of aggression however, your strength will atrophy and you will return to your baseline strength within a few moments. Who knows maybe you are more worthy of the title of Berserker.



Master

Trained Body(100 CP, Free for Master): This…is kind of creepy. So you have trained your body for years yes…but this is ridiculous. You know your body so well that you can…manipulate its anatomy. Suck a being able to have tow voices speaking at once, move your organs around to avoid fatal damage. You are also more in control of all the muscles in your body, even the involuntary ones, able to slow down or stop your heart by force of will alone. Though the multiple voices one can be used as an interesting party trick.

Combat Ace (200 CP, Discount for Master): You have seen plenty of battles, which means you have seen many martial arts at work. As such all you need is to see a few movements and you can identify what the martial art is or how the opponent will fight. VERY useful for teaching and fighting.

Ki Sage (400 CP, Discount for Master): As a master, Ki is nothing new to you. You know how it works, what it does to your body, and how to use it effectively. This can be seen when you are manipulating your life energy internally and putting it to a variety of uses. This also means that you can in a way project your ki….NO! NOT AS AN ATTACK! But more like Kaioken Boost.

Invincible Warrior (600 CP, Discount for Master): You have trained your whole life, getting accustomed to your style. Been many, MANY battles. As a result, your body has been affected by this training. You are strong enough to toss cars a side, fast enough to out run a speeding bullet, tough enough to take a full-on collision with a car going 200 MPH. You can go for days without food or water before feeling any adverse effect from a lack of nourishment. But don't get cocky. Despite the name you are not invincible, you can still be done in if someone is able to catch you off guard.



Bifurcated Choice Perks



Satsujinken

No Mercy (100 CP, Free for Satsujinken): Okay this perk gives you two things. First, you have the ability to release an aura of killing intent that is essentially an aura of intimidation. Second, while in a battle you can turn off any emotional response to killing someone. This will make things smoother when you eventually end up in a battle to the death. Can't afford any hesitations after all.

Vital Point (200 CP, Discount for Satsujinken): Martial Arts is for killing. That's what Satsujinken teaches. You know what can kill a person? Hitting them in their vital point. Starting out you only know a few vitals points that once struck will either kill them or put them in critical condition. But as you get better in martial arts you will find more of them and creative ways to hit them.

Kill them as a Marital Artist (400 CP, Discount for Satsujinken): You know there is more than one way to "Kill" Someone. See this setting is about the world of martial arts and the dangers within it. Another way for a person to die in the world of Martial Arts is for them to quit or be so afraid of death that they avoid conflict all together. That's what you can do. When you fight someone, you put a fear on them that is so great that they try to avoid conflict with you and anyone associated with you. Maybe even have them quit martial arts all together, just as long as you spare them. But this isn't really a mercy, is it? You basically destroyed their will to fight forever.



Katsujinken

Make them see reason (100 CP, Free for Katsujinken): Martial Arts is not for killing. That is what Katsujinkenn teaches. But if you put too much strength it an attack you could kill them. So why attack? You have a mouth, you have a voice, Or you have notepad or sign language. But that's point the point. The Point is that you know how to talk some sense into a person and deescalate a situation. This may sound Undertale like but it does happen in the world of martial arts. Where a battle was ended not be fists, sword, guns, feet. But by words.

We Won't let him die (200 CP, Discount for Katsujinken): Okay you goofed a bit but you can fix this! First of all, no this is not like Combat Medicine Man. This perk basically gives basic first aid knowledge. In addition, you can tell how serious a wound is and which wounds need to be tended to the most and which can be ignored. Useful when you want to save your opponent's life. Also, useful to prevent your allies from dying.

Non-lethal takedown (400 CP, Discount for Katsujinken): Okay Sometimes you need to fight and you need to go all out on an opponent this would surely kill them, right? Not if you know what you are doing. Maybe you can hit non vitals, maybe you can pull your attacks a bit, maybe you know how to knock someone out without hurting them. Whatever it is, you know how to take down your opponent without killing them, even in a life-or-death situation. This means you know where to strike that will harmlessly defeat the, knock them out with out serious injury to them, or pressure point that will essentially paralyze them. You only know a few pressure points starting out but as you get better and train you might discover multiple of pressure points all over the human body…and some animal, hey you never know.



Sei Ki

Calm Mind (100 CP, Free for Sei Ki): Similar to the Perk "Warrior's Mind" You can keep your cool during a fight. However, the big difference here that this ONLY during a fight that this perk activates. In addition, your wit and tactical thinking will not be affected by the stress of battle. Meaning you can still plan in a fight easily and be able to your wit during a fight to come up with interesting solutions.

Environmental Awareness (200 CP, Discount for Sei Ki): A battle is more than two sides trying to inflict damage to each other There are other elements to consider, like the environment around you. Sei fighters are more aware of their surroundings than the average fighter. A Sei Fighter would be focused on their environment hen releases it quickly in response to danger. This means that once you have sense danger this KI is used to increase the users' attributes to handle the danger. Useful to sense any ambushes that might be nearby.

Seikūken (400 CP, Discount for Sei Ki): A combat method that involves controlling the entire radius within one's arm length, creating a spherical shield around oneself. It can be used for offence and defense. The Seikūken can only be erected with a calm mind (i.e. jumping around or moving will make it difficult). if one is not calm, it would be near impossible for him or her to erect the Seikūken. You are only a novice at this method or technique and will require you to focus on doing this technique, extensively. But with time and training you will be able to do this technique more easily and can even be able to do the advance version of this technique; Ryūsui Seikūken. Ryūsui Seikūken takes the principle Seikūken and turn it inward, reducing it to a thin layer above the skin to dodge the opponent's attacks at the last possible second. So, in a way a pseudo–Ultra Instinct but less supernatural



Dou Ki

Brutal Strike (100 CP, Free for Dou Ki): Your strikes are much stronger than most fighters. In addition, this perk grants one more boon. The more aggressive you are, the stronger your attacks will become. So don't hesitate to charge forth and attacks as much as you want jumper, with this you will be rewarded for this. Just don't go Leeroy Jenkins though. Be aggressive not stupid

Power Born of Anger (100 CP, Discount for Dou Ki): Dou ki focuses on strength and emotions. As such Dou fighters begin to find ways to use emotions to gain more power. Specifically anger. This perk works as it sounds. The more angry you are the more stronger you become. There is a catch. You anger cause you to store up Dou Ki, but this isn't like Hulk's ability, there is a limit. Once you reach that limit you must release the stored up Dou ki in any way you see fit. Preferably in an attack. Just don't loose yourself.

Doukūken (400 CP, Discount for Dou Ki): Sei ki is all bout being calm and relying on wit and skill. Dou is the opposite focusing on brute strength and instincts. However, it is possible to read an opponent's movements with those instincts, you just need to be exicted enough to do so. While the series didn't give this ability a name, it is very similar to Seikūken, so we'll call it Doukūken. To use this ability you must excite yourself to the a point that you are not capable of thinking straight leaving you to rely purely on your instincts. You are a novice at this technique but with time you can possibly make a Dou Ki equivalent of Ryūsui Seikūken.



Unarmed

Technical Movements (100 CP, Free for Unarmed): You chose to be an unarmed fighter but there is more to it than just throwing punches and kicks. Is also about the technical stuff. Small things that you don't think of while attacking. These "Small things" can actually be the difference from a punch that knocks someone down to a punch that knocks someone out. Finger placement, feet position, Toe alignment, movement during the attacks. ALL of this will affect a punch. And you know all about them. You are good at making sure the technical stuff isn't forgotten and spotting habits that affect your attacks and motions in battle. As you get better with training you can spot these things in your opponents and take full advantage of it.

Body of Steel (200 CP, Discount for Unarmed): You are going to get hit at some point. But you know how to take it and keep going. Don't be mistaken this isn't like the "Herculean Might" Perk. What this does is that every time you get hit and recover from it, your body becomes more resilient from it. This can also translate to your blocks as well. The more you block attacks while unarmed, your body will become tougher. As you train to develop this resilience your body will as hard of rock and eventually hard as steel.

Lethal Weapon (400 CP, Discount for Unarmed): Your body is your weapon. You know this. As such you prefer to fight un armed. Because you train your body to the point that you can even stand face to face against an armed foe. This is because you train to be able to deal damage in way that shouldn't be possible to do without a weapon. By this we mean that you open hand strikes can cut someone. Finger strikes will feel like bullets or arrows piercing flesh. As you hone your body and train you will soon find that you own body is the ultimate weapon. Being able to cut, stab, or bash on the same level as a weapon can.



Armed

You Must Respect Your Weapon (100 CP, Free for Armed): Well if you chose to be an armed fighter it would be a good idea to know how to do maintenance on your weapon right? What this means you know how to care of your weapons. How to keep it in good condition and how to repair should it get damage.

An Extension of my Body (200 CP, Discount for Armed): You got quite the grip on that thing huh? That's good because the last thing you want to happen is to have your weapon fly at out of your hands when you go for an attack. So the perks grants you the ability to never loose grip of your weapon and thats it? Nope. Seeing that your weapon is an extension of your body this also means you know where it is at all times. So even if your weapon should fly out of your hands or be knocked out of your hands; you know where it is and can retrieve it no problem. This also makes it so that your weapon won't end up in an area that you can't retrieve it from.

Anything is weapon in my hands (400 CP, Discount for Armed): Anything that is in your hands can become a weapon, provided that you wield it as if you are you using it for your martial art. For example, if you are to wield a spatula as you would a sword for Ninjutsu, it will cut like a sword…granted at a beginner level you won't cut flesh but you can cut fabric like clothing. But you get the idea. With a creative mind and enough training, you will soon find out that there is never a moment where there is no weapons nearby. For you, anything in your hands can become a dangerous weapon. Oh, and this perk applies to all weapon based martial arts. So go out there and learn as many weapons based martial arts as you can.



Faction Perks

These perks based on what faction you chose



Ryōzanpaku and Shinpaku

Threat analysis (100 CP, Free for Ryōzanpaku and Shinpaku): Haruo Niijima is an interesting individual. But he has his uses as a tactical. Especially his strange ability to tell how much of a threat a person is. You also have this ability by making goggles out of your hands. You can analyze how powerful an opponent is.

Slippery little Devil (200 CP, Discount for Ryōzanpaku and Shinpaku): If there was a Olympic event for running away you would be a gold medalist. You are a master of escape and fleeing. When someone is chasing you seem to run three times faster than normal. In addition, you can slip out of an opponents grip easily and you can slip out of restraints. How you go about doing this is up to you. Heck ditch your clothes if it helps.

Tactical Know How (400 CP, Discount for Ryōzanpaku and Shinpaku): Wars are not won with brawn. They are won with brains. This means tactics and plannings. Both you are an expert at. You can be given a minimal amount of information and can up with a competent plan. In addition you are also good at information gathering. Knowledge is power after all. These abilities can be applied in the heat of an intense battle.



Yomi and Yami

I know your weaknesses (100 CP, Free for Yomi and Yami): Everyone has a weakness no matter how experienced they are, they have a weakness of some kind. You are good at finding that weakness. How to exploit is up to you though.

No Distractions (200 CP, Discount for Yomi and Yami): The one thing that can be fatal to person during a fight is getting distracted. You don't have this issue. You can enter a "In the Zone" State that will allow you to ignore any and all distractions. This also works with training.

Hellish Results (400 CP, Discount for Yomi and Yami): You want to know one of the reasons Yomi and Yami is feared. The training is BRUTAL! Yet it gets results. But this fact is true of anything really but Yami takes it to whole another level with their disciples, like they are trying to mold their disciples into super soldiers. You can achieve something similar. Basically, the more brutal and unfurling the training you do is, the more rewarding it will be. Push yourself to the limits Jumper.



Items



General Items

The Essentials (Free): Clothing that you are going to need for living here. School Uniform, a whole week worth of Casual Clothing and Personalized Martial Arts Uniform.

Training Gear (Free): Sparring equipment, Target dummy, and Practice weapons. So that you can practice your moves without hurting yourself.

Place to Sleep (Free): a normal mundane house. Fully furnished. A place to rest your head.

Money (100 CP): 1,000,000 Yen. Untraceable. Comes in your choice of cash, check or debit card.

Ludwig, Sebastian, Maximilian, and Rotowski (200 CP): Three shotguns and an old school hunting rifle. They never brake and you always seem to have ammo for them. They are just good guns, though whenever you seem to take any of them out they seem to have a GLORIOUS introduction scene

Disciple

Self Help Books(100 CP, Free for Disciple): You have a large book case filled with titles of self-help book "how to do X". These books are mundane in nature but will be a good reference if you decide to a normal hobby or profession like gardening, cooking, carpentry, or sewing. These books will help learn any mundane skill much quicker and much easier. Martial arts doesn't have to be involved in every facet of your life after all.

Urban armor (200 CP, Discount for Disciple): A vest of mesh armor that is lightweight and thin enough to be concealed under normal clothing but still incredibly strong. It can't protect from bashing/kinetic attacks, like punches and kicks. It can protect you from slashing and piercing (such as being stabbed), without being penetrated or breaking. It can even stop bullets from firearms but it could still be pierced by anything stronger than an anti-tank rifle or similar high caliber armor piercing round.

Personal Advance ~~Torture~~ Training Device (400 CP, Discount for Disciple): What you have here is something that can only be described as mouse wheel from hell. However, it was made with the intent to train. What it does is that it allows the trainee to be physically locked into the machine for up to an hour at a time wherein they must engage in vigorous endurance and resistance training or suffer needles, electric shocks, and electric shocking needles. Many can see this as a torture device…it kind of is. BUT it does get results in improving one's physique. By the way it was by Akisame….explains a lot doesn't it?



Prodigy

Recipe Book and Cooking supplies (100 CP, Free for Prodigy): A book that contains every recipe from Japan for breakfast, lunch and dinner. You will also receive an apron, oven mitts, kitchen utensils, and the supplies necessary to cook those recipes

A Collection of Skinsuits (200 CP, Discount for Prodigy): A closet filled with a bunch of bright and colorful skin suits that you can wear under your clothes…. also can protect you from drawbacks like the "**Fanservice"** drawback from this very jump.

Special Training Obstacle Course (400 CP, Discount for Prodigy): This obstacle course may look simple at a glance but it also has various of traps to keep you on your toes, various of objects that are used for advance level training. These are used to keep your reaction time hone and sharp, As well as making sure you stay in shape.



Delinquent

Electrified weapon (100, Free for Delinquent): Its unavoidable sometimes you need a weapon…But you went too far. Be default this a baton that can be electrified with a press of a button thus allowing them to deal more damage. But it can be any melee weapon really. You can even import a melee weapon that you own into this item.

Resistance suit (200 CP, Discount for Delinquent): A simple yet surprisingly effective series of springs and straps that may be worn on your body and easily concealed under normal clothes. While worn, this suit reduces your speed, agility, strength and stamina by half. Wearing this continually however will let you slowly but steadily train yourself through simple everyday activities as even lifting a glass of water or walking around becomes viable weight training. It can also doable as body armor that can protect you from attacks. But its primary purpose is to help with your training and help you improve your body. It will scale up to adjust to your physical attributes making sure it will never become obselet.

Headquarters(400 CP, Discount for Delinquent): You have a base of operations wherein your loyal minions may congregate. Usually it takes the form of a decrepit office building or the like, but a world appropriate version of it will appear in whatever world you arrive in. Makes it a good place to for you go to recuperate and recover.



Master

Interesting Reading Material (100 CP, Free for Prodigy): A book Collection that is varied….Lets leave it at that. Okay so Sensei Ma might have added a few of his books into this item.

Forge (200 CP, Discount for Master): A forge with a nearby blacksmithing tools. Used to make steel for making armors and weapons

Dojo (400 CP, Discount for Master): You have inherited a dojo. A small but relatively clean area wherein sparring and martial arts may be studied in quiet contemplation and resounding rivalry. It holds all of the basic training materials and aids needed to educate disciples in your martial art, or engage in light-training yourself. In future jumps, this will act as an add-on to your warehouse.



Companions



Lets Train Together (50 - 200 CP): You didn't came alone right? You have some companions with you right? So how about you bring some friends with you to make it easier. 50 CP to import one companion. 200 CP to bring them all. Each gets 1000 CP and a background. They will also gain additional CP equal to half the CP you have gained from drawbacks. They are going to need it.

New Friend (50 - 200 CP): Same as above but you make new companions that you'll come across in this jump. 50 CP for, 200 CP for 8. You can never have to many friends. Each gets 800 CP and a background

Master(One free to all, this means even companions get one for free) (50): You have a master (or perhaps a friend who happens to be a master). As the name implies they have mastered their particular brand of martial arts and are capable of teaching disciples. Their appearance, personality age and background is roughly up to you but they will likely treat you as a student or underlying for the majority of your time here. They are of fair strength, able to stand against most of the threats in canon, but are not at the level of masters from Ryozanpaku or YOMI. As their student, they will seek to educate you to the best of their abilities, putting you through training and allowing you to grow in your particular style of martial arts. You will be expected to follow all of their commands; even the ones that seem (and likely are) suicidal. You must also treat them with the deference and respect a master deserves. They in turn will seek to protect you from master-class threats while you are in the disciple class. However they will expect you to handle disciples and normal martial artists on your own. Once you have left the disciple class and become a true martial art expert (usually in about five years of training), they will disappear from your life, leaving a mysterious note that you must become stronger on your own. You must then find your own path, honing your skills as a martial artist above and beyond the norm, fighting, training and surviving against Master-class threats alone. Upon surviving this period as a martial artist (usually another five years), they will rejoin you treating you as a peer and grant you the last bit of knowledge

you require to reach the rank of a true master. You may import a companion who is a master in at least one martial art that exists or can exist in the real world.

Kenichi Shirahama (100 CP): Our Hero ladies and gentlemen. Though he has a righteous heart, he can be a bit cowardly at times, but a good friend all around

Miu Fūrinji (100 CP): The reason why Kenichi got into the world of Martial Arts. BUT DON'T BE FOOLED! This young lady has been training in martial arts her whole life.

Other Canon Characters (50 CP each): Everyone else that isn't a member of Ryōzanpaku or Shinpaku Alliance…they need more…special convincing (See scenario below).

Scenario



Let me guess you want a challenge huh? Well alright see if you can either of these scenarios. You can only pick one. Good luck

Ryōzanpaku Journey: In this world there is a secret war between the martial artists of the Katsujinken and Satsujinken. In the modern era these polarizing philosophies have come to be embodied in the organizations dubbed Ryōzanpaku and YOMI respectively. You will prove an integral part of this conflict and will undoubtedly be drawn into the events of the main plot as well as be present for all major conflicts therein. Bascially CONGRATULATIONS! You are now a part of the events of the story and must help Kenichi and his friend's triumph…because the enemies got a bit tougher with foes to be you and your companions' counterparts. In addition, you will be starting this jump as an average person without any martial arts training. Meaning during your stay you must learn the martial arts that you purchased from the ground up. Also, to ensure there is no cheating you will have any perks that were not purchased here.

Reward – Martial Arts is a part of my Life: All the skills and, perks you have during your stay here has now become a part of your body mod. Never again will you be separated from your martial art

Reward – SHINPAKU ALLIANCE: Every member of Shinpaku alliance is coming with you…mostly because its leader wants to take over other worlds.

Reward – Ryōzanpaku: The Masters Ryōzanpaku decide to come with you…mostly to ensure that you don't slack off on your training. And who know maybe they'll pick up on a few things while traveling with you.

Yami Journey: In this world there is a secret war between the martial artists of the Katsujinken and Satsujinken. In the modern era these polarizing philosophies have come to be embodied in the organizations dubbed Ryōzanpaku and YOMI respectively. You will prove an integral part of this conflict and will undoubtedly be drawn into the events of the main plot as well as be present for all major conflicts therein. Similar to one above but you will be with Yomi and Yami. You will be pushed to your absolute breaking point and take on assassination missions to hone your skills and increase your bloodlust. But the final goal of this scenario is simple: Kill Kenichi or convert him and Miu to your side. Either way works.

Reward – Martial Arts is a part of my Life: All the skills and, perks you have during your stay here has now become a part of your body mod. Never again will you be separated from your martial art

Reward – Yomi: Every member of Yomi is coming with you. they don't want to be apart from their newest member and "Friend"

Reward – Yami: The Masters Yami decide to come with you…mostly to ensure that you don't slack off on your training. And who know maybe they'll pick up on a few things while traveling with you.

Drawbacks



Want more CP? Well the only way to get more is take some drawbacks, so have at it. There are no limits on how many you can take so go nuts.

Supplement Mode (+0): I suppose you can add this another martial arts styled jump or to another version of a Kenichi jump

Fanservice(+100 CP): No matter what you do, what you wear or how much you prepare, you will almost invariably find yourself losing your clothes. Battles where you are just getting into/out of a bath as well as when you are changing clothes will become increasingly frequent occurences for you. When you do fight it is guaranteed that your clothes will be removed or destroyed in the process. Hope you don't plan on wearing anything nice or fancy because it WILL end up in tatters. Don't worry your underwear will be spared. One thing though. THIS CAN NOT BE TAKEN IF YOU ARE UNDER 13 YEARS OLD!

Kenichi's Weakness (+100 CP): You are physically incapable of bringing harm to the opposite sex, your body rebelling against any lethal or potentially painful techniques you use against them.

Crippled (+200 CP): You are crippled in some way. Maybe one of your legs don't work. Maybe one of your arms don't work. Heck you might simply be blind or have seriously bad eye sight. Whatever it is, it is likely debilitating and will make your efforts here much more difficult. (May be taken up to twice. Each time taken applies to a different crippling aspect)

HEY YOU!!! (+200 CP): What's with you and fights? It seems like you can't go an hour without someone challenging you to a fight. Starting out this will be endangering but after a while when your skills improve this will become more of nuisance than anything.

You Still Got to Go to School (+300): Okay there jumper. This setting maybe about a boy training to learn martial arts, but he still had to go to school, study, all that stuff. So do you! In fact you have to keep your grades up otherwise there will be consequences such as having to take remedial courses, or staying late at school to study more. It will get in the way of your training So better keep those grades up

A Bit Too Much (+300 CP): Hey uhh ever heard of "Too much of a good thing"? Because you are taking this training stuff a bit too far. Somehow you will train to the point of exhaustion and can't move until you get some sleep….but you have a tendency to not rest. Hope you have some companions who can convince you to take it easy for a bit…or a master that will order you to take the day off.

Amnesiac(+400 CP): Uhh Whoops. It would seem that when you got sent you here you lost all memories of the jump chain. All you have is any memories that came with your origin. So if you had some martial art training before this…you are going to have to relearn it and relearn how to use your powers again.

Rival (+400 CP): Okay half way during your stay you will encounter an opponent that will become a recurring foe. They will be your rival and will improve each time you meet. He won't kill you if he wins, but don't expect to hear the end of it. This rival will challenge when you least expect it…not while you're in the bathroom or anything like that. But eating or doing your hobby, they might appear. Better make sure you skills are always sharp for when this foe shows up.

You rely too much on those things! (+500 CP): You rely too much on the items that in your warehouse. So lets see how well you fair without them. That's right any item that you have is no longer available to you. Except what you purchase here.

There are no Shortcuts! (+500 CP): Perks, powers, system? PALOR TRICKS I SAY! One does not become a master with such things. Only blood, sweat, and tears will do. There are no shortcuts. Therefor any perks that are not from this jump have been confiscated and sealed away for the duration of the jump. The amount of CP this give is double if you are taking the **"Ryozanpaku Journey"** or **"Yami Journey"** scenario

That would be an insult to the ant (+600 CP): This…this is a bit much…basically you will start the jump with a frail and weak body. This means that you will have to work EXTRA HARD to get strong enough to stand on your own against adversity. The amount of CP this give is double if you are taking the **"Ryozanpaku Journey"** or **"Yami Journey"** scenario. HOWEVER, if you are able to complete the **"Ryozanpaku Journey"** or **"Yami Journey"**scenario with this drawback in affect you will be granted a perk called **"Soul of a Martial Artist".** What it does is simple: any martial art that you learn from here on out will be permanently a part of your Body Mod, this will include more supernatural martial arts like Hamon or Fist of the North Star. Train hard Jumper. Because you are going to need to train hard just to survive and get better.

Epilogue



Congratulations you survived ten years here. As usual you have three choices.

Go home: Return home with all your collected gear, abilities and companions.

Stay: You've taken a liking to this world, it makes sense to you and you think you could stay here forever.

Move on: You're not done yet. You proceed along to another world of your choice for another ten years.

Notes



Made by Sonic Cody12/Sonic Cody123/Cody Majin

Thanks to u/ZeroBlackflame for clarifying some stuff about HEMA

Change log:

1.0: Completed the jump

2.0: Merged certain perks together, Changed the wording of some perks added two more Martial arts. Added the Master Origin. Added Factions. Added perks based on Faction and Bifurcated Choice.